

The Completely Unofficial Star Wars Encyclopedia Version 7.0 May 2005

Part 3: Letters M through S

Bob Vitas

bobvitas@nc.rr.com
swenc@theforce.net

A listing of this encyclopedia can be viewed on the World Wide Web, hosted by TheForce.Net, at the following URL:
<http://www.theforce.net/swenc>

All text contained herein is copyright 1996-2005 by Robert Vitas, and is based on information which is copyrighted by Lucasfilm Limited. All LFL information is used without expressed permission, and without malicious intent.

Acknowledgements

I need to thank a number of people for various things:

- Geoff Birt, for convincing me (against what I thought was my better judgement) to go and see [Star Wars](#) that first time in 1977
- Randy Simpson, for keeping me interested in all of this through [The Empire Strikes Back](#) and [Return of the Jedi](#), and for being a good friend above all else
- my Mom and Dad, who somehow managed to put up with all of my [Star Wars](#) posters and paraphenalia (even though most of it failed to survive my college years), allowing my imagination to grow unabated
- all the authors and editors who contributed the many additions they've written to the [Star Wars](#) universe, especially Aaron Allston, Kevin Anderson, Cory Herndon, Daryl Mallett, Dan Wallace, and Megan Watkins
- all the folks at [West End Games](#), for taking the small [Star Wars](#) universe and expanding it into a role-playing game
- all the artists who worked on [Star Wars](#) projects, for bringing the characters, equipment, and locations to life
- the Wake and Durham County, NC, Libraries, for providing me access to some of the source materials listed in the bibliography
- Dan Wallace, for help with planets, chronology, and Episode I: RACER!
- Mike Beidler, for his Star Wars Literature Compendium (<http://www.lightgate.net/StarWars/SWLC/compendium.html>)
-
- Michael Potts and James McFadden, for [TimeTales](#) and [JMM's Chronology](#), and their help on my chronology
- David Anderson, John Bartos, and Michael So, for their growing lists of starships
- Colin Boothe, for finding that last C-3PO Pepsi One can!
- Nan Galliher, Lady Chiss, mMathab and Jnx, Jim Fisher, Ryan Scheckel, Tomasz Stepień, J. Craig Williams, Mark O'Brien, Megan Watkins, Aaron Snyder, Frederic Geertsens, Adam "ChissDude" Nettina, Michael Potts and Christopher McElroy, Andrew Christiansen, Alex Spade, Tim Grubbs, Robert Treder, Eugene Waara, Michael Mueller, Gabrielle and Bartosz, Piotr Mikolajski, Gwyn Oppel, Kris Joosten, and John Gorzny, for the use of their Star Wars materials
- Sabrina Kofax, Mat Ripley, and the folks at TomeRaider.com, for bringing the encyclopedia to palmtop computers
- The members of the New Sim Universe (<http://nsu.tierranet.com>), for their use and promotion of the encyclopedia
- Dave Settle (Hey You), for reminding me that I needed to finish *Rebellion*!
- Megan Watkins, for help with her story, "The Occupation of Rhamalai", and for pointing out that I had actually entered SWAJ 12 and 13, not 13 and 14!
- Mike Farnham, NarCranr, Robroj, Rafal Ruta, SWKeith, Ben Broad, Theluvr (aka Welden Gann), Thierry Monnereau, Ray Chramega, Michael Potts, Lance Worth, Al Manuel, and all the folks who have visited the Completely Unofficial Star Wars Encyclopedia website...keep the comments and questions coming!
- Matt Jones, for his help in getting the Source listings correct, and for general spelling and grammar repairs
- Ken & Rita Ritchie at Heroes and Villians, Tony Sacarello at Triangle Cards and Comics, and Lance Worth at Star Force Collectibles - for helping me spend all my money!
- Stan and Matt at [MosEisley.com](#), for all their help in getting the encyclopedia out to the Internet
- Jenny Vitas, Meghan Vitas, Lindsay Holman, and Keith Mercure, and for letting me borrow their *Star Wars* books
- my wife, Jill, who ~~thinks~~ knows I'm weird and loves me all the same
- **and, of course, George Lucas, for creating all of this, and for sharing it all with us**

Dedication

This encyclopedia is dedicated to my kids, Jennifer and Meghan, as a reminder that their imaginations don't have to dwindle just because they grow older.

Version 7.0, May 2005

Additions to this version:

- added *A Stab at the Heart* (SW Databank)
- added *Clone Wars* cartoons, Volume 3
- added *Clone Wars Adventures*, Volume 1
- added *Clone Wars Adventures*, Volume 2
- added *Dark Rendezvous*
- added *Galactic Crisis!*
- added *Labyrinth of Evil*
- added *The New Essential Guide to Weapons and Technology*
- added *Planet Hoppers - Byss and the Deep Core*
- added *Secrets of the Jedi*
- added *Star Pilot*
- added *Star Wars: Empire - General Skywalker* (thanks to Lady Chiss for this one!)
- added *Star Wars: Empire - Wreckage* (thanks to Lady Chiss for this one!)
- added *Star Wars: Episode III - Revenge of the Sith* Illustrated Screenplay
- added *Star Wars: Episode III - Revenge of the Sith* Novelization
- added *Star Wars Episode III Incredible Cross-Sections*
- added *Star Wars Episode III Visual Dictionary*
- added *Star Wars Galaxies: An Empire Divided - Quick Reference Guide*
- added *Star Wars Gamer* magazine, issues 1 and 7 (thanks to mMathab for this one!)
- added *Star Wars Insider* magazine, issues 79 through 82
- added *Star Wars: Republic - Dreadnaughts of Rendili* (thanks to Lady Chiss for this one!)
- added *Star Wars: Republic - Trackdown* (thanks to Lady Chiss for this one!)
- added *Star Wars Tales*, issues 21 and 22 (thanks to Lady Chiss for this one!)
- added *Star Wars Trading Card Game - Revenge of the Sith* expansion
- added *Unrest in the Senate* (SW Databank)
- added information from the official Star Wars website (www.starwars.com)
- added information from the Wizards of the Coast Star Wars RPG website
- added information from the Wizards of the Coast Star Wars Miniatures website (thanks Tim!)
- added more information from *Reversal of Fortune*
- added more information from *Star Wars: Obsession* (thanks to Lady Chiss for this one!)
- added partial information from *General Grievous* (thanks to Lady Chiss for this one!)
- added partial information from *Star Wars: Empire - In the Shadows of Their Fathers* (thanks to Lady Chiss for this one!)
- added partial information from *Star Wars: Republic - The Siege of Saleucami* (thanks to Lady Chiss for this one!)
- finalized information from *A Hunter's Fate: Greedo's Tale*
- finalized information from *Star Wars: Empire - Idiot's Array* (thanks to Lady Chiss for this one!)
- re-read *Specter of the Past*

Additions to Version 6.2 (December 2004):

- added *The Beginning of the End...* (SW Databank)
- added *Boba Fett: Pursuit*
- added *Dark Forces II: Jedi Knight - Mysteries of the Sith*
- added *Exploring Droid Adventures* (SW Databank)
- added *Exploring the Ewok Adventures* (SW Databank)
- added *Flight of the Falcon*
- added *A Hunter's Fate: Greedo's Tale* (Hyperspace comics)
- added *Inside the Worlds of the Star Wars Trilogy*
- added *Jedi Knight: Jedi Academy* (thanks to M.R. Sachs!)
- added *Jedi Knight II: Jedi Outcast* (thanks to Aled Morgan!)
- added *Jedi Quest: The Final Showdown*
- added *Jedi Trial*
- added *MedStar II: Jedi Healer*
- added *The New Essential Guide to Weapons and Technology*
- added *Planet Hoppers - Bespin*
- added *Planet Hoppers - Yavin*
- added *Rendezvous at Ord Mantell* (WOTC online adventure)
- added *Republic Commando: Hard Contact*

- added *Reverl of Fortune* (Hyperspace comics)
- added *Star Wars: Empire - Alone Together* (thanks to Lady Chiss!)
- added *Star Wars: Empire - The Bravery of Being Out of Range* (thanks to Lady Chiss!)
- added *Star Wars: Empire - A Little Piece of Home* (thanks to Lady Chiss!)
- added *Star Wars: Empire - Target: Vader* (thanks to Lady Chiss!)
- added *Star Wars Galaxy* magazine, issue 1 (thanks to Gwyn Oppel!)
- added *Star Wars Galaxy* magazine, issue 4 (thanks to Gwyn Oppel!)
- added *Star Wars Galaxy* magazine, issue 6 (thanks to Gwyn Oppel!)
- added *Star Wars Galaxy* magazine, issue 8 (thanks to Gwyn Oppel!)
- added *Star Wars Insider* magazine, issue 78
- added *Star Wars: Jedi - Yoda* (thanks to Lady Chiss!)
- added *Star Wars: Knights of the Old Republic*
- added *Star Wars: Republic - Armor* (thanks to Lady Chiss!)
- added *Star Wars: Republic - Bloodlines* (thanks to Lady Chiss!)
- added *Star Wars: Republic - Forever Young* (thanks to Lady Chiss!)
- added *Star Wars: Republic - Show of Force* (thanks to Lady Chiss!)
- added *Star Wars: Tales* - issue 19 (thanks to Lady Chiss!)
- added *Star Wars: Tales* - issue 20 (thanks to Lady Chiss!)
- added *Star Wars Trading Card Game - Return of the Jedi* Expansion
- added *Talnar's Rescue* (WOTC online adventure)
- added *Tempest Feud*
- added *Villains of Knights of the Old Republic* (SW Databank)
- added *Weapons of the Battlefront* (SW Databank)
- added a Source entry (LAWS) for the LucasArts Entertainment Company website (www.lucasarts.com)
- added information from the official *Star Wars* website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com)
- added partial information from *Geonosis and the Outer Rim Worlds*
- added partial information from *Rogue Squadron III: Rebel Strike* (thanks to Capt. Admirison!)
- added partial information from *Star Wars: Battlefront*
- added partial information from *Star Wars: Empire - Idiot's Array* (thanks to Lady Chiss!)
- added partial information from *Star Wars: Galactic Battlegrounds - Clone Campaigns* (thanks to Aviv Karni!)
- added partial information from *Star Wars Gamer*, issue 1 (thanks to Terry Aringe!)
- added partial information from *Star Wars Gamer*, issue 7 (thanks to Terry Aringe!)
- added partial information from *Star Wars Galaxies: Jump to Lightspeed*
- added partial information from *Knights of the Old Republic II: The Sith Lords*
- changed italicized "padawan" to "Padawan"
- re-read *Out of the Cradle* (Hyperspace fiction)

Additions to Version 6.1 (July 2004):

- added *Battlefields and Generals* (SW Databank)
- added *Boba Fett: A New Threat*
- added *Cat and Mouse* (WOTC online adventure)
- added *The Cestus Deception*
- added *Clear and Present Dangers* (WOTC online supplement)
- added *The Clone Wars Continue* (SW Databank)
- added *Galactic Campaign Guide*
- added *Galactic Gazetteer - Hoth and the Greater Javin* (WOTC online adventure)
- added *Heroes of Knights of the Old Republic* (SW Databank)
- added *The Hive*
- added *Jedi Quest: The Changing of the Guard*
- added *Jedi Quest: The False Peace*
- added *Medstar I: Battle Surgeons*
- added *Planet Hoppers - Adumar*
- added *Planet Hoppers - Beheboth*
- added *Planet Hoppers - Hapes*
- added *Planet Hoppers - Vandelhelm*
- added *Priority: X* (official site Hyperspace Fiction)
- added *Rough and Tundra* (WOTC online adventure)
- added *Star Wars: Clone Wars* cartoon, series 2
- added *Star Wars: Empire - Darklighter* issue 12 (thanks to Lady Chiss!)
- added *Star Wars: Empire - To the Last Man* (thanks to Lady Chiss!)
- added *Star Wars Galaxy* issue 11 (thanks to John Gorzny!)

- added *Star Wars Gamer* issues 4 and 9 (thanks to Gwyn Oppel!)
- added *Star Wars Insider* issues 75, 76, and 77
- added *Star Wars: Republic - Dead Ends* (thanks to Lady Chiss!)
- added *Star Wars: Republic - Hate and Fear* (thanks to Lady Chiss!)
- added *Star Wars: Republic - No Man's Land* (thanks to Lady Chiss!)
- added *Star Wars: Republic - Striking from the Shadows* (thanks to Lady Chiss!)
- added *Star Wars Trading Card Game - The Phantom Menace*
- added *Star Wars Trading Card Game - Rogues and Scoundrels*
- added *The White Witch* (official site Kessel Mines)
- added information from *Star Wars: Bounty Hunter* (thanks for Frederic Geertsens!)
- added information from the official *Star Wars* website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com)
- finalized information from *Star Wars: Infinities - Return of the Jedi* (thanks to Lady Chiss!)
- finalized information from *Star Wars Tales* issues 9 and 10 (thanks to Gwyn Oppel!)
- re-read *Dark Force Rising*
- re-read *Heir to the Empire*
- re-read *The Last Command*
- added a Category for *Names and Titles*, with Human, Alien, and Near-Human Types

Additions to Version 6.0 (February 2004):

- added *Blood Sport of Rattatak* (SW Databank)
- added *Fool's Bargain*
- added *Here They Come!* (SW Databank)
- added *Inside the Worlds of Star Wars - Attack of the Clones*
- added *Jedi Quest: The Moment of Truth*
- added *Junior Jedi Knights: Anakin's Quest*
- added *Junior Jedi Knights: Promises*
- added *Junior Jedi Knights: Vader's Fortress*
- added *Loves Lost* (SW Databank)
- added *The New Essential Guide to Vehicles and Vessels*
- added *New Jedi Order Sourcebook* (thanks to Alex Spade!)
- added *Nightsaber* (WOTC online adventure)
- added *Planet Hoppers - Hoth*
- added *Planet Hoppers - Manaan*
- added *Planet Hoppers - Thyferra*
- added *Planet Hoppers - Zeltros*
- added *Rebel Jedi* (WOTC online adventure)
- added *Star Wars: Empire - Darklighter*, part 4 (thanks to Lady Chiss!)
- added *Star Wars: Empire - The Savage Heart* (thanks to Lady Chiss!)
- added *Star Wars: Empire - What Sin Loyalty?* (thanks to Lady Chiss!)
- added *Star Wars Galaxies: The Ruins of Dantooine*
- added *Star Wars Insider* issues 72, 73, and 74
- added *Star Wars: Jedi - Count Dooku* (thanks to Lady Chiss!)
- added *Star Wars: Republic - The Battle of Jabiim*, parts 3 and 4 (thanks to Lady Chiss!)
- added *Star Wars: Republic - Enemy Lines* (thanks to Lady Chiss!)
- added *Star Wars Tales* issues 17 and 18 (thanks to Lady Chiss!)
- added *Star Wars Trading Card Game The Empire Strikes Back* Expansion
- added *Survivor's Quest*
- added *Triplet Threat* (WOTC online adventure)
- added *The Wellspring* (WOTC online adventure)
- added information from the official *Star Wars* website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com)
- added partial information from *Star Wars: Infinities - Return of the Jedi* (thanks to Lady Chiss!)
- used the source abbreviation **E3** to indicate early information from *Star Wars: Episode III*

Additions to Version 5.3 (December 2003):

- added *Arms and Equipment Guide* (thanks to Andrew Christiansen!)
- added *Bantha Tracks* - issues 31 and 32 (thanks to Artoo's News!)
- added *Boba Fett: Hunted*
- added *The Clone Wars: Warriors and Battlefields* (SW Databank)
- added *Coruscant and the Core Worlds* (thanks to Tim Grubbs!)
- added *The Final Prophecy*

- added *Inside the Clone Wars* (SW Databank)
- added *Jedi Quest: The Moment of Truth*
- added *Planet Hoppers: Korriban* (WOTC website)
- added *Star Wars: Empire - Darklighter* (thanks to Lady Chiss!)
- added *Star Wars: Empire - Sacrifice* (thanks to Lady Chiss!)
- added *Star Wars: Empire - The Short, Happy Life of Roons Sewell* (thanks to Lady Chiss!)
- added *Star Wars Insider* - issue 71
- added *Star Wars: Jedi - Aayla Secura* (thanks to Lady Chiss!)
- added *Star Wars: Jedi - Shaak Ti* (thanks to Lady Chiss!)
- added *Star Wars: Republic - Blast Radius* (thanks to Lady Chiss!)
- added *Star Wars: Republic - Double Blind* (thanks to Lady Chiss!)
- added *Star Wars: Republic - The New Face of War* (thanks to Lady Chiss!)
- added *Star Wars Tales* - issues 15 and 16 (thanks to Lady Chiss!)
- added *The Ultimate Alien Anthology* (thanks to Tim Grubbs!)
- added *The Unifying Force*
- added information from the official Star Wars website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com)
- added partial information from *New Jedi Order Sourcebook* (thanks to Alex Spade!)
- added partial information from *Star Wars: Republic - The Battle of Jabiim* (thanks to Lady Chiss!)

Additions to Version 5.2 (September 2003):

- added *Bantha Tracks* issues 1 through 30 (thanks to Artoo's News!)
- added *Beneath Aucellis Park* (WOTC online adventure)
- added *The Constancia Affair* (thanks to mMathab and Jnx!)
- added *Dark Horse Presents #3* (includes Luke Skywalker: Walkabout)
- added *Droids* (Star Comics)
- added *Duel* (short story for Hasbro)
- added *Equipment* (short story for Hasbro)
- added *Force Heretic III: Reunion*
- added *The Kashyyyk Depths* (thanks to TimeTales!)
- added *Legacy of the Jedi*
- added *Luke Skywalker's Activity Book* (thanks to TimeTales!)
- added *Marvel Comics Illustrated - Star Wars* issues 1 through 7 (thanks to TimeTales!)
- added *Pizzazz Magazine - Keeper's World* (thanks to TimeTales!)
- added *Pizzazz Magazine - War on Ice* (thanks to TimeTales!)
- added *Planet Hoppers - Aargau* (WOTC website)
- added *Planet Hoppers - Ando* (WOTC website)
- added *Planet Hoppers - Carida* (WOTC website)
- added *Planet of Kadril* (thanks to TimeTales!)
- added *Rebel Mission to Ord Mantell* (thanks to mMathab and Jnx!)
- added *Star Wars Insider* issues 69 and 70
- added *Star Wars Marvel comics*, issues 42 through 84, 86 through 107 (thanks to mMathab and Jnx!)
- added *Star Wars Monthly* poster magazine, issues 1 through 18 (thanks to TimeTales!)
- added *Star Wars Trading Card Game Jedi Guardians* expansion set
- added *Star Wars Weekly* issue 149 (thanks to TimeTales!)
- added *Storm Fleet Warnings* (short story for Hasbro)
- added *With the Band* (WOTC online adventure)
- added *Zygerrian Takedown* (WOTC online adventure)
- added information from *Star Wars Galaxies* online player manuals
- added information from the official Star Wars website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com)
- added partial information from *Star Wars: Knights of the Old Republic*
- added partial information from *Star Wars: Starfighter*
- added partial information from *Star Wars: The Clone Wars*

Additions to Version 5.1 (July 2003):

- added *Anakin's Race for Freedom* (thanks to mMathab and Jnx!)
- added *Boba Fett: Maze of Deception*
- added *Cantina Roll Call* (SW website)
- added *Dark Forces: Rebel Agent*
- added *Force Heretic II: Refugee*
- added *Hunger* (WOTC online adventure)

- added *I Am a Jedi*
- added *Jedi Quest: The Shadow Trap*
- added *The Kitonak Connection* (WOTC online adventure)
- added *Masquerade* (WOTC online adventure)
- added *The New Jedi Order Update* (SW Databank)
- added *Obi-Wan's Bongo Adventure* (thanks to mMathab and Jnx!)
- added *Planet Hoppers - Arbra* (WOTC website)
- added *Planet Hoppers - Coruscant* (WOTC website)
- added *Planet Hoppers - Kessel* (WOTC website)
- added *Planet Hoppers - Velmor* (WOTC website)
- added *Positive ID* (WOTC online adventure)
- added *Power of the Jedi Sourcebook* (thanks to mMathab and Jnx!)
- added *Secrets of Tatooine* (thanks to mMathab and Jnx!)
- added *Shatterpoint*
- added *Star Wars* Marvel comics, issues 1 through 41 (thanks to mMathab and Jnx!)
- added *Star Wars: A Valentine's Story* (thanks to Lady Chiss!)
- added *Star Wars: Empire - Princess... Warrior* (thanks to mMathab, Jnx and Lady Chiss!)
- added *Star Wars Gamemaster Screen*
- added *Star Wars Gamer* issue 8 (thanks to mMathab and Jnx!)
- added *Star Wars Insider* issues 67 and 68
- added *Star Wars: Jedi - Mace Windu* (thanks to mMathab, Jnx and Lady Chiss!)
- added *Star Wars: The New Essential Guide to Characters*
- added *Star Wars: Republic - The Defense of Kamino* (thanks to mMathab, Jnx and Lady Chiss!)
- added *Star Wars: Republic - Sacrifice* (thanks to mMathab and Jnx!)
- added *Star Wars Roleplaying Game Revised Core Rulebook* (thanks to mMathab and Jnx!)
- added *Star Wars: Tales* issues 9 (thanks to mMathab and Jnx) and 15 (thanks to Lady Chiss!)
- added *Star Wars Trading Card Game - Battle of Yavin* expansion set
- added *Star Wars 3-D* issues 1, 2, and 3 (thanks to mMathab and Jnx!)
- added *Tatooine Ghost*
- added *The Thrawn Crisis* (SW Databank)
- added *Troopers of the Galaxy* (SW Databank)
- added *Ultimate Alien Anthology* (SW Databank)
- added *Watch Out, Jar Jar!* (thanks to mMathab and Jnx!)
- added information from the official *Star Wars* website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com)
- added partial information from *Coruscant and the Core Worlds* (thanks to Ying Lee!)
- added partial information from *Star Wars: Republic - The New Face of War* (thanks to Lady Chiss!)
- added partial information from *Star Wars: Tales* issue 10 (thanks to mMathab and Jnx!)
- used "GMRxx" to indicate issues of *Star Wars Gamer* magazine
- used "SWGxx" to indicate issues of *Star Wars Galaxy* magazine
- used "WOAxx" to indicate the individual adventures from the WOTC website

Additions to Version 5.0 (March 2003):

- added *A Forest Apart*
- added *Art for Art's Sake* (WOTC web adventure)
- added *The Art of Star Wars: Episode I - The Phantom Menace*
- added *The Art of Star Wars: Episode II - Attack of the Clones*
- added *Boba Fett: Crossfire*
- added *Force Heretic I: Remnant*
- added *High Alert!* (WOTC web adventure)
- added *Inside the Corporate Sector* (SW Databank)
- added *J't'p'tan* (WOTC web enhancement)
- added *Jedi Quest: The Master of Disguise*
- added *Jedi Quest: The School of Fear*
- added *Junior Jedi Knights: Kenobi's Blade*
- added *Star Wars: Empire - Betrayal* (thanks to Lady Chiss for this one!)
- added *Star Wars: Episode II - Attack of the Clones* adaptation
- added *Star Wars Insider* magazine, issues 64, 65 and 66
- added *Star Wars Infinities - The Empire Strikes Back* (thanks to Lady Chiss for this one!)
- added *Star Wars: Republic - Honor and Duty* (thanks to Lady Chiss for this one!)
- added *Star Wars Tales* issue 14 (thanks to Lady Chiss for this one!)

- added *The Swamps of Mimban* (SW Databank)
- added information from the official Star Wars website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com)
- added partial information from *Tatooine Ghost* (excerpt in *A Forest Apart*)

Additions to Version 4.4 (December 2002):

There were no additions to the encyclopedia for this version, but it was completely categorized! This was a web-only update, to get the fully-categorized database out there and available. The HTML code remained unchanged, since there was not content change, and the existing Version 4.3 ASP files will work with the new database.

Additions to Version 4.3 (November 2002):

Thanks to the Multimedia staff at TF.N, I now had images and sounds for many entries in the encyclopedia!

- added *Alien Anthology* (thanks to ChissDude for this one!)
- added *Bloodhawk Down* (WOTC website)
- added *Crimson Empire Handbook* (thanks to ChissDude for this one!)
- added *Destiny's Way*
- added *Emissary of the Void, Chapter One* (official Star Wars website)
- added *Episode II: DVD Undelete* (SW Databank)
- added *Jango Fett: Open Seasons* (thanks to Lady Chiss for this one!)
- added *Qui-Gon and Obi-Wan: The Aurorient Express* (thanks to Lady Chiss for this one!)
- added *Rebellion Era Sourcebook* (thanks to ChissDude for this one!)
- added *Rite of Passage* (thanks to Lady Chiss for this one!)
- added *Star Wars Episode II - Attack of the Clones* comic series (thanks to Lady Chiss for this one!)
- added *Star Wars Insider* #62 and #63
- added *Star Wars Tales* #12 and #13 (thanks to Lady Chiss for these!)
- added *Star Wars Trading Card Game - A New Hope* expansion set
- added *Starships of the Galaxy* (thanks to ChissDude for this one!)
- added *Steal of a Deal* (WOTC website)
- added *Swim Meet* (WOTC website)
- added *The Clone Wars Begin* (SW Databank)
- added *The Devaronian Version* (thanks to Lady Chiss and Julien for this one!)
- added *Traitor*
- added *Weapons of War* (SW Databank)
- added *Worlds of the Expanded Universe* (SW Databank)
- added *Ylesia*
- added information from the official *Star Wars* website (www.starwars.com)
- added information from the Wizards of the Coast *Star Wars* RPG website (www.wizards.com)
- finalized information from the *Droids* and *Ewoks* cartoon series
- officially added links to the images stored in the Multimedia section of TF.N ;-)

Additions to Version 4.2 (July 2002):

This edition marks the first time the encyclopedia held 35,000 entries!

- added *Anakin: Apprentice*
- added *Coruscant Nightlife* (SW Databank)
- added *Enemy Lines II: Rebel Stand*
- added *Inside the Jedi Temple* (SW Databank)
- added *Jedi Quest: The Dangerous Games*
- added *Let the Executions Begin* (SW Databank)
- added *The Missing Planet* (SW Databank)
- added *On the Hunter's Trail* (SW Databank)
- added *Pillars of the Old Republic* (SW Databank)
- added *Rendezvous at Ord Mantell* (WOTC website)
- added *Return to Naboo* (SW Databank)
- added *Return to Tatooine* (SW Databank)
- added *Splitting the Galaxy* (SW Databank)
- added *Star Wars Episode II Incredible Cross-Sections*
- added *Star Wars Episode II Visual Dictionary*

- added *Star Wars Gamer* magazine, issues 6 and 10 (thanks to Frederic Geertsen for this one!)
- added *Star Wars Insider* magazine, issues 60 and 61
- added *Star Wars Trading Card Game - Sith Rising* expansion
- added *Star Wars Visual Dictionary*
- added *Talnar's Rescue*, parts 1 and 2 (WOTC website)
- added *The Unauthorized Star Wars Compendium*
- added *This Party's Over* (SW Databank)
- added information from the Wizards of the Coast website (<http://www.wizards.com>)

Additions to Version 4.1 (May 2002):

- added *Aliens and Creatures Update* (SW Databank)
- added *Attack of the Clones*
- added *Boba Fett: The Fight to Survive*
- added *The Dark Empire Handbook* (thanks to Kris Joosten for this one!)
- added *Droids: Weapons and Workers* (SW Databank)
- added *The Expanded Universe Fringe* (SW Databank)
- added *The Eye of the Sun*
- added *Gun Nut* (WOTC website)
- added HoloNetNews.com, issues 45 - 49
- added HoloNetNews.com, issues 50 - 56
- added *Jango Fett* (thanks to Lady Chiss for this one!)
- added *Jedi Apprentice Special Edition 2: The Followers*
- added *Jedi Quest - The Way of the Apprentice*
- added *Jedi Quest - The Trail of the Jedi*
- added *Last Call at Leatherbacks* (WOTC website)
- added *The Nebula Assassin* (WOTC website)
- added *Enemy Lines I: Rebel Dream*
- added *Star Wars: The Stark Hyperspace War* (thanks to Lady Chiss for this one!)
- added *Star Wars Insider* issue 59
- added *Star Wars Starfighter: Crossbones* (thanks to Lady Chiss for this one!)
- added *Star Wars Tales* issue 11 (thanks to Lady Chiss for this one!)
- added *Star Wars Trading Card Game - Attack of the Clones*
- added *Zam Wesell* (thanks to Lady Chiss for this one!)
- added information from the Official Star Wars website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com/starwars)

Additions to Version 4.0 (February 2002):

- The encyclopedia now has a new interface, and will start being numbered with a new version each year. As you use the new interface, please be aware that not every entry in the database has been categorized yet. I only started with 32,000 of them!
- added *The Approaching Storm*
- added *Aurra's Song* (thanks to Gabrielle and Bartosz for this one!)
- added *Dark Journey*
- added *Darth Maul* (thanks to Brien Bell for this one!)
- added *Horning In* (WOTC website)
- added *Inside the Death Star* (SW Databank)
- added *Jedi Quest* comic series (thanks to Lady Chiss for this one!)
- added *Jedi Apprentice: The Only Witness*
- added *Jedi Apprentice: The Threat Within*
- added *Mission to Myrkr* (WOTC website)
- added *Star Wars: Darkness* (thanks to Lady Chiss for this one!)
- added *Star Wars: Galactic Battlegrounds* (thanks to Kevin Teoh for this one!)
- added *Star Wars: Infinities - A New Hope* (thanks to Lady Chiss for this one!)
- added *Star Wars: Twilight*
- added *Star Wars Chronicles*
- added *Star Wars Insider* Issue 58
- added *Tag and Bink Are Dead* (thanks to Lady Chiss for this one!)
- added *Villains of the Expanded Universe* (SW Databank)

- added *The Wildlife of Naboo* (SW Databank)
- added information from the Wizards of the Coast website (www.wizards.com/starwars)
- added information from the Official Star Wars website (www.starwars.com)
- added partial information from *Racer Revenge*
- finalized information on starships from many LucasArts games (thanks to Michael So!)
- moved the *A Long Time Ago...* entries from the Arcana to the Entries table
- moved the Marvel Comics entries from the Arcana to the Entries table
- updated or added many entries, based on reader comments and feedback
- updated the Planets Spreadsheet to this level of the Encyclopedia

Additions to Version 3.03 (December 2001):

- added *A Wretched Hive of Scum and Villainy* (SW Databank)
- added *Goo Nee Tay!* (SW Databank)
- added *Heroes of the Expanded Universe* (SW Databank)
- added *Jedi Apprentice: The Call to Vengeance*
- added *Jedi Apprentice: The Death of Hope*
- added *Jedi Quest*
- added *More Starships!* (WOTC website)
- added *Recovery*
- added *Star By Star*
- added *Star Wars Adventure Journal* Issue 7
- added *Star Wars Customizable Card Game - Theed Palace* Expansion
- added *Star Wars Incredible Cross-Sections*
- added *Star Wars Insider* Issue 57
- added *Ten Years Later...* (SW Databank)
- added *The Rycar Run* (WOTC website)
- added *The Wildlife of Star Wars*
- added information from the Official Star Wars website (www.starwars.com)
- added information from the Wizards of the Coast website (www.wizards.com/starwars)

Additions to Version 3.02 (October 2001):

- fixed the search code, to allow for single quotes (') in the search text
- fixed the reports switchboard in the database
- removed the old counter, and created a home-grown counter
- added *Among the Clouds* (Star Wars Databank)
- added *The Battle of Endor* (Star Wars Databank)
- added *The Battle of Hoth* (Star Wars Databank)
- added *Boba Fett: Agent of Doom* (thanks to Lady Chiss!)
- added *Bounty Hunters: Kenix Kil* (thanks to Lady Chiss!)
- added *Bounty Hunters: Scoundrel's Wages* (thanks to Lady Chiss!)
- added *The Dark Side Sourcebook*
- added *Death, Dirt, and the Nerf Rancher's Daughter* (WOTC website)
- added *The Fall of Cloud City* (WOTC website)
- added *Finish the Race, Of Course* (Star Wars Databank)
- added *Galladinium's Fantastic Technology: Guns and Gear for Any Occasion*
- added *Gundark's Fantastic Technology: Personal Gear* (thanks to J. Craig Williams!)
- added *Inside Jabba's Palace* (Star Wars Databank)
- added *Inside the Galactic Senate* (Star Wars Databank)
- added *Jedi Knight Trading Card Game: Masters of the Force* expansion
- added *Jedi Knight Trading Card Game: Scum and Villiany* expansion
- added *Jedi vs. Sith* (thanks to Lady Chiss!)
- added *Previously Unreleased* (Star Wars Databank)
- added *Sergio Aragones Stomps Star Wars* (thanks to Lady Chiss!)
- added *Star Wars: The Hunt for Aurra Sing* (thanks to Lady Chiss!)
- added *Star Wars: The Queen's Gambit*
- added *Star Wars Adventure Journal* Issue 3
- added *Star Wars Adventure Journal* Issue 4
- added *Star Wars Adventure Journal* Issue 5
- added *Star Wars Adventure Journal* Issue 6

- added *Star Wars Cookbook: Wookiee Cookies and Other Galactic Recipes*
- added *Star Wars Cookbook II: Darth Malt and More Galactic Recipes*
- added *Star Wars Customizable Card Game: Reflections III* expansion
- added *Star Wars Gamer* Issue 5 (thanks to Frederic Geertsens!)
- added *Star Wars Insider* Issue 56
- added *Star Wars Tales* Issue 1 (thanks to Lady Chiss!)
- added *Star Wars Tales* Issue 6 (thanks to Lady Chiss!)
- added *Star Wars Tales* Issue 8 (thanks to Lady Chiss!)
- added *Start Your Engines!* (Star Wars Databank)
- added *Underworld: The Yavin Vassilika*
- added *Young Jedi Collectible Card Game: Boonta Eve Podrace* expansion
- added *Young Jedi Collectible Card Game: Reflections* expansion
- added information from the Official Star Wars website
- added information from the Wizards of the Coast website

Additions to Version 3.01 (August 2001):

- **The Encyclopedia now has over 30,000 entries!**
- Added new options in the ASP display code:
 - pop-up windows for source information on Entry, Search, and Arcana pages
 - set the Entries page to display 100 records at a time
 - provided page size modification for Search page
 - added the "New Entries Only" option on the Entry page
 - added icons for images and sounds, with pop-up display windows, if available for an entry
 - put the Links page into a database table
- added *Classic Star Wars: A Long Time Ago....* Issue 1
- added *Classic Star Wars: A Long Time Ago....* Issue 2
- added *Classic Star Wars: A Long Time Ago....* Issue 3
- added *Classic Star Wars: A Long Time Ago....* Issue 4
- added *Classic Star Wars: A Long Time Ago....* Issue 5
- added *Classic Star Wars: A Long Time Ago....* Issue 6
- added *Dark Forces: Soldier for the Empire*
- added *Edge of Victory II: Rebirth*
- added *Goroth: Slave of the Empire*
- added *Jedi Apprentice Special Edition: Deceptions*
- added *Jedi Apprentice: The Ties That Bind*
- added *Signal Interruption* from the WOTC website
- added *Star Wars: Emissaries to Malastare*
- added *Star Wars Adventure Journal* Issue 2
- added *Star Wars Customizable Card Game: Coruscant*
- added *Star Wars Gamer* Issue 2 (thanks to Frederic Geertsens for loaning this one!)
- added *Star Wars Gamer* Issue 3 (thanks to Frederic Geertsens for loaning this one!)
- added *Star Wars Insider* Issue 54
- added *Star Wars Insider* Issue 55
- added *The Crypt of Saalo Morn* from the WOTC website
- added *The Essential Star Wars Chronology*
- added information from the official Star Wars website
- added information from the Wizards of the Coast website
- finalized information from *The Star Wars Essential Guide to Alien Species*

Additions to Version 3.0 (July 2001):

- this is the first version which was done with a Microsoft Access database as the backend. All data from the old MSWord encyclopedia was imported into the database, then is displayed on the web using Active Server Pages (ASP) files.
- added *Cloak of Deception*
- added *Head Trip* (from the WOTC website)
- added *Infinity's End*
- added *Living Force Campaign Guide*
- added *A Night at Tosche Station* (from the WOTC website)
- added *Qui-Gon and Obi-Wan: Last Stand on Ord Mantell*

- added *Secrets of Naboo*
- added *Starcraash*
- added *Star Wars Customizable Card Game - Tatooine*
- added *Star Wars Insider* magazine, issue 53
- added *Star Wars Tales* #7
- added *The Star Wars Essential Guide to Alien Species*
- added *The Storm's Edge* (from the WOTC website)
- added information from the official Star Wars website
- added information from the Wizards of the Coast website
- finalized information from the *Jedi Knights Trading Card Game*
- finalized information from the *Star Wars Adventure Journal* #10 (thanks to everyone who discovered that I wasn't finished!)
- moved references to *Operation: Clodhopper* (OC) and *Smugglers of Naboo* (SON) to WOTC

Additions to Version 2.04 (April 2001):

- added *Cynabar's Fantastic Technology: Droids* (thanks to Jim Fisher and Mike Mueller for loaning this one!)
- added *DarkStryder Campaign Boxed Set*
- added *Darth Maul: Saboteur*
- added *Darth Maul: Shadow Hunter*
- added *Edge of Victory I: Conquest*
- added *Endgame*
- added *Flashpoint! Brak Sector*
- added *Invasion of Theed*
- added *Jedi Apprentice: The Dangerous Rescued*
- added *Jedi Apprentice: The Evil Experiment*
- added *Jedi Council: Acts of War*
- added *Lords of the Expanse* (thanks to Tom Gantert for loaning this one!)
- added *Mos Eisley Adventure Set* (thanks to Tom Gantert for loaning this one!)
- added *Operation: Clodhopper*
- added *Planets of the Galaxy, Volume 3*
- added *Platt's Starport Guide*
- added *Podracing Tales*
- added *Shadows of the Empire Planets Guide* (thanks to Mark O'Brien for loaning this one!)
- added *Smugglers of Naboo*
- added *Star Wars Adventure Journal* #11 (thanks for Megan Watkins for loaning this one!)
- added *Star Wars Adventure Journal* #15 (thanks for Megan Watkins for loaning this one!)
- added *Star Wars Customizable Card Game - Reflections II*
- added *Star Wars Episode I Adventures: The Final Battle*
- added *Star Wars Episode I Adventures: Podrace to Freedom*
- added *The Star Wars Essential Guide to Droids*
- added *The Star Wars Essential Guide to Planets and Moons*
- added *The Star Wars Essential Guide to Weapons and Technology*
- added *Star Wars Introductory Adventure Game* (thanks to Tom Gantert for loaning this one!)
- added *Star Wars Insider* magazine, issues 51 and 52
- added *Star Wars Kids* magazine, issues 14 and 15
- added *Star Wars Missions* #1: Assault on Yavin 4
- added *Star Wars Roleplaying Game Core Rulebook*
- added *Star Wars Tales* #2
- added *Star Wars Tales* #3
- added *Star Wars Tales* #4
- added *Star Wars Tales* #5
- added *Tapani Sector Instant Adventures* (thanks to Tom Gantert for loaning this one!)
- added online information about the *Living Force Campaign Guide*
- added more online information from the Official Star Wars website (<http://www.starwars.com>)
- added online information from the Wizards of the Coast website (<http://www.wizards.com>)
- added partial information from *Battle for Naboo*
- added partial information from *Jedi Apprentice: The Dangerous Rescue*
- added partial information from the *Jedi Knights Trading Card Game*
- added partial information from *Star Wars: Demolition*

- added partial information from *Star Wars Gamer, Issue 1*
- added partial information from *Star Wars Gamer, Issue 2*
- added partial information from *Starfighter*

Additions to Version 2.03 (December 2000):

- added *Agents of Chaos II: Jedi Eclipse*
- added *Alliance Intelligence Reports*
- added *Balance Point*
- added *The Bounty Hunters: Aurra Sing*
- added *Classic Star Wars*, issues 16 and 17
- added *Creatures of the Galaxy* (thanks to Jeff Fisher and Mark O'Brien for loaning this one!)
- added *Darth Maul's Revenge*
- added *Inside the Worlds of Star Wars Episode I*
- added *Jedi Apprentice: The Shattered Peace*
- added *Jedi Apprentice: The Deadly Hunter*
- added *Kathol Rift* (thanks to J. Craig Williams for loaning this one!)
- added *Luke's Fate*
- added *No Disintegrations* (thanks to J. Craig Williams for loaning this one!)
- added *Star Wars Adventure Journal*, number 1
- added *Star Wars Adventure Journal*, number 14 (thanks to Megan Watkins for loaning this one!)
- added *Star Wars Episode I Adventures: Pirates from Beyond the Sea*
- added *Star Wars Episode I Adventures: The Bongo Rally*
- added *Star Wars Episode I Adventures: Danger on Naboo*
- added *Star Wars Galaxy* magazine, issues 2, 5, 9, and 10
- added *Star Wars Kids* magazine, issues 10, 11, 12, and 13
- added *Star Wars: Chewbacca*
- added *Star Wars: Outlander*
- added *Star Wars: Union*
- added *Tales of the Jedi: Redemption*
- added *The Starfighter Trap*
- added *The Truce at Bakura Sourcebook* (thanks to Jim Fisher and Mark O'Brien for loaning this one!)
- added *Wretched Hives of Scum and Villainy* (thanks to Mark O'Brien for loaning this one!)
- added *Young Jedi Customizable Card Game: Duel of the Fates*
- added more information from the Official Star Wars Website (<http://www.starwars.com>)

Additions to Version 2.02 (August 2000):

- added *Agents of Chaos: Hero's Trial*
- added *Alien Encounters* (thanks to Tomasz Stepień and J. Craig Williams for loaning this one!)
- added *Black Sands of Socorro* (thanks to Ryan Scheckel for loaning this one!)
- added *Crisis on Cloud City* (thanks to Tomasz Stepień for loaning this one!)
- added *Dark Tide II: Ruin*
- added *Imperial Spy*
- added *Jedi Apprentice: The Fight for Truth*
- added *Pirates and Privateers* (thanks to Tomasz Stepień for loaning this one!)
- added *Planets of the Galaxy, Volume One*
- added *Platt's Smugglers Guide* (thanks to Tomasz Stepień for loaning this one!)
- added *Player's Guide to Tapani* (thanks to Nan Galliher for loaning this one!)
- added *Star Wars Customizable Card Game - Death Star II*
- added *Star Wars Episode I Adventures: Trouble on Tatooine*
- added *Star Wars Episode I Adventures: Rescue in the Core*
- added *Star Wars Episode I Adventures: Festival of Warriors*
- added *Star Wars Insider* magazine, issue 49
- added *Star Wars Insider* Magazine, issue 50
- added *Star Wars Kids* magazine, issue 9
- added *Young Jedi Card Game: The Battle of Naboo*
- corrected information from *The Occupation of Rhamalai*
- corrected the listings for SWAJ #12 and SWAJ #13, listed as SWAJ #13 and SWAJ #14 in V2.01
- finalized information from *X-Wing: Alliance*

Additions to Version 2.01 (July 2000):

- added *Capture Arawynne*
- added *Graveyard of Alderaan* (thanks to Ryan Scheckel for loaning this one!)
- added *Hideouts and Strongholds* (thanks to Ryan Scheckel for loaning this one!)
- added *Imperial Double-cross* (thanks to Ryan Scheckel for loaning this one!)
- added *Jedi Apprentice: The Day of Reckoning*
- added *Live Action Adventures* (thanks to Nan Galliher for loaning this one!)
- added *Star Wars Adventure Journal*, number 12 (thanks to Jim Fisher for loaning this one!)
- added *Star Wars Adventure Journal*, number 13 (thanks to Jim Fisher for loaning this one!)
- added *Star Wars Kids Magazine*, issue 7
- added *Stock Ships* (thanks to Nan Galliher for loaning this one!)
- finalized *Star Wars Customizable Card Game - Cloud City* (thanks to Somepetalay for noting its omission!)

Additions to Version 1.10 (May 2000):

- moved the "Planets and Their Native Races" document into a Lotus 1-2-3 spreadsheet
- added *Anakin's Pit Droid*
- added *Battle for the Golden Sun*
- added *Black Ice*
- added *Cracken's Rebel Operatives*
- added *Dark Tide: Onslaught*
- added *Domain of Evil*
- added *The Far Orbit Project* (thanks to Rob Treder for loaning this one!)
- added *Galaxy Guide 10: Bounty Hunters*
- added *Galaxy Guide 11: Criminal Organizations*
- added *Heroes & Rogues* (thanks to Nan Galliher and Piotr Mikolajski for loaning this one!)
- added *Instant Adventures* (thanks to Nan Galliher for loaning this one!)
- added *Jedi Apprentice: The Mark of the Crown*
- added *Jedi Apprentice: The Defenders of the Dead*
- added *Jedi Apprentice: The Uncertain Path*
- added *Jedi Apprentice: The Captive Temple*
- added *Jedi's Honor*
- added *Operation: Elrood*
- added *Planet of the Mists*
- added *The Politics of Contraband* (thanks to Aaron Snyder for loaning this one!)
- added *Queen In Disguise*
- added *Rogue Planet*
- added *Rules of Engagement* (thanks to Nan Galliher for loaning this one!)
- added *Scoundrel's Luck*
- added *Secrets of the Sisar Run* (thanks to Nan Galliher for loaning this one!)
- added *Shadows of the Empire Sourcebook*
- added *Star Wars Campaign Pack*
- added *Star Wars Episode I Adventures: The Bartokk Assassins*
- added *Star Wars Episode I Adventures: The Fury of Darth Maul*
- added *Star Wars Episode I Adventures: Jedi Emergency*
- added *Star Wars Episode I Adventures: The Ghostling Children*
- added *Star Wars Episode I Adventures: The Hunt for Anakin Skywalker*
- added *Star Wars Gamemaster Kit*
- added *Star Wars Incredible Cross-Sections*
- added *Star Wars Insider Magazine*, issue 48
- added *Star Wars Journal: Darth Maul*
- added *Star Wars Kids magazine*, issues 1 through 6
- added *Star Wars Miniatures Battles*
- added *Star Wars Miniatures Battles Companion*
- added *Star Wars Technical Journal*
- added *Tales of the Jedi Companion*
- added information from the Official *Star Wars* website
- finalized information from *Rebellion*
- finalized information from *Galaxy Guide 2: Yavin and Bespin*

Additions to Version 1.09 (January 2000):

- more minor formatting and grammatical changes
- added entries on the characters of the Aurebesh from *Star Wars Monopoly*
- added *Boba Fett: Enemy of the Empire*
- added *Cracken's Threat Dossier* (thanks to Jim Fisher for loaning this one!)
- added *Galaxy Guide 8: Scouts* (thanks to Jim Fisher for loaning this one!)
- added *Galaxy of Fear: Army of Terror*
- added *Galaxy of Fear: City of the Dead*
- added *Galaxy of Fear: Clones*
- added *Galaxy of Fear: Eaten Alive*
- added *Galaxy of Fear: Ghost of the Jedi*
- added *Galaxy of Fear: The Nightmare Machine*
- added *Galaxy of Fear: Planet Plague*
- added *Galaxy of Fear: The Swarm*
- added *Jedi Apprentice: The Hidden Past*
- added *Star Wars Episode I Adventures: Search for the Lost Jedi*
- added *Star Wars Insider Magazine*, issue 46
- added *Star Wars Insider Magazine*, issue 47
- added *Tales from the New Republic*
- added *The Movie Trilogy Sourcebook Special Edition* (thanks to Jim Fisher for loaning this one!)
- added *The Official Strategy Guide for Episode I: RACER* (thanks to Dan Wallace for this one!)
- added *The Thrawn Trilogy Sourcebook* (thanks to Jim Fisher for loaning this one!)
- added *Vector Prime*
- added *Wanted by Cracken*
- added *X-Wing Rogue Squadron: Requiem for a Rogue*
- added *X-Wing Rogue Squadron: In the Empire's Service*
- added *X-Wing Rogue Squadron: Mandatory Retirement*
- added *Young Jedi Card Game: The Jedi Council*
- finalized information from the *Star Wars Customizable Card Game - Endor*
- finalized information from *Rebel Assault*
- added partial information from *X-Wing Alliance*
- started categorized listings of entries

Additions to Version 1.08 (September 1999):

- more minor formatting and grammatical changes
- added *Star Wars Journal: Anakin Skywalker*
- added *Jedi Apprentice: The Rising Force*
- added *Jedi Apprentice: The Dark Rival*
- added *Star Wars: Episode I – The Phantom Menace Illustrated Screenplay*
- added *Star Wars: Episode I – The Phantom Menace Movie Storybook*
- added *Star Wars: Episode I Insider's Guide*
- added the *Shadows of the Empire Soundtrack*
- added *Star Wars: Episode I – The Phantom Menace Visual Dictionary*
- added *Star Wars: Episode I Who's Who: A Pocket Guide to the Characters of The Phantom Menace*
- added *Star Wars: Episode I What's What: A Pocket Guide to The Phantom Menace*
- added *The Art of Star Wars: Episode I – The Phantom Menace*
- added *The Mandalorian Armor*
- added *Slave Ship*
- added *Hard Merchandise*
- added *X-Wing: Iron Fist*
- added *X-Wing: Solo Command*
- added *X-Wing: Isard's Revenge*
- added *X-Wing: Starfighters of Adumar*
- added *Star Wars Episode I: Anakin Skywalker*
- added *Star Wars Episode I: Obi-Wan Kenobi*
- added *Star Wars Episode I: Queen Amidala*
- added *Star Wars Episode I: Qui-Gon Jinn*
- added *Star Wars: Episode I - The Phantom Menace Comics*
- added *Vader's Quest*

- added *Crimson Empire*
- added *Crimson Empire II: Council of Blood*
- added *The Making of Baron Fel*
- added *X-Wing: Rogue Squadron - Family Ties*
- added *X-Wing: Rogue Squadron - Masquerade*
- added information from *Star Wars Insider* Magazine number 43
- added information from *Star Wars Insider* Magazine number 44
- added information from *Star Wars Insider* Magazine number 45
- added information from Aaron Allston's *Star Wars* FAQ
- added a source listing for the Official *Star Wars* Website
- added partial information from *Star Wars Customizable Card Game – Endor*
- added partial information from *DroidWorks*
- added partial information from *Yoda's Challenge*
- finalized *Young Jedi Knights* Collectible Card Game
- finalized *Star Wars: Episode I - Racer*

Additions to Version 1.07 (June 1999):

- [changes are now in blue](#)
- lots of minor formatting and grammatical changes
- modified the Planets table to include position, day, and year information
- added *Vision of the Future*
- added *Trouble on Cloud City*
- added *The Kathol Outback*
- added the *Star Wars Handbook: X-Wing Rogue Squadron*
- added *Star Wars Adventure Journal #8*
- added *Star Wars Adventure Journal #10*
- added information from *Star Wars: A New Hope – Special Edition*
- added information from *Star Wars: The Empire Strikes Back – Special Edition*
- added information from *Star Wars: Return of the Jedi – Special Edition*
- added *Star Wars Science Adventures: Emergency in Escape Pod Four*
- added *Star Wars Science Adventures: Journey Across Planet X*
- added *George Lucas: The Creative Impulse*
- added *Classic Star Wars: The Early Adventures #9*
- added *Classic Star Wars #3, 4, 5, 7, 10, 11, 12, 13, 15, and 19*
- added *Shadow Stalker*
- added *Mara Jade: By the Emperor's Hand*
- added *Shadows of the Empire: Evolution*
- added *The Jabba Tape*
- added *Jedi Academy: Leviathan*
- added *Star Wars: Episode I - The Phantom Menace*
- added *Rogue Squadron* PC/N64 Game
- added *Dangers of the Core*
- added *Jar Jar's Mistake*
- added *Anakin to the Rescue*
- added *Anakin's Fate*
- added *Star Wars Journal: Queen Amidala*
- added *Crisis at Crystal Reef*
- added *Star Wars: Episode I Incredible Cross-Sections*
- added *Star Wars Customizable Card Game: Special Edition*
- added partial information from *Prelude to Rebellion* comics
- added partial information from the *Young Jedi* Collectible Card Game
- added partial information from *Star Wars: Episode I - Racer*
- added partial information from *The Gungan Frontier*
- added partial information from *Star Wars: Behind the Magic*
- finalized information from the *Heir to the Empire* comic series
- finalized information from the *Dark Force Rising* comic series
- finalized information from *Golden Age of the Sith*
- finalized information from *Fall of the Sith Empire*
- added information from Michael P. Kube-McDowell's *Black Fleet Crisis* FAQ

Additions to Version 1.06 (November 1998):

- moved from WordPerfect 6.0 to Microsoft Word 97
- added *Star Wars* Customizable Card Game: Sealed Tournament Deck
- added *Star Wars* Customizable Card Game: Second Anthology
- added *Star Wars* Customizable Card Game: Jabba's Palace
- added *Star Wars: The Annotated Scripts*
- added *The Emperor's Plague*
- added *Jedi Under Siege*
- added *Return to Ord Mantell*
- added partial information from *Trouble of Cloud City*
- added *Rebel Dawn*
- added more information from the Marvel comics series to the Arcana section
- added *X-Wing: The Bacta War*
- added *I, Jedi*
- added *Star War Journal: Captive to Evil*
- added *Star War Journal: Hero for Hire*
- added *Star War Journal: The Fight for Justice*
- added *X-Wing: Wraith Squadron*
- added *Tales from the Empire*
- added information from the Special Editions of the *Star Wars* movies
- added partial information from *Star Wars: Behind the Magic*
- added *Star Wars Gamemaster Screen*
- added *Mission to Lianna*
- added *Star Wars Gamemaster Handbook*
- added *Galaxy Guide 4: Alien Races*
- added *Dark Forces II: Jedi Knight*
- added *Galaxy of Fear: The Brain Spiders*
- added *Galaxy of Fear: Spore*
- added *Galaxy of Fear: The Doomsday Ship*
- added partial information from *Lords of the Expanse*
- added partial information from *Stock Ships*
- added partial information from *The Kathol Outback*

Additions to Version 1.05 (April 1998):

- first HTML version made available on the WWW
- added *Specter of the Past*
- added *The Paradise Snare*
- added *The Hutt Gambit*
- added the *Return of the Jedi* NPR Dramatization
- added *Shadows of the Empire* from Dark Horse Comics
- added *Heir to the Empire* from Dark Horse Comics
- added *Boba Fett: When The Fat Lady Swings*
- added *Boba Fett: Murder Most Foul*
- added *Droids: The Protocol Offensive*
- added "This Crumb for Hire" from *A Decade of Dark Horse*, Volume 2
- added *Twin Engines of Destruction* from Dark Horse Comics
- added *The Game Chambers of Questal*
- added *Scavenger Hunt*
- added *Han Solo at Stars' End* from Dark Horse Comics
- added *X-Wing Rogue Squadron: The Phantom Affair*
- added *X-Wing Rogue Squadron: Battleground Tatooine*
- added *X-Wing Rogue Squadron: Warrior Princess*
- added *Tales of the Jedi: Golden Age of the Sith*
- added partial information from *Tales of the Jedi: Fall of the Sith Empire*
- added partial information from *Dark Force Rising* from Dark Horse Comics
- finalized information from *Classic Star Wars: Devilworlds*

Additions to Version 1.04 (December 1997):

- moved from WordPerfect 5.2 for OS/2 to WordPerfect 6 for Windows 95
- reformatted all Helvetica font text to Arial fonts
- reformatted all System Monospaced font text to NTR fonts
- converted the Planets and their Native Races table
- added <* n *> headers so that readers can go directly to letters via searches
- added *Tyrant's Test*
- added *Tales of the Bounty Hunters*
- added *The New Rebellion*
- added *Planet of Twilight*
- added *Star Wars Customizable Card Game: Hoth*
- added *Star Wars Adventure Journal #9*
- added *Cracken's Rebel Field Guide*
- added *Galaxy Guide 6: Tramp Freighters*
- added *Twin Stars of Kira*
- added *Otherspace*
- added *Otherspace II: Invasion*
- added *The Abduction of Crying Dawn Singer*
- added *Star Wars Customizable Card Game: Dagobah*
- added partial information from *Yoda Stories*
- added partial information from *Masters of Teras Kasi*
- added partial information from the *Galaxy of Fear* series of young adult books

Additions to Version 1.03 (June 1997):

- added *Shield of Lies*
- added *The Krytos Trap*
- added *Galaxy Guide 12: Aliens: Enemies and Allies*
- added *Classic Star Wars: The Early Adventures*
- added *Classic Star Wars: Devilworlds*
- added *Classic Star Wars: The Vandelhelm Mission*
- added minimal information from *The Golden Age of the Sith*
- added the *Jedi Academy Sourcebook*
- added *Riders of the Maelstrom*
- added minimal information from *Rebellion*
- added *Tales from Mos Eisley*

Additions to Version 1.02 (July 1996):

- added *Galaxy Guide 7: Mos Eisley*
- added *Galaxy Guide 9: Fragments from the Rim*
- added *Star Wars: Customizable Card Game - A New Hope*
- added *Classic Star Wars*
- added *Star Wars: Essential Guide to Vehicles*
- added *Wedge's Gamble*
- added the *Death Star Technical Companion*
- added *The Isis Coordinates*
- added *Starfall*
- added *Strike Force: Shantipole*
- added *Lightsabers*
- added *The Golden Globe*
- added *Lyric's World*
- added *Planets of the Galaxy, Volume 2*
- added *Secrets of Shadows of the Empire*
- added minimal information from *The Truce at Bakura Sourcebook*
- added partial information from *X-Wing Rogue Squadron: The Phantom Affair*
- moved information from *Star Wars Galaxy* magazine from Arcana to the base encyclopedia

Original Version 1.01 (January 1994)

All facts and information contained in this encyclopedia are TM and copyright by Lucasfilm Ltd., except as noted. Information which has been copyrighted by LFL is not used with expressed permission.

This document may not be redistributed with the consent of the author. I've worked too long and hard on this to have it pirated. E-mail me at bobvitas@mindspring.com if you want to copy information from it.

Some Information on This Encyclopedia

This encyclopedia was created from all Lucasfilm-licensed sources of [Star Wars](#) information. It was created without regard for what is "canon" what is not "canon" in the [Star Wars](#) universe. I have spoken with several respected members of the Star Wars community, both officially and unofficially, and many have grown to consider the Marvel tales as "myths and legends" within the Star Wars timeline. As such, they may or may not have happened exactly as retold in the Marvel comics. Think of it this way: when the United States Mens' Hockey Team won the Gold Medal at the 1980 Winter Olympics in Lake Placid, NY, it was considered the "Miracle on Ice." The stories of the US players have been well-documented by the US press. Imagine, though, the stories of those hockey games as told through the eyes of the Russian players who lost in the semi-finals. They would tell a starkly different picture of the exact same events. I've come to think of the Marvel comics as retellings of events which occurred during the Galactic Civil War, from the perspective of those individuals who were in the background while the action was taking place.

It was first made available to friends in 1994, after about 2 ½ years of work. I had been compiling information in a few text files, since I hadn't read any of the West End Games material when *Heir to the Empire* came out. Thus, I was completely at a loss as to what a *Lancer*-class frigate was. As it grew, I realized that this was bigger than the text files I had started with, so I tried out WordPerfect. Once I got everything converted over, and started really getting it presentable, I printed out the First Edition.

I kept working on it, especially when I learned about the scope of the [West End Games](#) material and the width of [Bantam Spectra's](#) deal to produce new novels. My free time, as I knew it, would be forever changed!

When I got the HTML plug-in for WordPerfect, I knew it was time to "go public." That first HTML converter took about 14 hours to complete the entire encyclopedia (which was about 2 Megabytes in size as a WP60 file), and my AOL account could only handle about 15 letters of the alphabet. I am indebted to those readers who started visiting my website back then, and who clamored for more information. After trying a couple other converters in an effort to get that 14-hour time down, I gave up on WordPerfect and migrated to Word 97. (This was a tough choice, since I am not Bill Gates' biggest fan by any stretch of the imagination!) The HTML code converted in about 10 minutes, from a set of files which was now about 5 Megabytes in total. All this meant that I had more time to figure out how to make the encyclopedia presentable.

I moved my ISP from AOL to Mindspring, and was able to get the full encyclopedia uploaded. However, I was limited to 450 Megabytes of transfer per month, which at first was OK. But, as the prequels started getting headlines, I would hit that mark every once in a while. When the prequels were about a year away, I would hit it every month. It was at this time that [MosEisley.com](#) offered to host my encyclopedia. I hesitated, not sure if I should move. However, as the prequels approached and I starting hitting my limit by the 15th of each month, I was getting as frustrated as my readers. So, I agreed to their offer and moved to their server. Thanks, Matt and Stan!

Of course, things always look greener across the fence, and I began to get a lot of notes from readers asking me to send them the files via e-mail. While the server was handling the HTML code pretty well, downloads were only completing about half the time. This was getting to be a hassle, as was the week where the site was down for an unknown reason. Also, space started to become an issue, prohibiting me from putting up lots of pictures and graphics. Thus, I took a sabbatical from MosEisley.com and started hunting for a new home. Amazingly, I found one almost immediately at [TheForce.Net](#). They agreed to give me a ton of space and all the help I needed. While I had this before, I was now part of one of the largest Star Wars sites on the Internet. TheForce.Net had already recognized my encyclopedia as a cool site, and now it was on its way to become **the** Star Wars encyclopedia on the Internet.

Now that I'm with [TheForce.Net](#), I'm reaching new and existing readers with more ease than ever. Thanks to readers like you, I've been transferring well over 4 Gigabytes of data each month! I'm also indebted to the readers who have written back, pointing out problems and offering suggestions, in an effort to make this the most complete and comprehensive encyclopedia available! I really do enjoy reading your correspondences and answering your questions. Keep 'em coming, especially now that the encyclopedia is backed up by a database!

It is impossible to create a document like this from such a huge body of knowledge without finding some inconsistencies and errors. Every author who has written in the [Star Wars](#) universe has commented on it and dealt with it. Lucasfilm has final say on the material I drew from, and it makes no claim that the material is 100 percent compatible with George Lucas' vision of the [Star Wars](#) universe. So, if there are errors or inconsistencies, I have tried to note them as appropriate.

It is important to note that this massive work could not have been completed (like it will ever be complete!) without help from a number of sources. They are all noted in the Acknowledgements section. I just hope I didn't leave anyone

out!

I have also tried to document the source of my encyclopedia entries at all times. The bibliography at the end of this encyclopedia is quite extensive, and I have tried to indicate with each entry which source it came from. If an entry is not sourced, it means that I could not remember where I found it. If you find an unsourced or inaccurately sourced entry, please [e-mail me!](#). The source listed is the first reference to an entry. If there are multiple sources listed, then all sources listed contributed some information to the encyclopedia. The abbreviations I have used are as follows:

Abbreviation	Source Title	Source Type
2D	Star Wars Episode IV: A New Hope - Second Screenplay Draft	Reference
3D1	Star Wars 3-D, Issue 1	Comic
3D2	Star Wars 3-D, Issue 2 - Havoc on Hoth	Comic
3D3	Star Wars 3-D, Issue 3 - The Dark Side of Dantooine	Comic
AA	Anakin: Apprentice	YA Novel
AAOTC	The Art of Star Wars: Episode II - Attack of the Clones	Reference
AC	Ambush at Corellia	Novel
AE	Alien Encounters	WEG RPG
AEG	Arms and Equipment Guide	WOTC RPG
AESB	The Art of Star Wars: The Empire Strikes Back	Reference
AFA	A Forest Apart	eBook
AIR	Alliance Intelligence Reports	WEG RPG
ANA	Star Wars: Episode I - Anakin Skywalker	Comic
ANT	Alien Anthology	WOTC RPG
AOD	Boba Fett: Agent of Doom	Comic
AOTC	Star Wars: Episode II - Attack of the Clones	Film
AOTCA	Star Wars: Episode II - Attack of the Clones	YA Novel
AOTCC	Star Wars: Episode II - Attack of the Clones	Comic
AOTCN	Star Wars: Episode II - Attack of the Clones	Novel
AOW	Jedi Council: Acts of War	Comic
APD	Anakin's Pit Droid	Children's Book
APS	The Approaching Storm	Novel
AQ	Junior Jedi Knights #4 - Anakin's Quest	YA Novel
AS	Assault at Selonia	Novel
ASNG	Dark Horse Presents Annual 2000: Girls Rule! (contains Aurra's Song)	Comic
ASW	The Art of Star Wars	Reference
AT	Star Wars: Return of the Jedi: The Adventures of Teebo	YA Novel
ATPM	The Art of Star Wars: Episode I - The Phantom Meance	Reference
AVS	Star Wars: A Valentine Story	Comic
BF	Boba Fett: Bounty on Bar-Kooda	Comic
BF	Boba Fett: Murder Most Foul	Comic
BF	Boba Fett: When the Fat Lady Swings	Comic
BF1	Boba Fett: The Fight to Survive	YA Novel
BF2	Boba Fett: Crossfire	YA Novel
BF3	Boba Fett: Maze of Deception	YA Novel
BF4	Boba Fett: Hunted	YA Novel
BF5	Boba Fett: A New Threat	YA Novel
BF6	Boba Fett: Pursuit	YA Novel
BFE	Ewoks: The Battle for Endor	Film
BFN	Battle for Naboo	Game
BGS	Battle for the Golden Sun	WEG RPG
BH	Star Wars: Bounty Hunter	Video Game
BHAS	The Bounty Hunters: Aurra Sing	Comic
BHKK	The Bounty Hunters: Kenix Kil	Comic

BHSW	The Bounty Hunters: Scoundrel's Wages	Comic
BI	Black Ice	WEG RPG
BP	Balance Point	Novel
BSS	The Black Sands of Socorro	WEG RPG
BTM	Star Wars: Behind the Magic computer software	Reference
BTRKSn	Bantha Tracks Fan Club Newsletter (issue number n follows BTRKS)	Miscellaneous
BTS	Before the Storm	Novel
BW	X-Wing: The Bacta War	Novel
C	Star Wars: Chewbacca	Comic
CCC	Crisis on Cloud City	WEG RPG
CCG	Star Wars Customizable Card Game - Premiere Set	Game
CCG10	Star Wars Customizable Card Game - Endor Expansion Set	Game
CCG11	Star Wars Customizable Card Game - Death Star 2 Expansion Set	Game
CCG12	Star Wars Customizable Card Game - Tatooine Expansion Set	Game
CCG13	Star Wars Customizable Card Game - Coruscant Expansion Set	Game
CCG14	Star Wars Customizable Card Game - Reflections III Expansion Set	Game
CCG15	Star Wars Customizable Card Game - Theed Palace Expansion Set	Game
CCG2	Star Wars Customizable Card Game - A New Hope Expansion Set	Game
CCG3	Star Wars Customizable Card Game - Hoth Expansion Set	Game
CCG4	Star Wars Customizable Card Game - Dagobah Expansion Set	Game
CCG5	Star Wars Customizable Card Game - Cloud City Expansion Set	Game
CCG6	Star Wars Customizable Card Game - Official Tournament Sealed Deck	Game
CCG7	Star Wars Customizable Card Game - Jabba's Palace Expansion Set	Game
CCG8	Star Wars Customizable Card Game - Second Anthology	Game
CCG9	Star Wars Customizable Card Game - Special Edition Expansion Set	Game
CCR	Crisis at Crystal Reef	YA Novel
CCW	Coruscant and the Core Worlds	WOTC RPG
CE	Crimson Empire	Comic
CE2	Crimson Empire II: Council of Blood	Comic
CFG	Cracken's Rebel Field Guide	WEG RPG
CHRN	Star Wars Chronicles	Reference
COD	Cloak of Deception	Novel
COG	Creatures of the Galaxy	WEG RPG
COJ	Children of the Jedi	Novel
COTF	Champions of the Force	Novel
CPL	The Courtship of Princess Leia	Novel
CRBN	Star Wars Starfighter: Crossbones	Comic
CRO	Cracken's Rebel Operatives	WEG RPG
CS	The Crystal Star	Novel
CSA	Han Solo and the Corporate Sector Sourcebook	WEG RPG
CSW	Classic Star Wars (twenty issues)	Comic
CSWDW	Classic Star Wars: Devilworlds (two issues)	Comic
CSWEA	Classic Star Wars: The Early Adventures (nine issues)	Comic
CT	Jedi Apprentice: The Captive Temple	YA Novel
CTD	Cracken's Threat Dossier	WEG RPG
CTV	Jedi Apprentice: The Call to Vengeance	YA Novel

CWA1	Star Wars: Clone Wars Adventures - Volume 1	Comic
CWA2	Star Wars: Clone Wars Adventures - Volume 2	Comic
CWC1	Clone Wars Cartoons, Series 1	Film
CWC2	Clone Wars Cartoons, Series 2	Film
CWC3	Clone Wars Cartoons, Series 3	Film
DA	Dark Apprentice	Novel
DARK	The Darkstryder Campaign	WEG RPG
DCAR	Droids: The Animated Adventures of R2-D2 and C-3PO	Television
DCAR	Droids: The Adventures of R2-D2 and C-3PO	Children's Book
DE1	Dark Empire	Comic
DE2	Dark Empire II	Comic
DESB	Star Wars: Dark Empire Sourcebook	WEG RPG
DF	Dark Forces	Game
DF2	Dark Forces II: Jedi Knight	Game
DFJK	Dark Forces: Jedi Knight	Novel
DFR	Dark Force Rising	Novel
DFRC	Dark Force Rising	Comic
DFRSB	Dark Force Rising Sourcebook	WEG RPG
DH	Jedi Apprentice: The Deadly Hunter	YA Novel
DHP3	Dark Horse Presents Annual 1999 (includes <i>Luke Skywalker: Walkabout</i>)	Comic
DIV	Diversity Alliance	YA Novel
DJ	Dark Journey	Novel
DK	Darkest Knight	YA Novel
DLS	Tales of the Jedi: Dark Lords of the Sith	Comic
DM	Darth Maul	Comic
DMS	Darth Maul: Saboteur	Novel
DMSH	Darth Maul: Shadow Hunter	Novel
DOD	Jedi Apprentice: The Defenders of the Dead	YA Novel
DOD2	A Decade of Dark Horse, Volume 2 (contains "This Crumb for Hire")	Comic
DOE	Domain of Evil	WEG RPG
DOG	Delusions of Grandeur	YA Novel
DOH	Jedi Apprentice: The Death of Hope	YA Novel
DOR	Jedi Apprentice: The Day of Reckoning	YA Novel
DR	Jedi Apprentice: The Dark Rival	YA Novel
DRKN	Star Wars: Darkness (issues 32 through 35)	Comic
DRO	Droids: The Kalarba Adventures (six issues)	Comic
DRO	Droids: Season of Revolt (issues 5-8)	Comic
DRO	Droids Special	Comic
DRO	Droids: Rebellion (issues 1-4)	Comic
DRPC	Droids: The Protocol Offensive	Comic
DS	Darksaber	Novel
DSSB	The Dark Side Sourcebook	WOTC RPG
DSTC	Death Star Technical Companion, Second Edition	WEG RPG
DSTC	Death Star Technical Companion	WEG RPG
DTO	Dark Tide: Onslaught	Novel
DTR	Dark Tide II: Ruin	Novel
DU	Death in the Undercity	WEG RPG
DW	Destiny's Way	Novel
DWK	Droidworks	Game
E	Darkstryder: Endgame	WEG RPG
E1A1	Star Wars Episode I Adventures: The Search for the Lost Jedi	Play-along
E1A10	Star Wars Episode I Adventures: Festival of Warriors	Play-along

E1A11	Star Wars Episode I Adventures: Pirates from Beyond the Sea	Play-along
E1A12	Star Wars Episode I Adventures: The Bongo Rally	Play-along
E1A13	Star Wars Episode I Adventures: Danger on Naboo	Play-along
E1A14	Star Wars Episode I Adventures: Podrace to Freedom	Play-along
E1A15	Star Wars Episode I Adventures: The Final Battle	Play-along
E1A2	Star Wars Episode I Adventures: The Bartokk Assassins	Play-along
E1A3	Star Wars Episode I Adventures: The Fury of Darth Maul	Play-along
E1A4	Star Wars Episode I Adventures: Jedi Emergency	Play-along
E1A5	Star Wars Episode I Adventures: The Ghostling Children	Play-along
E1A6	Star Wars Episode I Adventures: The Hunt for Anakin Skywalker	Play-along
E1A7	Star Wars Episode I Adventures: Capture Arawynne	Play-along
E1A8	Star Wars Episode I Adventures: Trouble on Tatooine	Play-along
E1A9	Star Wars Episode I Adventures: Rescue in the Core	Play-along
E3	Star Wars: Episode III - Revenge of the Sith	Film
E3N	Star Wars: Episode III - Revenge of the Sith	Novel
EA	The Ewok Adventure	Film
ECAR	Ewoks	Television
ECH	The Star Wars Essential Chronology	Reference
EE	Empire's End	Comic
EGA	Star Wars: The Essential Guide to Alien Species	Reference
EGC	Star Wars: The Essential Guide to Characters	Reference
EGD	Star Wars: The Essential Guide to Droids	Reference
EGP	Star Wars: The Essential Guide to Planets and Moons	Reference
EGV	Star Wars: The Essential Guide to Vehicles and Vessels	Reference
EGW	Star Wars: The Essential Guide to Weapons and Technology	Reference
EL1	Enemy Lines I: Rebel Dream	Novel
EL2	Enemy Lines II: Rebel Stand	Novel
EOE	Boba Fett: Enemy of the Empire	Comic
EOS	The Eye of the Sun Trilogy	WOTC RPG
EOV	Emissary of the Void	Novel
ESB	The Empire Strikes Back	Film
ESBN	The Empire Strikes Back	Novel
ESBR	The Empire Strikes Back NPR Radio Program	Radio
ESBS	Star Wars: The Empire Strikes Back Sketchbook	Reference
ESBSE	The Empire Strikes Back: Special Edition	Film
ETM	Star Wars: Emissaries to Malastare (issues 13 through 18)	Comic
EVC	Edge of Victory I: Conquest	Novel
EVE	Jedi Apprentice: The Evil Experiment	YA Novel
EVR	Edge of Victory II: Rebirth	Novel
FB	Fool's Bargain	eBook
FBS	Flashpoint! Brak Sector	WEG RPG
FC	Force Commander	Game
FFT	Jedi Apprentice: The Fight for Truth	YA Novel
FH1	Force Heretic I: Remnant	Novel
FH2	Force Heretic II: Refugee	Novel
FH3	Force Heretic III: Reunion	Novel
FNU	Tales of the Jedi: The Freedon Nadd Uprising	Comic
FOP	The Far Orbit Project	WEG RPG
FOSE	Tales of the Jedi: The Fall of the Sith Empire	Comic
FP	The Final Prophecy	Novel
FTD	Cynabar's Fantastic Technology: Droids	WEG RPG
GA	Graveyard of Alderaan	WEG RPG
GAS	Tales of the Jedi: The Golden Age of the Sith	Comic

GB	Star Wars: Galactic Battlegrounds	Game
GBC	Star Wars: Galactic Battlegrounds - Clone Campaigns	Game
GC	Star Wars: Galactic Crisis!	Children's Book
GCG	Galactic Campaign Guide	WOTC RPG
GCQ	Game Chambers of Questal	WEG RPG
GDV	The Glove of Darth Vader	YA Novel
GF	The Gungan Frontier	Game
GFT	Galladinium's Fantastic Technology	WEG RPG
GG	Junior Jedi Knights #1 - The Golden Globe	YA Novel
GG1	Galaxy Guide 1: A New Hope	WEG RPG
GG10	Galaxy Guide 10: Bounty Hunters	WEG RPG
GG11	Galaxy Guide 11: Criminal Organizations	WEG RPG
GG12	Galaxy Guide 12: Aliens - Enemies and Allies	WEG RPG
GG2	Galaxy Guide 2: Yavin and Bespin	WEG RPG
GG3	Galaxy Guide 3: The Empire Strikes Back	WEG RPG
GG4	Galaxy Guide 4: Alien Races	WEG RPG
GG5	Galaxy Guide 5: Return of the Jedi	WEG RPG
GG6	Galaxy Guide 6: Tramp Freighters	WEG RPG
GG7	Galaxy Guide 7: Mos Eisley	WEG RPG
GG8	Galaxy Guide 8: Scouts	WEG RPG
GG9	Galaxy Guide 9: Fragments from the Rim	WEG RPG
GLCI	George Lucas: The Creative Impulse	Reference
GMH	Star Wars Gamemaster Handbook, Second Edition	WEG RPG
GMK	Star Wars Gamemaster Kit	WEG RPG
GMRn	Star Wars Gamer magazine (issue number n follows GMR)	WOTC RPG
GMS	Star Wars Gamemaster Screens	WEG RPG
GOF1	Eaten Alive: Galaxy of Fear Book 1	YA Novel
GOF10	The Doomsday Ship: Galaxy of Fear Book 10	YA Novel
GOF11	Clones: Galaxy of Fear Book 11	YA Novel
GOF12	The Hunger: Galaxy of Fear Book 12	YA Novel
GOF2	City of the Dead: Galaxy of Fear Book 2	YA Novel
GOF3	Planet Plague: Galaxy of Fear Book 3	YA Novel
GOF4	Nightmare Machine: Galaxy of Fear Book 4	YA Novel
GOF5	Ghost of the Jedi: Galaxy of Fear Book 5	YA Novel
GOF6	Army of Terror: Galaxy of Fear Book 6	YA Novel
GOF7	The Brain Spiders: Galaxy of Fear Book 7	YA Novel
GOF8	Swarm: Galaxy of Fear Book 8	YA Novel
GOF9	Spore: Galaxy of Fear Book 9	YA Novel
GORW	Geonosis and the Outer Rim Worlds	WOTC RPG
GQRG	Star Wars Galaxies: An Empire Divided - Quick Reference Guide	Reference
GSE	Goroth: Slave of the Empire	WEG RPG
GUN	Gundark's Fantastic Technology: Personal Gear	WEG RPG
HAS	Hideouts and Strongholds	WEG RPG
HCE	Star Wars Handbook: Crimson Empire	Comic
HDE	Star Wars Handbook: Dark Empire	Comic
HFAS	Star Wars: The Hunt for Aurra Sing (issues 28 through 31)	Comic
HFG	A Hunter's Fate: Greedo's Tale	Online Comic
HIV	The Hive	eBook
HM	Hard Merchandise	Novel
HNN4	HoloNetNews.com, Issues 45 through 49	Reference
HNN5	HoloNetNews.com, Issues 55 through 59	Reference
HP	Jedi Apprentice: The Hidden Past	YA Novel
HR	Heroes and Rogues	WEG RPG

HSE	Han Solo at Stars' End	Novel
HSEC	Han Solo at Stars' End	Comic
HSL	Han Solo and the Lost Legacy	Novel
HSR	Han Solo's Revenge	Novel
HT	Agents of Chaos: Hero's Trial	Novel
HTF	Heirs of the Force	YA Novel
HTSB	The Heir to the Empire Sourcebook	WEG RPG
HTTE	Heir to the Empire	Novel
HTTEC	Heir to the Empire	Comic
HW	Hardware Wars: Special Edition	Film
HW	Hardware Wars	Film
HXW	Star Wars Handbook - X-Wing: Rogue Squadron	Comic
IA	Instant Adventures	WEG RPG
IAG	Star Wars Introductory Adventure Game	WEG RPG
IANH	Star Wars Infinities: A New Hope	Comic
IC	The Isis Coordinates	WEG RPG
ICS	Star Wars Incredible Cross-Sections	Reference
IDC	Imperial Double-cross	WEG RPG
IESB	Star Wars Infinities: The Empire Strikes Back	Comic
IF	X-Wing: Iron Fist	Novel
IG1	Star Wars: Episode I Insider's Guide	Reference
IJ	I, Jedi	Novel
IOT	Invasion of Theed	WOTC RPG
IR	X-Wing: Isard's Revenge	Novel
IROJ	Star Wars Infinities: Return of the Jedi	Comic
IS	Imperial Spy	Comic
IS1	Star Wars: Episode I - The Phantom Menace Illustrated Screenplay	Reference
IS3	Star Wars: Episode III - Revenge of the Sith Illustrated Screenplay	eBook
ISB	The Imperial Sourcebook	WEG RPG
ISB	The Imperial Sourcebook, Second Edition	WEG RPG
ISU	The Illustrated Star Wars Universe	Reference
IWE1	Inside the Worlds of Star Wars Episode I	Reference
IWE2	Inside the Worlds of Star Wars: Attack of the Clones	Reference
IWST	Inside the Worlds of the Star Wars Trilogy	Reference
J1	Star Wars: Jedi - Mace Windu	Comic
J2	Star Wars: Jedi - Shaak Ti	Comic
J3	Star Wars: Jedi - Aayla Secura	Comic
J4	Star Wars: Jedi - Count Dooku	Comic
J5	Star Wars: Jedi - Yoda	Comic
JAD	Jedi Apprentice Special Edition: Deceptions	YA Novel
JAF	Jedi Apprentice Special Edition 2: The Followers	YA Novel
JAL	Jedi Academy: Leviathan	Comic
JAS	Star Wars Journal: Anakin Skywalker	YA Novel
JASB	The Jedi Academy Sourcebook	WEG RPG
JB	Jedi Bounty	YA Novel
JDM	Star Wars Journal: Darth Maul	YA Novel
JE	Agents of Chaos: Jedi Eclipse	Novel
JF	Jango Fett	Comic
JFOS	Jango Fett: Open Seasons	Comic
JH	Jedi's Honor	WEG RPG
JHS	Star Wars Journal: Hero For Hire	YA Novel
JK2	Jedi Knight II: Jedi Outcast	Game

JKA	Jedi Knight: Jedi Academy	Game
JKG	Jedi Knights Trading Card Game	Game
JKG2	Jedi Knights Trading Card Game: Scum and Villiany	Game
JKG3	Jedi Knights Trading Card Game: Masters of the Force	Game
JLS	Star Wars Journal: The Fight for Justice	YA Novel
JPL	Star Wars Journal: Captive to Evil	YA Novel
JQ	Jedi Quest	YA Novel
JQ1	Jedi Quest: The Way of the Apprentice	YA Novel
JQ10	Jedi Quest: The Final Showdown	YA Novel
JQ2	Jedi Quest: The Trail of the Jedi	YA Novel
JQ3	Jedi Quest: The Dangerous Games	YA Novel
JQ4	Jedi Quest: The Master of Disguise	YA Novel
JQ5	Jedi Quest: The School of Fear	YA Novel
JQ6	Jedi Quest: The Shadow Trap	YA Novel
JQ7	Jedi Quest: The Moment of Truth	YA Novel
JQ8	Jedi Quest: The Changing of the Guard	YA Novel
JQ9	Jedi Quest: The False Peace	YA Novel
JQA	Star Wars Journal: Queen Amidala	YA Novel
JQC	Jedi Quest	Comic
JS	Jedi Search	Novel
JT	Jedi Trial	Novel
JTH	Jabba the Hutt: Betrayal	Comic
JTH	Jabba the Hutt: The Dynasty Trap	Comic
JTH	Jabba the Hutt: The Gaar Suppoon Hit	Comic
JTH	Jabba the Hutt: The Hunger of Princess Nampí	Comic
JUS	Jedi Under Seige	YA Novel
JVS	Jedi vs. Sith	Comic
KB	Junior Jedi Knights #6 - Kenobi's Blade	YA Novel
KO	Darkstryder: Kathol Outback	WEG RPG
KOTOR	Star Wars: Knights of the Old Republic	Game
KR	Darkstryder: Kathol Rift	WEG RPG
KT	X-Wing: The Krytos Trap	Novel
L	Lightsabers	YA Novel
LAA	Live Action Adventures	WEG RPG
LAT1	The Constancia Affair (LA Times comic strip)	Comic
LAT2	The Kashyyks Depths (LA Times comic strip)	Comic
LAT3	Planet of Kadril (LA Times comic strip)	Comic
LAWS	LucasArts Entertainment Company website (www.lucasarts.com)	Reference
LCF	Lando Calrissian and the Flamewind of Oseon	Novel
LCJ	Lost City of the Jedi	YA Novel
LCM	Lando Calrissian and the Mindharp of Sharu	Novel
LCS	Lando Calrissian and the Starcave of Thonboka	Novel
LCSB	The Last Command Sourcebook	WEG RPG
LEV	Labyrinth of Evil	Novel
LFC	Living Force Campaign Guide	WOTC RPG
LFCW	Living Force Campaign website (http://www.wizards.com/default.asp?x=starwars/swlfbwelcome)	WOTC Online RPG
LO	The Lost Ones	YA Novel
LOE	Lords of the Expanse	WEG RPG
LOJ	Legacy of the Jedi	YA Novel
LSOM	Qui-Gon and Obi-Wan: Last Stand on Ord Mantell	Comic
LTA1	Classic Star Wars: A Long Time Ago... #1	Comic
LTA2	Classic Star Wars: A Long Time Ago... #2	Comic

LTA3	Classic Star Wars: A Long Time Ago... #3	Comic
LTA4	Classic Star Wars: A Long Time Ago... #4	Comic
LTA5	Classic Star Wars: A Long Time Ago... #5	Comic
LTA6	Classic Star Wars: A Long Time Ago... #6	Comic
LW	Junior Jedi Knights #2 - Lyric's World	YA Novel
MA	The Mandalorian Armor	Novel
MB	Star Wars Miniatures Battles	WEG RPG
MBC	Star Wars Miniatures Battles Companion	WEG RPG
MBF	X-Wing: Rogue Squadron: The Making of Baron Fel	Comic
MBS	Medstar I: Battle Surgeons	Novel
MCA1	Star Wars Annual #1 - The Long Hunt	Comic
MCA2	Star Wars Annual #2 - Shadeshine	Comic
MCA3	Star Wars Annual #3 - The Apprentice	Comic
MC11	Marvel Illustrated Star Wars #1 - Way of the Wookiee	Comic
MC12	Marvel Illustrated Star Wars #1 - The Day After the Death Star	Comic
MC13	Marvel Illustrated Star Wars #1 - Weapons Master	Comic
MC14	Marvel Illustrated Star Wars #1 - War on Ice	Comic
MC15	Marvel Illustrated Star Wars #1 - World of Fire	Comic
MC16	Marvel Illustrated Star Wars #1 - The Word for World is Death	Comic
MC17	Marvel Illustrated Star Wars #1 - The Guardian of Forever	Comic
MCn	Star Wars: Marvel Comic Series (issue number n follows MC)	Comic
MDCAR	Droids (Marvel Star Comics)	Comic
MEAS	Mos Eisley Adventure Set	WEG RPG
MECAR	Ewoks (Star Comics series)	Comic
MIS1	Star Wars Missions #1: Assault on Yavin 4	YA Novel
MJEH	Mara Jade: By the Emperor's Hand	Comic
MJH	Medstar II: Jedi Healer	Novel
ML	Mission to Lianna	WEG RPG
MM	The Maverick Moon	Children's Book
MMY	Mission from Mount Yoda	YA Novel
MOC	Jedi Apprentice: The Mark of the Crown	YA Novel
MOTS	Dark Forces II: Jedi Knight - Mysteries of the Sith	Game
MRR	Star Wars: The Mystery of the Rebellious Robot *	Children's Book
MTK	Masters of Teras Kasi	Game
MTS	The Movie Trilogy Sourcebook	WEG RPG
MTSE	The Movie Trilogy Sourcebook Special Edition	WEG RPG
ND	No Disintegrations	WEG RPG
NEGC	Star Wars: The New Essential Guide to Characters	Reference
NEGV	Star Wars: The New Essential Guide to Vehicles and Vessels	Reference
NEGW	The New Essential Guide to Weapons and Technology	Reference
NESB	Star Wars: The Empire Strikes Back Notebook	Reference
NJOSB	New Jedi Order Sourcebook	WOTC RPG
O	Star Wars: Obsession	Comic
OE	Operation: Elrood	WEG RPG
OS	Otherspace	WEG RPG
OS2	Otherspace II: Invasion	WEG RPG
OWS	The Official Star Wars Website (http://www.starwars.com)	Reference
P	Junior Jedi Knights #3 - Promises	YA Novel
PDS	Prophets of the Dark Side	YA Novel
PG	Star Wars Planets Collection	WEG RPG
PG1	Planets of the Galaxy, Volume One	WEG RPG
PG2	Planets of the Galaxy, Volume Two	WEG RPG
PG3	Planets of the Galaxy, Volume Three	WEG RPG

PGT	Player's Guide to Tapani	WEG RPG
PH	Planet Hoppers	WOTC RPG (website)
PJSB	Power of the Jedi Sourcebook	WOTC RPG
PMn	Star Wars Monthly Poster Magazine (issue number n follows PM)	Reference
POC	The Politics of Contraband	WEG RPG
POM	Planet of the Mists	WEG RPG
POT	Planet of Twilight	Novel
PP	Pirates and Privateers	WEG RPG
PRT	Podracing Tales	Comic
PSG	Platt's Smugglers Guide	WEG RPG
PSPG	Platt's Starport Guide	WEG RPG
PTR	Star Wars: Prelude to Rebellion (issues 1 through 6)	Comic
PZZ1	Pizzazz Magazine - Keeper's World	Comic (issues 1-9)
PZZ2	Pizzazz Magazine - War on Ice	Comic (issues 10-16)
QA	Star Wars: Episode I - Queen Amidala	Comic
QE	Queen of the Empire	YA Novel
QGJ	Star Wars: Episode I - Qui-Gon Jinn	Comic
RA	Rebel Assault: The Official Insider's Guide	Reference
RA	Rebel Assault	Game
RA2	Rebel Assault II	Game
RAC	Star Wars: Episode I - Racer	Game
RAC	Episode I: RACER Strategy Guide	Reference
RACR	Racer Revenge	Game
RAG	Dark Forces: Rebel Agent	Novel
RAR	Star Wars: Republic - Armor (issue 68)	Comic
RASB	The Rebel Alliance Sourcebook	WEG RPG
RASB	The Rebel Alliance Sourcebook, Second Edition	WEG RPG
RBJ	Star Wars: Republic - The Battle of Jabiim (issues 55 through 58)	Comic
RBL	Star Wars: Republic - Bloodlines (issue 64)	Comic
RBR	Star Wars: Republic - Blast Radius (issue 53)	Comic
RC	Star Wars Rules Companion	WEG RPG
RCHC	Republic Commando: Hard Contact	Novel
RD	Rebel Dawn	Novel
RDB	Star Wars: Republic - Double Blind (issue 54)	Comic
RDE	Star Wars: Republic - Dead Ends (issue 61)	Comic
RDK	Star Wars: Republic - The Defense of Kamino (issue 50)	Comic
RDR	Star Wars: Republic - Dreadnaughts of Rendili (issues 69 through 71)	Comic
REB	Rebellion	Game
REC	Recovery	E-Book
REL	Star Wars: Republic - Enemy Lines (issue 59)	Comic
RESB	Rebellion Era Sourcebook	WOTC RPG
REV	Original Revell Model Kit instruction sheets	Reference
RF	Jedi Apprentice: The Rising Force	YA Novel
RFY	Star Wars: Republic - Forever Young (issue 67)	Comic
RHD	Star Wars: Republic - Honor and Duty (issues 46 through 48)	Comic
RHF	Star Wars: Republic - Hate and Fear (issue 60)	Comic
RJSE	Return of the Jedi: Special Edition	Film
RM	Riders of the Maelstrom	WEG RPG
RMOM	Rebel Mission to Ord Mantell	Audio Book
RNFW	Star Wars: Republic - The New Face of War (issues 51 and 52)	Comic

RNML	Star Wars: Republic - No Man's Land (issue 62)	Comic
ROC	River of Chaos	Comic
ROD	Star Wars Galaxies: The Ruins of Dantooine	Novel
ROE	Rules of Engagement: The Rebel SpecForce Handbook	WEG RPG
ROF	Reversal of Fortune	Online Comic
ROJR	Return of the Jedi NPR Radio Program	Radio
ROM	Return to Ord Mantell	YA Novel
ROP	Star Wars: Rite of Passage (issues 42 through 45)	Comic
ROTJ	Return of the Jedi	Film
ROTJN	Return of the Jedi	Novel
RP	Rogue Planet	Novel
RPG	Star Wars: The Roleplaying Game, First Edition	WEG RPG
RPG2	Star Wars: The Roleplaying Game, Second Edition	WEG RPG
RS	Star Wars: Republic - Sacrifice (issue 49)	Comic
RSF	Star Wars: Republic - Show of Force (issues 65 and 66)	Comic
RSG	Rogue Squadron	Game
RSG2	Rogue Squadron II : Rogue Leader	Game
RSG3	Rogue Squadron III: Rebel Strike	Game
RSOS	Star Wars: Republic - The Siege of Saleucami (issues 74 through 77)	Comic
RSS	Star Wars: Republic - Striking from the Shadows (issue 63)	Comic
RT	Star Wars: Republic - Trackdown (issues 73 and 73)	Comic
SA	Shadow Academy	YA Novel
SA1	Star Wars Science Adventures: Emergency in Escape Pod Four	YA Novel
SA2	Star Wars Science Adventures: Journey Across Planet X	YA Novel
SB	Spaceballs: The Movie	Film
SBS	Star By Star	Novel
SC	Showdown at Centerpoint	Novel
SCRE	Star Wars Screen Entertainment	Reference
SE	Shadows of the Empire	Novel
SEC	Shadows of the Empire	Comic
SEE	Shadows of the Empire: Evolution	Comic
SES	Shadows of the Empire Soundtrack	Music
SESB	Shadows of the Empire Sourcebook	WEG RPG
SF	Starfall	WEG RPG
SFE	Dark Forces: Soldier for the Empire	Novel
SFS	Strike Force: Shantipole	WEG RPG
SFT	The Starfighter Trap	WOTC RPG
SGL	Skywalking - The Life and Films of George Lucas	Reference
SH	Scavenger Hunt	WEG RPG
SHA	Shards of Alderaan	YA Novel
SHPT	Shatterpoint	Novel
SHW	Star Wars: The Stark Hyperspace War (issues 36 through 39)	Comic
SL	Scoundrel's Luck	WEG RPG
SLS	Slave Ship	Novel
SME	Splinter of the Mind's Eye	Novel
SMEC	Splinter of the Mind's Eye	Comic
SN	Supernova	WEG RPG
SOA	X-Wing: Starfighters of Adumar	Novel
SOC	X-Wing: Solo Command	Novel
SOG	Starships of the Galaxy	WOTC RPG
SOJ	Secrets of the Jedi	YA Novel
SOL	Shield of Lies	Novel
SON	Secrets of Naboo	WOTC RPG

SOP	Specter of the Past	Novel
SOT	Secrets of Tatooine	WOTC RPG
SP	Jedi Apprentice: The Shattered Peace	YA Novel
SPG	Shadows of the Empire Planets Guide	WEG RPG
SPLT	Star Wars: Star Pilot	Children's Book
SQ	Survivor's Quest	Novel
SS	Stock Ships	WEG RPG
SS1	Storm Fleet Warnings	Short Story
SS2	Equipment	Short Story
SS3	Duel	Short Story
SSE	Secrets of Star Wars: Shadows of the Empire	Reference
SSR	Secrets of the Sisar Run	WEG RPG
SST	Shadow Stalker	Comic
ST	Star Tours	Reference
STF	Starfighter	Game
SW	Star Wars: Episode IV - A New Hope	Film
SW1	Star Wars: Episode I - The Phantom Menace	Film
SW1S	Star Wars Episode I: The Phantom Menace Storybook	Children's Book
SWCP	Star Wars Campaign Pack	WEG RPG
SWD	Star Wars Demolition	Game
SWDB	The Star Wars Databank (http://www.starwars.com/databank/)	Reference
SWEAT	Star Wars: Empire - Alone Together (issue 22)	Comic
WEB	Star Wars: Empire - Betrayal (issues 1 through 4)	Comic
SWED	Star Wars: Empire - Darklighter (issues 8, 9, 12, and 15)	Comic
SWEGS	Star Wars: Empire - "General" Skywalker (issues 26 and 27)	Comic
SWEIA	Star Wars: Empire - Idiot's Array (issues 24 and 25)	Comic
SWELM	Star Wars: Empire - To the Last Man (issues 16 through 18)	Comic
SWEOR	Star Wars: Empire - The Bravery of Being Out of Range (issue 23)	Comic
SWEP	Star Wars: Empire - Princess... Warrior (issues 5 and 6)	Comic
SWEPH	Star Wars: Empire - A Little Piece of Home (issues 20 and 21)	Comic
SWERS	Star Wars: Empire - The Short, Happy Life of Roons Sewell (issues 10 and 11)	Comic
SWES	Star Wars: Empire - Sacrifice (issue 7)	Comic
SWESF	Star Wars: Empire - In the Shadows of Their Fathers (issue 29 through 33)	Comic
SWESH	Star Wars: Empire - The Savage Heart (issue 14)	Comic
SWESL	Star Wars: Empire - What Sin Loyalty (issue 13)	Comic
SWEV	Star Wars: Empire - Target: Vader (issue 19)	Comic
SWEW	Star Wars: Empire - Wreckage (issue 28)	Comic
SWGAL	Star Wars Galaxies	Game
SWGG	Star Wars: General Grievous	Comic
SWGn	Star Wars Galaxy magazine (n is the issue number)	Magazine
SWH	Star Wars Holiday Special	Television
SWIE	Star Wars: Infinity's End (issues 23 through 26)	Comic
SWIJ	From Star Wars to Indiana Jones: The Best of the Lucasfilm Archives	Reference
SWIn	Star Wars Insider Magazine (issue number n follows SWI)	Magazine
SWJ1	Star Wars Adventure Journal, Number 1	WEG RPG
SWJ10	Star Wars Adventure Journal, Number 10	WEG RPG
SWJ11	Star Wars Adventure Journal, Number 11	WEG RPG
SWJ12	Star Wars Adventure Journal, Number 12	WEG RPG
SWJ13	Star Wars Adventure Journal, Number 13	WEG RPG
SWJ14	Star Wars Adventure Journal, Number 14	WEG RPG

SWJ15	Star Wars Adventure Journal, Number 15	WEG RPG
SWJ2	Star Wars Adventure Journal, Number 2	WEG RPG
SWJ3	Star Wars Adventure Journal, Number 3	WEG RPG
SWJ4	Star Wars Adventure Journal, Number 4	WEG RPG
SWJ5	Star Wars Adventure Journal, Number 5	WEG RPG
SWJ6	Star Wars Adventure Journal, Number 6	WEG RPG
SWJ7	Star Wars Adventure Journal, Number 7	WEG RPG
SWJ8	Star Wars Adventure Journal, Number 8	WEG RPG
SWJ9	Star Wars Adventure Journal, Number 9	WEG RPG
SWK	Star Wars Kids: The Magazine for Young Jedi Knights	Magazine
SWM	Star Wars Monopoly	Game
SWMW	Star Wars Minatures Website (http://www.wizards.com/default.asp?x=swminis)	RPG
SWN	Star Wars	Novel
SWO	Star Wars: Outlander (issues 7 through 12)	Comic
SWR	The Star Wars NPR Radio Program	Radio
SWRPG	Star Wars Roleplaying Game Core Rulebook	WOTC RPG
SWRPG2	Star Wars Roleplaying Game Revised Core Rulebook	WOTC RPG
SWS	Star Wars: Starcrash (issue 27)	Comic
SWSB	The Star Wars Sourcebook, Second Edition	WEG RPG
SWSB	The Star Wars Sourcebook	WEG RPG
SWSE	Star Wars: Special Edition	Film
SWT	Star Wars: Twilight (issues 19 through 22)	Comic
SWTJ	The Star Wars Technical Journal	Reference
T	Traitor	Novel
TA	The Abduction of Crying Dawn Singer	WEG RPG
TAE	Qui-Gon and Obi-Wan: The Aurorient Express	Comic
TAS	Star Wars: The Annotated Screenplays	Reference
TB	The Truce at Bakura	Novel
TBAD	Tag and Bink Are Dead	Comic
TBH	Tales of the Bounty Hunters	Novel
TBSB	The Truce at Bakura Sourcebook	WEG RPG
TCC	Trouble on Cloud City	YA Novel
TCD	The Cestus Deception	Novel
TCG1	Star Wars Trading Card Game - Attack of the Clones	Game
TCG10	Star Wars Trading Card Game - Revenge of the Sith	Game
TCG2	Star Wars Trading Card Game - Sith Rising	Game
TCG3	Star Wars Trading Card Game - A New Hope	Game
TCG4	Star Wars Trading Card Game - Battle of Yavin	Game
TCG5	Star Wars Trading Card Game - Jedi Guardians	Game
TCG6	Star Wars Trading Card Game - The Empire Strikes Back	Game
TCG7	Star Wars Trading Card Game - Rogues and Scoundrels	Game
TCG8	Star Wars Trading Card Game - The Phantom Menace	Game
TCG9	Star Wars Trading Card Game - Return of the Jedi	Game
TCW	Star Wars: The Clone Wars	Game
TDR	Jedi Apprentice: The Dangerous Rescue	YA Novel
TDV	Star Wars: The Devaronian Version (issues 40 and 41)	Comic
TEP	The Emperor's Plague	YA Novel
TF	Tempest Feud	WOTC RPG
TFE	Tales from the Empire	Novel
TFNR	Tales from the New Republic	Novel
TG	Tatooine Ghost	Novel
TGH	The Great Heep	Television
THG	The Hutt Gambit	Novel

TIE	TIE Fighter	Game
TIE	Defender of the Empire	Game
TIE	The Stele Chronicles	Reference
TIE	TIE Fighter: The Official Strategy Guide	Reference
TJP	Tales from Jabba's Palace	Novel
TJT	The Jabba Tape	Comic
TLC	The Last Command	Novel
TM	Tatooine Manhunt	WEG RPG
TME	Tales from the Mos Eisley Cantina	Novel
TMEC	Tales from Mos Eisley	Comic
Tn	Star Wars Tales (n is the issue number)	Comic
TNR	The New Rebellion	Novel
TOD	Boba Fett: Twin Engines of Destruction	Comic
TOJ	Tales of the Jedi	Comic
TOJC	Tales of the Jedi Companion	WEG RPG
TOJR	Tales of the Jedi: Redemption	Comic
TOW	Jedi Apprentice: The Only Witness	YA Novel
TPM	Star Wars: Episode I - The Phantom Menace	Novel
TPMC	Star Wars Episode I: The Phantom Menace comic series	Comic
TPS	The Paradise Snare	Novel
TSIA	Tapani Sector Instant Adventures	WEG RPG
TSK	Twin Stars of Kira	WEG RPG
TSW	Tales of the Jedi: The Sith War	Comic
TT	Tyrant's Test	Novel
TTB	Jedi Apprentice: The Ties That Bind	YA Novel
TTSB	The Thrawn Trilogy Sourcebook	WEG RPG
TTW	Jedi Apprentice: The Threat Within	YA Novel
U	Star Wars: Union	Comic
UANT	Ultimate Alien Anthology	WOTC RPG
UF	The Unifying Force	Novel
UFCD	CD-ROM bundled with The Unifying Force	Reference
UP	Jedi Apprentice: The Uncertain Path	YA Novel
UYV	Star Wars Underworld: The Yavin Vassilika	Comic
VD	Star Wars: The Visual Dictionary	Reference
VD1	The Star Wars: Episode I Visual Dictionary	Reference
VD2	Star Wars: Episode II Visual Dictionary	Reference
VD3	Star Wars: Episode III Visual Dictionary	Reference
VF	Junior Jedi Knights #5 - Vader's Fortress	YA Novel
VM	Classic Star Wars: The Vandelhelm Mission	Comic
VOF	Vision of the Future	Novel
VP	Vector Prime	Novel
VQ	Vader's Quest	Comic
W149	Star Wars Weekly #149 - Death Masque	Comic
WBC	Wanted by Cracken	WEG RPG
WG	X-Wing: Wedge's Gamble	Novel
WOA1	Battle in the Streets!	WOTC Online Adventure
WOA10	Death, Dirt, and the Nerf Rancher's Daughter	WOTC Online Adventure
WOA11	The Rycar Run	WOTC Online Adventure
WOA12	Horning In	WOTC Online Adventure
WOA13	Last Call at Leatherback's	WOTC Online

		Adventure
WOA14	Gun Nut	WOTC Online Adventure
WOA15	Rendezvous at Ord Mantell	WOTC Online Adventure
WOA16	Swim Meet	WOTC Online Adventure
WOA17	Steal of a Deal	WOTC Online Adventure
WOA18	Bloodhawk Down	WOTC Online Adventure
WOA19	Put Up Your Dukes	WOTC Online Adventure
WOA2	Operation: Clodhopper	WOTC Online Adventure
WOA20	Ride Herd	WOTC Online Adventure
WOA21	Art for Art's Sake	WOTC Online Adventure
WOA22	Masquerade	WOTC Online Adventure
WOA23	Positive ID	WOTC Online Adventure
WOA24	The Kitonak Connection	WOTC Online Adventure
WOA25	Hunger	WOTC Online Adventure
WOA26	Zygerrian Takedown	WOTC Online Adventure
WOA27	Beneath Aucellis Park	WOTC Online Adventure
WOA28	With the Band	WOTC Online Adventure
WOA29	Rebel Jedi	WOTC Online Adventure
WOA3	Damsel in Distress	WOTC Online Adventure
WOA30	Nightsaber	WOTC Online Adventure
WOA31	The Wellspring	WOTC Online Adventure
WOA32	Triplet Threat	WOTC Online Adventure
WOA33	Galactic Gazetteer	WOTC Online Adventure
WOA34	Rough and Tundra	WOTC Online Adventure
WOA35	Cat and Mouse	WOTC Online Adventure
WOA36	Talnar's Rescue	WOTC Online Adventure
WOA37	Rendezvous at Ord Mantell (revised)	WOTC Online Adventure
WOA4	Head Trip	WOTC Online Adventure

WOA5	The Storm's Edge	WOTC Online Adventure
WOA6	A Night at Tosche Station	WOTC Online Adventure
WOA7	The Crypt of Saalo Morn	WOTC Online Adventure
WOA8	Signal Interruption	WOTC Online Adventure
WOA9	The Fall of Cloud City	WOTC Online Adventure
WOTC	The Nebula Assassin	WOTC Online RPG
WOTC	More Starships!	WOTC Online RPG
WOTC	Wizards of the Coast Website (http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg)	Reference
WOTC	Smugglers of Naboo Fast-Play Game	WOTC RPG
WOTC	Mission to Myrkr	WOTC Online RPG
WOTC	High Alert!	WOTC Online RPG
WOTC	Clear and Present Dangers	WOTC Online RPG
WS	X-Wing: Wraith Squadron	Novel
WSB	Star Wars: The Wookiee Storybook	Children's Book
WSV	Wretched Hives of Scum and Villainy	WEG RPG
WSW	The Wildlife of Star Wars	Reference
X1	Star Wars: Episode I Incredible Cross-Sections	Reference
X2	Star Wars Episode II Incredible Cross-Sections	Reference
X3	Star Wars Episode III Incredible Cross-Sections	Reference
XVT	X-Wing versus TIE Fighter	Game
XW	The Farlander Papers	Reference
XW	The X-Wing Collector's CD-ROM	Game
XW	X-Wing: The Official Strategy Guide	Reference
XWA	X-Wing Alliance	Game
XWBT	X-Wing: Rogue Squadron: Battleground Tatooine	Comic
XWES	X-Wing: Rogue Squadron: In the Empire's Service	Comic
XWFT	X-Wing: Rogue Squadron: Family Ties	Comic
XWM	X-Wing: Rogue Squadron: Masquerade	Comic
XWMR	X-Wing: Rogue Squadron: Mandatory Retirement	Comic
XWN	X-Wing: Rogue Squadron	Novel
XWPA	X-Wing: Rogue Squadron: The Phantom Affair	Comic
XWRR	X-Wing: Rogue Squadron: Requiem for a Rogue	Comic
XWRS	X-Wing: Rogue Squadron: The Rebel Opposition	Comic
XWWP	X-Wing: Rogue Squadron: The Warrior Princess	Comic
Y	Ylesia	eBook
YC	Yoda's Challenge	Game
YDR	Yoda: Dark Rendezvous	Novel
YJC1	Young Jedi Collectible Card Game - The Menace of Darth Maul	Game
YJC2	Young Jedi Collectible Card Game - The Jedi Council	Game
YJC3	Young Jedi Collectible Card Game - The Battle of Naboo	Game
YJC4	Young Jedi Collectible Card Game - Duel of the Fates	Game
YJC5	Young Jedi Collectible Card Game - Reflections	Game
YJC6	Young Jedi Collectible Card Game - Boonta Eve Podrace	Game
YS	Yoda Stories	Game
ZHR	Zorba the Hutt's Revenge	YA Novel
ZW	Zam Wesell	Comic

Lastly, I document *A Guide to the Star Wars Universe, Second Edition*, by Bill Slavicsek, as a source of information. While this encyclopedia is very similar to Slavicsek's work, I have tried to put all my [Star Wars](#) knowledge into an encyclopedic format, complete with pictures, related topics, and cross-references. Slavicsek's *Guide* is also a source of some information that I missed. What was troubling for me was that I started creating this encyclopedia around the time of *The Last Command* by Timothy Zahn. Slavicsek's *Guide* was released about a year later, much to my dismay! However, I still found myself lacking vital information, and kept on plugging until I was able to get it all in one place.

Notes on Encyclopedia Entries

All entries are listed alphabetically, with the assumption that numerals come after letters. There are many cross-references to other listings, and they should all refer to a full description somewhere in the encyclopedia.

The names of human characters are listed alphabetically by last name. Being a human from Earth, I used the standard American phonebook listing for all [Star Wars](#) humans. Thus, if you want to look up **Han Solo**, you need to search in the **S** section under ***Solo, Han***. If a human only goes by a single name (eg., *Roa*), then you simply look up that single name.

Non-human names, however, are listed alphabetically by the initial part of their name. This is because I chose not to impose Earth-bound human standards on [Star Wars](#) alien races. Thus, if you are trying to locate **Momaw Nadon**, you need to look under ***Momaw Nadon***. As with single-named humans, aliens who have one word to their names are listed by that name (eg., *Garindan*).

If a character's race is unknown, their name is listed as it appears in the source.

Entries from any source not licensed or authorized by [LucasFilm](#) are preceded by an asterisk (*). There's at least one of them!

May the Force be with you...

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

*** M ***

M102 Fire Arc

this Golan Arms weapons platform was essentially a repulsor-equipped surface-to-surface projectile launcher. It was manufactured in an attempt to recreate the market for artillery weapons, but the Empire - at whom the vehicle was marketed - had no interest in artillery at the time. The M102 required a crew of four to operate, and used a Tana Ire GroundSweeper-3 sensor array to locate and identify its targets. (ROE)

M1-10

this was the model number of Salus Corporation's Stalker body armor. (SWJ3)

M-12

this was the designation of a class of Imperial sweep bombs manufactured for use by Kuat Drive Yards. The M-12 was a notoriously poor performer in the field, with a failure rate of nearly ten percent. This meant that most Imperial unit demanded a better model, and much of the production run of M-12 bombs was scrapped. They were eventually replaced by devices which had gravity-wave systems built into their casings. However, some twelve million M-12 bombs were never shipped to the Imperial Navy. They were retained by Kuat Drive Yards for testing the armory chambers of their starships. (MA)

M12-L Kimogila

this long-range fighter was the third ship developed by the Hutts and produced by MandalMotors during the height of the Galactic Civil War. The Kimogila was created with a number of weapons emplacements, allowing for a wide range of firepower. Its hull plating and defensive shields made the Kimogila a formidable opponent, and its long-range capabilities made it a deadly addition to the Hutt fleet. (LAWS)

M13

this was the designation of the Imperial repair station constructed in order around the planet Mycroft, shortly after the Battle of Yavin. Its mission was to support the Imperial exploration and picket ships operating in Fakir Sector during the Galactic Civil War. As part of Operation Retribution, a group of Alliance agents were sent to Mycroft to harass the station, and nearly succeeded in destroying it. As it was, the station was rendered useless to the Empire and abandoned. (SWCP)

M132L4 System

this Alliance maintained a drop point, codenamed Condor, in this system, during the height of the Galactic Civil War. (SWJ14)

M-18

designated M-18 by the Chiss, this moon was captured by the planet Mobus, in the Klasse Ephemora System of the Unknown Regions, sometime around the Battle of Yavin. Its mass was more than ten times the combined mass of all the other seventeen moons of Mobus, a fact that intrigued the first Chiss probe to investigate the system. However, no other unusual characteristics were noted, and the probe moved on. Investigation into the records of the Chiss' Expeditionary Library by Luke Skywalker and his fellow Jedi Knights revealed that M-18 might have been the rogue planet Zonama Sekot. (FH2)

M21-T Krayt

this gunship was produced by MandalMotors during the height of the New Order, and was armed with a turret-mounted laser cannon and two . These ships found widespread use in Hutt Space, as the various Hutt crimelords used them to patrol their systems and keep both employees and business rivals under control. The M21-T was a cylindrical craft with two heavy wings at the rear, which gave it a signature T-shape. A laser cannon was mounted to each wing, to augment the ship's firepower. A pair of maneuvering and stabilizing fins was mounted to the nose of the ship, just behind the cockpit. (SWGAL)

M2398

one of the planets visted by the Night Caller shortly before it was captured by Wraith Squadron near

Xobome 6. The third planet in its system, M2398 was a gas giant ringed with dust and several moons. The third moon was the site of a base. (WS)

M2934738

this was the Imperial designation of a star system between Liinade III and Coruscant. Prince-Admiral Krennel dispatched the Interdictor cruiser *Binder* to this system, in order to prevent New Republic supply convoys from reaching Liinade III. (IR)

M-3

this airless rock was the third moon orbiting the planet Mobus. After the planet Zonama Sekot decided to stay near Mobus in order to escape the rest of the galaxy, the native Ferroans mined M-3 for selenium. It was on M-3 that a Yuuzhan Vong warrior managed to hide, after his supporting fleet was driven off by Zonama Sekot, during the height of the Yuuzhan Vong invasion of the galaxy. His presence was discovered by the *Pride of Selonia*, which had accompanied Luke Skywalker and a group of Jedi Knights on their search for Zonama Sekot. Sekot was unable to stop the Yuuzhan Vong from escaping, placing the planet in danger of another attack. (FH3)

M31

see M-31 Speeder (NEGV)

M-31 Speeder

this fast airspeeder was produced by Trilon, Incorporated, during the last decades of the Old Republic. It was marketed the "speeder of your dreams," and many of the advertisements urged drivers to "wake up and smell the repulsorlift." The M-31 had two long, pointed hull sections connected to the central fuselage, which hold accommodate two beings. It was produced only in the color fire-red. (HNN5, NEGV)

M-317

this was the sensor designation of the *Stellar Web*, used by the New Republic forces which tried to destroy Warlord Zsinj near Vahaba. Han Solo had made a deal with Admiral Rogriss, who commanded the *Stellar Web*, but any indication of the *Stellar Web*'s true allegiance were kept secret by the designation. (SOC)

M38 Explorer Droid

developed by LesTech, the M38 was created to assist explorers and scouts in searching out new territories. Measuring just over a meter in height, the M38 moved about on a pair of treads, and was equipped with a variety of sensors, analyzers, and heavy lifting arms. They were designed to be used in potentially dangerous areas, keeping the organic scout safe. The M38 tended to be highly reliable, although they required regular maintenance. (FTD)

M39 ComTech

developed by MicroThrust, this jamming unit provided a measure of protection against eavesdropping. It essentially emitted a wide range of background static in a localized area, preventing communications sensors from picking up any vocal or electronic communication. Originally designed for civilian use, the M39 was embraced by the Empire and redesigned to have a stronger power source and computer input tap. (GUN)

M3-A Scyk Interceptor

this two-winged starfighter was developed by the Hutts during the height of the New Order. The central fuselage tapered from the round cockpit up front to the exhaust nacelle at the rear. The wings were attached to each side, and gave the fighter the shape of an inverted triangle. Although the Scyk was developed by the Hutts, it was produced by MandalMotors, which sold it to both the Empire and the Alliance. (LAWS)

M3-D2

this droid was inserted into Jabba the Hutt's palace by the Whiphid, Lady Valarian, in an effort to persuade Sy Snootles to act as a spy against Jabba. (TJP)

M-3PO

a protocol droid that once worked with Roark Garnet. He belonged to Jarsten at the time. (RPG)

M-3PO

M-3PO, or Emtrey to the pilots of Rogue Squadron, was a protocol and regulations droid working for the New Republic Navy. He was assigned to Rogue Squadron at the same time Tycho Celchu was named XO, more to keep an eye on Celchu than to provide input on military protocol. (XWN)

M-3PO

known as Treedee, this Cybot Galactica human-cyborg relations droid served as the maitre'd at the Farrimmer Café. Prior to his service to H'nib Statermast, Treedee served as a communications monitor for the crew of the Mynock 7 Space Station. However, Treedee got easily sidetracked, and his owner sold the absent-minded droid to Statermast. When he discovered that he would be the maitre'd of the Farrimmer, Treedee was excited to finally work in a profession that utilized his programming. The name Treedee is a shortened form of "maitre'd" used by Statermast. Treedee collected any tips he received in order to purchase oil baths from time to time. (SWJ11)

M-3PO

this was a series of droids which Cybot Galactica based on the popular 3PO series of protocol droids, but which was targeted for military applications. These droids were not built for combat, but instead were designed to be administrative organizers and acquisitions experts, offloading these tasks from organic officers. The body of the M-3PO series was the same as the 3PO protocol droid, and the head of the M-3PO was recycled from the KW series of traffic control droids. (EGD)

M-3PO-C

this protocol droid was assigned to the hyperbaric plant on Marca by Dynamic Synergetics, Incorporation, at the time the plant was first opened. M-3PO-C was loyal to Arviz Linden, having been assigned as Linden's personal secretary, and admired Linden for keeping the plant's production at a minimum in order to protect the native Sekct. The droid was somewhat distraught upon learning of his death. After the take-over of the planet by Vost Tyne and the Empire, M-3PO-C was relegated to managing the pool of housekeeping droids at the plant. When a team of Alliance agents crashed on Marca and decided to help the native Sekct, M-3PO-C gladly gave them any assistance they needed while within the plant. (POM)

M4

this was the designation of an experimental version of the TIE Fighter, which was designed for kamikaze-type missions. (XWA)

M-4D0

this protocol droid served as a porter droid aboard the *Star of Empire*. It preferred to be called Fourdee. After the ship was taken over by the Systems Integration Manager program, many of the droids began acting strangely. Gardening droids attacked the passengers and crew who remained on the ship, and M-4D0 used a blaster to shatter a transparisteel viewport. The droid was sucked out instantly, along with a great deal of the ship's atmosphere. (GOF10)

M4m

this was the military version of the Cybot Galactica M4 message droid. In addition to the basic features of the M4, the M4m was equipped with an internal sporting blaster to eliminate any threat to the message it contained. (SWJ14)

M4-series Messenger Droid

this small, Cybot Galactica message droid was designed to quickly and efficiently transport recorded information from one location to another, without having to rely on temperamental communications systems. It moved about on a small repulsorlift engine, and was programmed with several encryption and security routines to validate the receiver's identity. This series of messenger droids was known for its tenacity in delivering its message. There were many stories from both the civilian and military segments of the market in which M4 droids risked poor conditions or firefights to make their deliveries. (SWJ14, AEG)

M-5

this is the designation of a Balmorran repeating blaster cannon. They were used primarily by Imperial stormtroopers. (SWJ9)

M6W-9

this is a model of molecular stiletto produced by Zana. (SOP)

M820

this is a standard form of lubricant container valve nozzle. It is one of the few which can be converted for used as a blaster gas canister. (CFG)

M835

this is a standard form of lubricant container valve nozzle. It is one of the few which can be converted for used as a blaster gas canister. (CFG)

M91 Light Walker

this was an outdated form of two-legged military assault vehicle. (SWJ15)

Ma Lorda

this Huttese term translated into Basic as "My Lord." (GMR5)

Maa, Sel

this socialite woman was a regular at the Outlander Club, during the last decades of the Old Republic. She was easily distinguished by her spangled unisuit, which was colored to match the ribbon-like body paint she used on her arms and shoulders. She spent a great deal of time with Daro Willits during the her visits to the Outlander. (OWS, SWI75)

Maa'it

this yellow creature was bio-engineered by the Yuuzhan Vong as a replacement for an eye. These creatures allowed a Yuuzhan Vong to see into a variety of spectra, and provided the ability to see microscopic details with incredibly magnification. (EVC, EVR)

Maal Lah

a member of Domain Lah, this Yuuzhan Vong officer was placed in command of the warfleet which was dispatched to Coruscant. A disciple of Yan-Yammka, Maal Lah was known for his bold approach to warfare, but toned his plans down for Battle Plan Coruscant in order to take into account the heavy defenses arrayed by the New Republic. A kinsman of the Warmaster Tsavong Lah, Maal Lah was distinguished by his regular features, marked more by red and blue tattoos than by scars. Because of the Yuuzhan Vong's success in the Second Battle of Coruscant, Maal Lah was promoted to the rank of Supreme Commander. He was then commanded to work with Thrackan Sal-Solo to bring the Peace Brigade fleet into the Yuuzhan Vong war machine. When the New Republic attacked Ylesia and captured both Sal-Solo and the renegade Senator Pwoe, Maal Lah kept his forces in reserve to launch a counter attack. The Republic's Twin Suns Squadron, under the command of Jagged Fel, destroyed much of Maal Lah's ground forces in an effort to free the Republic's assault team. Maal Lah, already angry at losing the Republic forces as well as the Ylesian Senat, also learned that the Twin Suns' attack had badly damaged his leg. (SBS, Y)

Maal, Grindol

this woman was a former pirate captain who struggled to make a living during the height of the New Order. She was a longtime companion of the Revvien Wuwuhuul, and the two were known supporters of the Alliance. They accompanied an Alliance team to Goratak III to recover an Imperial I2-CG droid which contained information on the starship manufacturing plant on Tar Morden. (MB)

Ma-allesh

this was a Twi'leki phrase which translated roughly into Basic as, "Travel safely." (SESB)

Maana Demknot

this being, a noted hunter who lived on Tatooine some 4,000 years before the Galactic Civil War, provided information about Helena Shan's location to Revan and Bastila Shan. (KOTOR)

Ma'aood

this race built wondrous funerary temples, protecting them by placing various booby traps within the corridors. The unique characteristic of the traps was that they were creating to be as inviting as possible, drawing unsuspecting thieves into the traps. (SOL)

Ma'ar Shaddam

this planet was first settled by mining corporations during the height of the Old Republic. The ores that were mined from Ma'ar Shaddam's crust were among the purest and highest-quality found in the galaxy, and the weaponsmakers were said to be among the best in the galaxy. It was on Ma'ar Shaddam that Boba Fett supposedly received maintenance on his equipment. (T18)

Maarwraawroo

this was one of the largest Wookiee cities established on the planet Kashyyyk. Like its counterparts, Maarwraawroo was established around a manufacturing facility, and was built in the intertwined branches of wroshyr trees. (GMR4)

Maas, Ceilia

this was the alias used by Annora Calandra to infiltrate the Raelli Ball, shortly before the Battle of Endor. (LOE)

Maas, Ilov

this man served as Delphon's Senator to the Imperial Senator, during the early years of the New Order. Maas was a vocal supporter of Emperor Palpatine, a trait which was passed on to his only daughter, Nima. (GMR6)

Maas, Nima

this voluptuous woman approached Greedo about locating Temo Dionisio, claiming that she worked for him and was worried because he hadn't shown up for work in several days. Nima was the daughter and only child of Ilov Maas, the Senator from the planet Delphon and an outspoken supporter of Emperor Palpatine. Nima herself saw the Empire as a stabilizing force, and worked hard to protect it. As she grew older, Nima was compared in looks and beauty to Riva Denais, a comparison which allowed her to enter places most other women would be forbidden to enter. She offered a large sum of credits for information on Dionisio's location, and Greedo jumped at the money. In reality, Nima was an Imperial agent who had tried to capture Dionisio on her own, but was beaten to the punch by Nok Derrick. Rather than have the near-human extort credit for the information Dionisio might contain, Nima hired Greedo to recover him. Also, Nima feared that Nok Derrick might kill Dionisio if a direct assault was launched. Greedo managed to recover Dionisio, and Nima tried to kill the Rodian to cover up any loose ends. Greedo, however, had a Rodian thrown blade up his sleeve, and managed to kill Nima by placing the knife deep in her throat. (T6, GMR6)

Maashan

this Kamarian Badlander left his homeworld of Kamar shortly before Han Solo inadvertently set off the Cult of Varn. *Note that Alliance Intelligence Reports inadvertently claims Maashan's homeworld was Varn itself.* Maashan then attended the Galactic Outdoor Survival School, where he a member of the famed Twilight Class. During his time on OM813, Maashan' was forced to hide behind an XP-38 landspeeder during a training exercise. Barosa Warren made quick work of the landspeeder with his Enforcer Pistol. After graduating from GOSS, Maashan joined the Alliance as a pyrotechnics expert, but was killed during the defense of theplanet Stronghold against the Charon. (AIR)

Mab

this word was used on the planet Gandle Ott, during the early years of the New Republic, as a way of addressing a being who questioned the motivations of a native: "This isn't the Core, mab." (DARK)

Mab Kador

this eager young Aleena was an up-and-coming podracer during the years leading up to the Clone Wars. He named his podracer the *White Panther*. (BF4)

Mabari

this was an ancient, Clawdite order of warrior-knights. *Note that the Star Wars Databank indicates that the Mabari were warriors of the Zolander race.* (VD2, SWDB)

Mabbik

this was a common name among the Kushiban race. (UANT)

Mabettye

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "pilot of starfaring vessels". (GCG)

Mabettye

this Mon Calamari served as a Commodore within the New Republic Navy, and commanded the *Poesy* while serving under Admiral Darez Wuht in the defense of the planet Duro, during the Yuuzhan Vong invasion of the galaxy. (BP)

Mabob

this member of the Ancient Order of the Pessimists was killed by Abal Karda while trying to deliver Karda's meal. Karda believed that Mabob was spying on him, even though Mabob was simply delivering his food. Karda shot Mabob at point-blank range and killed him. (EOE)

Mabroska

this Snivvian word represented the number 7. (HNN5)

Mabugat Kan

developed by Qelah Kwaan from research done by Nen Yim, the mabugat kan was a specialized creature that attacked and consumed the New Republic's HoloNet relay stations. Used throughout the galaxy after the Battle of Ebaq, the mabugat kan was part of Warmaster Nas Choka's plan to cut off the various fleets of the New Republic from each other. He reasoned that, without the nearly instantaneous communication afforded by the Holonet, Republic warships would be unable to coordinate plans. (FP, UF)

Mac

this man, who claimed to be from an out-of-the-way planet about three hours from Coruscant, was the chief technician for the Happy Blasters. While he was generally calm under fire, he was also xenophobic, and participated in the extermination of the Fyyrsprus species. The only reason for his actions was that the Fyyrsprus botched several repairs on the *Starcat*, and Mac wanted to make them pay for their mistakes. (SWJ13)

Mac Mac

this man served Roark Slader as the Captain of the *Slader's Raider II* during the early years of the New Republic. (SWJ3)

Macaab Mushroom

a fungus native to the planet Arzid, macaab mushrooms are very rare. They have the unique ability to attack non-organic brain matter and destroy it. They grow very tall in the wild. (PDS)

Macander Heavy Ores

this was the largest of the mining operations headquartered on the planet Aleron, in Tapani Sector. (PGT)

Maccabree

this race of immense, cyborged beings allied themselves with the Nagai, rather than see their civilization wiped out. The Nagai used the Maccabree warriors as their shock troopers, sending them into battle where fighting would be most dangerous. The organic part of a Maccabree was unusual in that its brain

was protected by its torso and chest, while the "head" of the Maccabree was merely used for display and deception. They moved about in heavily-armored, droid-controlled suit, which gave the Maccabrees a humanoid appearance. However, the upper body of the Maccabree was capable of jettisoning its legs and rocketing free of a bad situation, further protecting the brain cavity inside the chest. (MC100)

Maccanek

this was the Gungan word for a droid or automaton. (SW1)

Maccent

a planet located along the Sisar Run. (SSR)

Mace

this given name was common human males across the galaxy. (GCG)

Mace flies

an insect native to Dantooine (DA)

Mace Windu

this Squib, born Macemillian-winduarte', originally a member of the crew of the reclamation cruiser *Two-for-One*, was the chief bartender aboard the craft before it visited Tatooine. He was left behind when he dawdled in the Mos Eisley Cantina, and was forced to work at odds jobs in order to survive. Over time, he owed money to the Jawa Aguilae. In exchange for payment of the debt, Mace agreed to work as Aguilae's salesman at Jawa Traders. He had traversed a good portion of the galaxy, and had accumulated a wealth of useless knowledge. Shortly after R2-D2 and C-3PO landed on Tatooine, after blasting away from the *Tantive IV*, Aguilae and Mace were forced to go to work for Jek Nkik and his tribe while trying to swing a deal with them to recover CZ-3. They barely escaped the destruction of Jek's sandcrawler by Imperial forces searching for the droids. (GG7, SWJ11)

Macemillian-winduarte'

this was the given name of the Squib known as Mace Windu. (SWJ11)

Machar Heng

during the months leading up to the Battle of Coruscant, this Yuuzhan Vong subaltern was assigned by Warmaster Tsavong Lah to coordinate the Peace Brigade's attempts to capture Jedi Knights. He was provided with a small flotilla of ships and a handful of warriors, and moved about the galaxy to transport any captured Jedi back to the Warmaster. (NJOSB)

Machenry Station

this was the original name of Silver Station. When Una Poot married the engineer who adapted the station to handle the gas canisters used by prospectors in the Dragonflower Nebula, they renamed the facility Silver Station. (SWJ6)

Machill'Tr, Kendrick

this New Republic Intelligence administrative aide held the rank of Lieutenant at the time of the breakup of the Starbaster Plot. Machill'Tr was recruited to compile a datafile which documented the various individuals involved in the Plot and the Human League crisis on Corellia. (CTD)

Machook

according to Ewok legend, this hero built the first of the tree-villages used by the Ewoks. (GCG)

Machook

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Mack

this alias was used by a man who was a member of the Cularin Militia, after he and his comrades - Pac and Grunt - decided to speak out against the "so-called Expansion Manifesto" that was attributed to

Reodo Artom. The trio of soldiers believed that the document was a great description of the morals of exploration, but it failed to take into account the true necessities of combat. They agreed to participate in an interview with Yara Grugara on *Eye on Cularin*, but the inane reporter made a mockery of their opinions. Mack - a native of Cularin with no love for Thaere - didn't help matters by admitting that he had only read the Expansion Manifesto just once, and then only certain parts of it. (LFCW)

Mackar

this planet was the original homeworld of the Frid race of Iskalonians. (EGA)

Mackenni, Jorm Whistler

known by his codename of Twister, this Imperial stormtrooper served as the commander of the Aurek-Seven unit of the Imperial 501st Legion during the years following the formation of the Imperial Remnant and the signing of a peace treaty between the Empire and the New Republic. At the time that Aurek Company and the 501st were assigned to eliminate the Warlord on Kariiek, Twister had been with the company for six years, the last two of which he had been their leader. After arriving on Kariiek, Aurek Company made contact with a group of Eickarie rebels. Su-mil agreed to help Twister and his troopers enter the Warlord's fortress, on the condition that they freed the Eickaries who were being held prisoner there. Twister reluctantly agreed to the bargain, knowing that his troops needed every advantage they could obtain. He nearly paid for his decision after entering the Warlord's watchtowers, when the Eickarie soldiers Su-mil brought with him froze when confronted by a group of Lakran mercenaries. Twister took a blast full in the chest, but his armor and the relatively weak Lakran firearms saved his life. Shortly after that, Twister knew he had paid for it when Su-mil tricked them into going one direction, which allowed another group of Lakrans to trap them. It was then that Aurek Company realized they had been betrayed. However, Twister discovered that this wasn't necessarily the case, as Su-mil began pointing his blaster at Twister's eyes as he explained their capture to the Lakrans. Twister realized that Su-mil was indicating truth or lie by pointing at his right or left eye, respectively, as defined by Eickarie definition. In this way, Su-mil helped the Imperials get deeper into the fortress with minimal bloodshed. They were able to breach the Warlord's main security forces before Su-mil and his Eickarie soldiers captured the Warlord and turned him over to the Imperials. Shortly afterward, Mackenni relinquished command of Aurek-Seven. (FB, SQ)

Mackineek

this was another spelling of *maccanek*. (NEGC)

Maclain, Jerrod

this man was the Imperial Moff who oversaw the governmental roles of the various royal Houses on Brentaal. He was originally installed as planetary governor during the Clone Wars, after Brentaal was liberated from the control of Separatist Commander Shogar Tok. He replaced Arcel Mosbree, who was arrested for his part in allowing Separatist forces to take Brentaal in the first place. Despite his position, Maclain was despised by the local Customs agency for his willingness to immerse himself in the business of Brentaal, instead of imposing the Emperor's will on the populace. Maclain made a small fortune playing the stock market on the planet, as well as supporting several of the shadier freighter pilots. (SW7J, PSG, SW170)

MacMillian, Brandy

this weathered, old woman was a freighter captain who retired on the planet Gandle Ott, where she became the president of the local chapter of the Corellian Merchants' Guild. She was a no-nonsense woman who had earned her Corellian Bloodstripes, and who believed that the New Republic was capable of restoring peace in the galaxy. (DARK)

Macor

this was one of the larger continents found on the planet Essowyn. (PG1)

Macrebe, Rebba

this Alliance supply purchaser worked along the Trax Tube trade route during the Galactic Civil War. (PSG, SWJ7)

Macrobinoculars

day and night viewing devices used to magnify distant images. A contained readout provides information on distance and elevation. They can sometimes be programmed for record-and-playback, allowing the user to set them in a remote location while performing other duties. (SW, TB, AC)

Macrofuser

a small welding tool (ESB)

Macrolaser Tracker

this device was used by police and field agents to obtain information about nearby vehicles. The macrolaser tracker could accurately discern speed-over-ground and probably destinations, based on a vehicle's current velocity and heading. (JQ1)

Macrolyzer

this Imperial technology was developed to manufacture and filter the gas known as pacifog. (LAT3)

MacroMotionMonitor

this was a model of motion-detecting sensor array produced by NeuroSaav for use on blast helmets and other armored head protection. (GG10)

Macroon Mesa

this desert rock formation was located on the Mos Espa podracing course, in the Dune Sea of the planet Tatooine. (TPMC)

Macroscope

the device used to sight a handheld blaster or rifle. (HSE)

Macus Kayniph

this near-human ran the Black Sun operation on Smarck, during the early years of the New Republic. He resembled an overweight human male, but had scaled, tan skin and a series of five bony ridges along the top of his skull. He had arranged to kidnap Feena D'Asta and keep her drugged and in custody, while a clone of Feena was created and placed on the Imperial Interim Ruling Council. Grappa the Hutt kept her drugged with a regular dose of gree spice, and paid Macus to engineer more clones. However, Macus discovered that Grappa was making partial payments. Macus required a full payment in order to produce the clones Grappa needed to infiltrate the Imperial Interim Ruling Council. He confronted Grappa, who assured him that the debt would be paid. In the meantime, Macus told Grappa that Kenix Kil was really Kir Kanos. When the Zanibar failed to locate Kil, Grappa had one of them shot. Macus objected, and Grappa shot him as well. He kept Macus' body frozen, in order to fool the other members of Black Sun into believing Macus was still alive. In order to preserve his secret, Grappa had all the other guests who witnessed the shooting killed as well. The New Republic later destroyed his cloning facility on Genon. Meanwhile, a bounty hunter (who resembled Dengar) fled Grappa's court and brought the news of Kayniph's death to Y'ull Acib. (CE2)

Mad About Me

a musical piece played by Figrin D'an and the Modal Nodes. (TME)

Mad Anghus' Fun Public House

this backwater cantina was owned and operated by a hulking, white-skinned alien during the early years of the New Republic. (T14)

Mad Gass'kin

this Bothan was not insane; his name really was Mad. He maintained a network of used droid warehouses, selling the droids at discounted prices through the newsfeed known as Gass'kin's Used DroidNet. (GMR3)

Mad Mrelf

this is a strong, Corellian liquor. Many a spacer would go on drinking binges and consume more Mad Mrelf than they could hold, and they ended up in Imperial labor camps for their conduct. (THG)

Madak, Sava Brec

this alias was used by Boba Fett when he contracted House Benelex and Jodo Kast. This was part of Fett's plan to get rid of Kast, who had been impersonating Fett in order to make credits as a bounty hunter. Madak was supposedly injured by Satnik Hiicrop, and the injuries left Madak bandaged from head to toe. Hiicrop then posed as Madak, in an effort to obtain credits he wasn't entitled to by himself. This twist on the real-life relationship between Fett and Kast went unnoticed by Kast, who was killed by Fett on Nal Hutta. (SWG6, TOD)

Madakor

this woman served as a Captain in the Old Republic Navy, and was the commander of the *Radiant VII* when it was dispatched to the planet Naboo. Captain Madakor, who had risen quickly through the ranks on the basis of her excellent performance, delivered Qui-Gon Jinn and Obi-Wan Kenobi to the Trade Federation's main ship before being killed when the *Radiant VII* was destroyed while waiting in its hangar. *Captain Madakor was portrayed by Bronagh Gallagher in Star Wars: Episode I - The Phantom Menace.* (CCG13, SWI68)

Madallo

this luxury starliner made a regular run to the planet Spira, during the height of the New Order. (SWJ1)

Madam Rhoden

this green-skinned, female alien was the wife of Clode Rhoden. However, she wasn't satisfied by her husband, and plotted with the alien Buck to eliminate Clode and claim his immense inheritance. She was aware of Buck's ties to the environmental terrorist group, the Green Forge, but was unaware of the fact that Buck often skipped out on his female companions as soon as he stole their fortunes. She was also unaware of her husband's knowledge of her affair with Buck. When Madam Rhoden and Buck were targetted for execution by Clode Rhoden, who planned to use Buck's core bomb to kill them both, Saul Moegantz offered to join forces with them to strike back at Clode. Madam Rhoden reluctantly agreed, seeing that a partnership with Moegantz was the lesser of several evils, including her own death. They planned to sue Clode for divorce, on the grounds that he tried to have her killed, then take all of Clode's wealth and split it between them. (TAE)

Madame Atuarre's Roving Performers

the assumed name used by Han Solo, Atuarre, and Pakka as they pretend to be entertainers from the Imperial Entertainment Guild and try to gain access to Stars' End. Atuarre plays a dancer, Pakka an acrobat, and Han is the Master Marksman. (HSE)

Madame Lota

a flower-seller on Spaceport Row in Plawal, on Belsavis. She used her florist's business as a front for her brothel. (COJ)

Madame Suwajda

this attractive fortune-teller is known for her good looks and accurate predictions. She worked for Kersh Lauskner's Travelling Animal/Acrobatic Arcadium, and no one has every discovered if she was truly prescient or simply very lucky. (GCQ)

Madame Vansitt's Charm Academy

this Mos Espa establishment educated potential slaves in a variety of skills and disciplines, including assassination and political blackmail. (E1A5)

Mad-claw

this was the Basic translation of a Wookiee term used to describe any ostracized member of their culture who chose to return Kashyyyk, despite their exile. (KOTOR)

Maddie Macatten

this crazy, old, Bith trader roamed the Kathol Outback during the early years of the New Republic. She traded with virtually every colony and settlement in the Outback, trading replacement parts and luxury items transported in her starship, the *Scupper Bantoo*. Maddie was once a slave on the Kathol capital of Kal'Shebbol, but was freed when her owner was ambushed by the Aing-Tii monks. Since then, she has spent her free time searching for information about the monks and their secret homeworld. In her travels, Maddie discovered the pair of mating Duinuogwuin dragons on Shatuun, but has kept their secret to herself. (KO)

Maddules

this gas giant was the fifth planet of the Metellos System. It was orbited by nine moons. (CCW)

Madeca Rex

this Skakoan individual was noted in the histories of the planet Skako. (UANT)

Madieri

one of the two major island continents found on the planet Kabaira, Madieri is the location of the Eponte Spaceport. (SWJ7)

Madillis

this woman was a noted businesswoman of the New Order. (GFT)

Madine

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Madine, Crix

a Corellian General with the Alliance, his strict military background was formed during years of service to the Imperial Academy and the Empire. He took pride in the fact that, regardless of other Imperial squadrons' tactics, his team never took unnecessary liberties during a battle. However, when he began to see that his personal tactics were never going to be accepted, he tried to accept the Empire's ways himself. When this failed, he decided that it was time to seek out the Alliance. Using information on the Darktrooper project of Rom Mohc, Madine made his first contact with the Alliance. After his Storm Commandos were ordered to release the Candorian Plague on Dentaal, any vestige of support for the Empire left Madine completely. He erased all Imperial records of himself and sought out the Alliance. Mohc tracked him down and imprisoned him at Orinackra, but Kyle Katarn managed to rescue him. He made contact with his old friend, Carlist Rieekan, who put in some good words for him. When the Alliance accepted Madine, his Imperial training made him the logical choice to plan the assault on the second Death Star. There are rumors that the true reasons behind his defection deal with the receipt of a set of highly-criminal orders from Emperor Palpatine himself. They so assaulted his sensibilities that he left the Empire. After Endor, he turned down a seat in the New Republic's Inner Council, preferring to remain with the Republic's growing military. He became the Republic's commander of Special Forces, drawing together a crack team of commandos who were prepared to enter any situation for the sake of the Republic. Not many of his accomplishments are known, due to their often secret nature. The one mission that was lauded by the New Republic, unfortunately, was also his last. He had taken a small team to infiltrate the Hoth asteroid field and determine the status of Durga the Hutt's Death Star revision, the Darksaber. A series of mishaps left Madine alone; Korenn had died entering the asteroid field, and Trandia died giving Madine a hope for escape. Madine chose not to escape, and was captured by Durga's alien guards. Durga, pleased with himself for hatching the Darksaber plot and capturing Madine, executed Madine with a blaster bolt through the heart. General Madine was portrayed by Dermot Crowley in *Star Wars: Return of the Jedi*. (ROTJ, DFR, DESB, DS, NEGC)

Madis

this New Republic Navy Captain commanded the picket ship *Folna*, under the watchful eye of Colonel Foag. (TT)

MadisCorp

a Kian'thar business. (GG12)

Madloom

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name meant "twilight" - or, more literally, "the last breath of the sun". (GCG)

Madman, The

this was one of the many nicknames used to describe Kaox Krul. (GMR5)

Madman's Fortune

this museum exhibit ship traveled the galaxy to display its contents, which included a "freak show" that was its most popular attraction. Owned by a Snivvian named Goontirk, the ship provided viewers with some of the most bizarre items imaginable. The ship met its demise when it crashed into the planet Engebo V, shortly after Goontirk acquired a mummy which he claimed was that of "Archregent Vardovin IV, Lost King of Duro." The mummy contained more than a dozen skekfish eggs, which hatched when the ship was passing near Engebo V. The skekfish attacked everything in sight, and the crew of the *Madman's Fortune* was killed. (WOA10)

Mador

this was a common name used by the Abyssin race. (UANT)

Madorin, Hyris-Well

this Jedi Master was dispatched to the starfighter base established at Phelar Port, on the planet Eriadu, just prior to the Battle of Geonosis. Master Madorin was also assigned to ensure security in the Seswenna Sector of the galaxy with Gideon Tarkin. (HNN5)

Madra

this settlement, nestled in the Rym Mountains of Socorro, was considered the most beautiful of all the settlements on the planet. The city of Madra was known for the underground pools of water which formed in volcanic pockets near the city, which were believed to have medicinal value. (BSS)

Madra Teene

this classic opera documented the battle between the natives of a Colonies world and a collection of droids which rose up against their controllers. (DARK)

Ma-dred, Ashala

this brown-haired Kashirim woman was one of King Sha-mar Ma-dred's four wives. When King Sha-mar Ma-dred asked Obi-Wan Kenobi and Anakin Skywalker to assist in protecting his wives, Ashala stole young Anakin's lightsaber while he was amazed at her beauty. Unknown to both Ashala and Anakin, Obi-Wan had used the Force to lift the weapon from Ashala's possession, and held it until Anakin admitted that he had lost it. (T12)

Ma-dred, Kheann

this red-haired Kashirim woman was one of King Sha-mar Ma-dred's four wives. (T12)

Ma-dred, Mirrix

this blonde-haired Kashirim woman was one of King Sha-mar Ma-dred's four wives. (T12)

Ma-dred, Sha-Mar

this Kashirim served as the King of the planet Kashir, during the years leading up to the Battle of Geonosis. King Ma-dred traveled to Coruscant with two guards and his four wives to meet with the Jedi Knights to discuss Kashir's admittance to the Old Republic. He found that his wives were very interested in the wonders of Coruscant, and begged Obi-Wan Kenobi and Anakin Skywalker to help him keep them in line. (T12)

Ma-dred, Tiarri

this dark-haired Kashirim woman was one of King Sha-mar Ma-dred's four wives. (T12)

Madurrin

this Anx was trained by Luke Skywalker in the Jedi arts, during the years leading up to the Yuuzhan Vong invasion of the galaxy. She later volunteered to help with the war effort, but her four-meter-tall frame was unsuitable for starfighter combat. Instead, Madurrin served aboard the *Mon Adapyne*, as the official Jedi Knight liaison. Madurrin's role on the *Mon Adapyne* was to participate in the Jedi Force-meld developed by Jacen and Jaina Solo, helping to coordinate the activities of naval vessels in their struggle against the Yuuzhan Vong. Madurrin was ultimately one of the handful of Jedi Knights to survive the conflict with the Yuuzhan Vong, and he chose to remain as a Jedi advisor to Supreme Commander Traest Kre'fey and the Galactic Alliance military. (DW, UF)

Madware

this was the term used to describe the terrorist programming developed by the Separatists during the Clone Wars. Madware was created to override the normal programming of a droid, causing it to do all manner of deadly and destructive things. Separatist agents used microwave technology to insert madware into a large number of the droids that supported the Old Republic, causing the loss of life and property on many planets. (YDR)

Maedano

this barren ball of rock was the second planet of the Metellos System. It was orbited by a single moon. (CCW)

Maelibi

this alien race, native to the planet Iego, was known as demons by those beings who had visited the planet. They were less well-known than the Diathim, primarily because the Maelibi lived belowground and rarely left the planet itself. They were said to resemble the Diathim, although they lacked the wings of the other race, and were generally considered even more beautiful. The humanoid bodies of the Maelibi seemed to be formed from molten gold, and their lyrical voices were said to be the embodiment of music itself. However, they earned the nickname Demons because of their feeding habits. The Maelibi preyed on those beings who had been stranded on Iego, dragging them screaming beneath the surface of the planet. (WOTC)

Maelstrom

this unusual area of space, located near the Relgim Sector, is dominated by a huge, nebula-like cloud of charged space dust and raw energy. This combination of attributes scrambles most sensor systems, hinders communications, and confuses hyperdrives and navigational computers. Thus, most ships must revert from hyperspace to realspace in order to traverse the Maelstrom. This has led to a rise in piracy near the Maelstrom, since the ships come out of hyperspace with very little warning of what lies near the cloud. (RM)

Maeltorp

this small corporation produced a variety of repulsor-equipped cargo vehicles during the New Order. (SWJ4)

Maendin, Lar

this native of Vastrip IV was a scout who served the Alliance during the Galactic Civil War. He personally located several planets that were later used as bases and safe worlds. However, following the Battle of Endor, Maendin defected from the Alliance and began working as an independent operative. He was known to have sold the locations of Alliance and New Republic bases to the Empire, and all of them have had to be evacuated before Imperial forces destroyed them. He also has been known to scout out remote planets for use by the remnants of the Empire. (WBC)

Maer

this Alliance Corporal was stationed at Echo Base shortly before the Battle of Hoth. An animal expert, Maer served as a tauntaun handler and winter environment expert, and even developed a form of sign language which he used to communicate with the tauntauns. (JKG)

Maerdocian

this alien race joined the New Republic. (SOP)

Maeril

this Draedan dictator was one of the few that supported Emperor Palpatine. (GG12)

Maetrecis, N'do

this man served as a Major in the Grand Army of the Republic, and was stationed on Drongar during the height of the Clone Wars. Major Maetrecis was injured in battle, and seemed to contract one of the many unknown diseases that lurked in the swamps of Drongar. His recovery was slow, since the doctors at Rimsoo Seven were unable to ascertain the cause of his problems. In a bold - and highly illegal - action, Doctor Zan Yant began secretly administering doses of processed bota into Maetrecis's system. The results were spectacular, as Maetrecis began recovering almost immediately. Doctor Yant was discovered by his good friend, Jos Vondar, who both understood and decried Yant's actions. (MBS)

Maeve

this was a common name among the Zeltron people. (UANT)

Mag

this was a common name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "strong" or "mighty". (GCG)

Mag Doum

this humanoid was a native of the planet Arda-2. He was responsible for the Empire receiving huge numbers of T-6 diodems during the Galactic Civil War. When the Empire learned that Arda-2 was supplying the diodems to the Alliance, they enlisted the aid of Doum in obtaining some for their own use. Doum refurbished diodems from home-service devices and sold them to the Empire at a ten-times markup. He was ousted from the government when his treacherous acts were discovered by Luke Skywalker. (CSWEA)

Mag Pulse Weapon

a weapon developed by Galactic Electronics for use by the Alliance on modified B-Wing fighters. Weapons of this kind don't cause immediate damage, but instead knock out starship systems for an extended period. (TIE, XWA)

Mag-6 Injector

this fuel injector was used on pod racers. (RAC)

Maga

this Dantari was the garoo of the tribe which befriended Hoole and the Arranda children, during their flight from the Empire. He held no compassion for them, however, after the Dantari began to notice Tash's small command of the Force and Hoole's ability to change his appearance. Maga eventually reconciled their differences, recognizing that they were no threat to his authority. This was all in an effort to gain their confidence and lure them to the Jedi ruins near the Dantari camp. He urged Tash to enter the ruins, hoping she would disappear and he could regain his tribe's confidence. However, a false clone of Tash attacked the camp while Maga was away, and he was forced to reveal his deception to the real Tash. Maga then went to find his people while Tash searched for her uncle and brother. (GOF11)

Magagran

this planet was held by the Empire during the last years of the New Order. Major Tierce was stationed on Magagran during the Battle of Endor, and thus survived the death of Palpatine. When Tierce learned of the Emperor's death, he jumped ship to return to Coruscant and assess the damage. (SOP)

Magalak

this female Selonian was the champion of the Kurtuln den, which lived beneath Kystes' Spine on the planet Talus, during the height of the New Order. Despite her status as champion, Magalak was

considered odd because of her desire to isolate herself from the rest of her den. Magalak was much happier when she was with her band of warriors, hunting along the Spine for intruders. (CCW)

Magaloof

this small-time thief was active on the planet Coruscant during the last decades of the Old Republic. When Obi-Wan Kenobi caught Zam Wesell's modified droid ASN-121, he was dragged through the skies of Coruscant and nearly collided with Magaloof, who was joyriding in a stolen airspeeder. (IWE2)

Maganinny, Makx

this man served the Grand Army of the Republic as a Sergeant, during the height of the Clone Wars. When General Khamar was dispatched to defend the Intergalactic Communications Center on Praesitlyn, Maganinny was placed in command of the reconnaissance scouts assigned to gather intelligence on the Separatist forces there. Unfortunately for the Republic, they underestimated the strength of the Separatist force dispatched to Praesitlyn, and they found themselves badly outnumbered. During the initial wave of attacks, it was believed that Sergeant Maganinny was overrun and killed. He was rescued by one of his own scouts, Odie Subu, who managed to drag him to a safe location. (JT)

Magar Jaros

this male Sullustan was known as a mild-mannered being with no real skills and no real backbone. However, Jaros was also an excellent counterfeiter, and used his ability to duplicate signatures and credits to "get back" at those who made fun of him. (GG11)

Magataran Maelstrom

this was a vast nebula which was dangerous to travel around or through. (DMSH)

Mag-ball

a popular spectator sport. (RD)

Magcon Field

see Magnetic Containment Field (WS)

Magda

Lord Keto's wife, and the Queen Mother of the Empress Teta System just before the rise of the Krath. (DLS)

Magenge

this light green fungus is sweet to the taste. It forms the basis of the Verpine diet, and is grown inside all Verpine asteroids. (SFS)

Mageye

a Hutt working in the Stenness System, Mageye was killed by Zardra when he got caught in the crossfire of a battle between the Thig Brothers, Zardra, and Jodo Kast in the Red Shadow bistro. (TME)

Magg

Magg was born in the Corporate Sector, and grew up learning how to straddle the fence on every issue. This allowed Magg to watch for potential gains before making a jump to one side or the other. Growing up surrounded by the corruption of the Corporate Sector Authority, Magg believed that cutting corners and taking bribes was business as usual. When he was hired as a duty agent by the Authority, he performed his work indutiful fashion, all the while looking for ways to make a quicker credit. His associates labelled him as shady, and the adjective wasn't that far off. Magg began living a double life within his Authority career, ostensibly serving as Fiolla's assistant during the time when she was trying to expose a slavery ring in the Corporate Sector. This was how he met up with Zlarb, after apprehending him in a sting. Magg offered Zlarb freedom for a cut of the action, and the second of his two lives was born. Magg used his Authority contacts to provide information to Zlarb. To complete the illusion, Magg tipped Fiolla off to Zlarb's arrival at Bonadan, but only because he was, in reality, working for the Corporate Sector Authority and its slavery ring, and thought that he could eliminate her and Han Solo together by luring them on a swoop chase. He was assisting Zlarb on Lur, and so was identified by Han Solo. He was thought to be

the slaver's accountant and security manager. He was a short man with black hair, and had a number of talents which made him useful to both Fiolla and the Corporate Sector Authority, including locksmithing and weapons training. (HSR, CSA)

Maggie

this woman served the Alliance as a starfighter pilot and military officer, during the months following the Battle of Endor. A former Imperial pilot who defected to the Alliance, she was part of the fleet which traveled to Godo, in order to investigate the strange plague that was affecting the Godoan people. (MC99, MC107)

Maggli, Dairn

this man was a small-time smuggler and gunrunner during the years following the Battle of Naboo. A bounty was posted by the Republic Security Force for his arrest in connection with the hijacking of a Republic transport which had been carrying weapons to Sullust. He was captured on Coruscant by Jango Fett, who was on the planet searching for Jervis Gloom. (BH)

Maggot's Cantina

this offworlders cantina was located in the Anzat Spaceport, on the planet Anzat, during the last years of the Old Republic. (RT)

Maggy the Gorgon's Tavern

located in a section of Mos Espa not controlled by the Hutts, Shmi Skywalker asked her young son Anakin to get his ruby bliels from this tavern, rather than from the Blue Brubb. They also befriended an old spacer who frequented the bar, and who told them stories of the other planets of the galaxy, as well as stories of the Jedi Knights. (ANA)

Maghook

this small, but extremely powerful cylindrical electromagnet can be fused to the end of a cable and used as a grappling hook. The magnet is activated by the sudden jarring of the magnet itself, and can be deactivated with by twisting a small dial on the magnet. (TA)

Magicot

an edible vegetable. (TME)

Magister

this was the title given to the leader of the Ferroan colonists who settled the planet Zonama Sekot. It was the Magister's job to ensure the safety and relative anonymity of the planet above all other things, standing between Sekot and Zonama to ensure balance. Before Sekot took the planet into hyperspace, there had been two Magisters. The first Magister was a Jedi Knight who accompanied the settlers to Zonama Sekot. The Jedi, a small, wiry man, had followed the religion of the Potentium, and had been driven out of the Order for his beliefs. He developed an intense relationship with Sekot, and established the practices of creating wondrous technologies with the help of Sekot. Unfortunately, this collaboration with the planet gave Zonama Sekot the idea that it was a unique individual, rather than the collection of all living things in its environment, which confused the planet and shrouded its view of its existence with uncertainty. The next Magister was a hologram of the original, developed to ensure some form of continuity in the leadership with Sekot. However, the planet had already assumed the identity of the dead Magister, and began to act for itself. The ruse was discovered by Anakin Skywalker and Jabitha, who found the original Magister's body buried in the rubble under Far Distance's mountain location during their flight from Ke Daiv. The illusion was furthered by the addition of holographic representations of the Magister's children. The exact name of the original Magister was considered sacred, and the Zonamans were forbidden to speak it aloud. Obi-Wan Kenobi later learned that the Magister was Leor Hal. After the death of the second Magister, Jabitha herself was selected to serve Sekot. (RP, DW, FH3)

Magistrate Council

made up of businessmen and merchants, this was the primary governmental body of the town of Corestrike. Ostensibly, the Council also acted on the behalf of the entire planet of Chrona. (SWJ12)

Maglev Bullet Car

a swift form of transportation, the bullet car was a segmented train - sometimes called a mag-lev train - which ran in tunnels. It rode on rails through which a current was passed. The resulting magnetic field pushed against an opposing field generated by the train itself, propelling it along the track at incredible speeds. (SE, MBS)

Mag-lev Train

this was a form of railway transportation that used magnetic energy to propel the train, rather than nuclear or fossil fuels. When a current was passed through the rails, a magnetic field was created that pushed against an opposing field generated by the train itself, propelling it along the track at incredible speeds. A specialized version of this vehicle, known as a maglev bullet car, ran along a track that was located within a tunnel. (MBS)

MagI'likkan Temple

this ancient fortress was built within the Undrarian territory on the planet Baralou. It was located at the base of a huge, underwater mountain, and was carved from the coral reef which grew around it. The Krikthasi revered the temple as a sacred place, and rarely allowed other species to even get near it. (PG1)

Magma Missile

this Yuuzhan Vong weapon was literally a glob of molten metal which could be fired at a target. The magma missile was most often used aboard starfighters and larger warships. (SBS)

Magma Pebble

this form of Yuuzhan Vong weapon was a small, thumbnail-sized glob of plasma that was contained in a hard shell. When agitated and thrown, the magma pebble heated up and shed its shell, splattering the target with plasma. These small projectiles were often used against battle droids, since the armor plating of the droids melted quickly under the plasma's burst of energy. (NJOSB)

Magma Spitter

this Yuuzhan Vong weapon was used to defend stationary locations. Similar in most respects to a magma missile launching system, a magma spitter ejected small spheres of molten rock at a target. (SBS)

Magma Trooper

this was the term used to describe those specially-trained and outfitted Imperial stormtroopers who worked on volcanically-active planets throughout the galaxy. (VD)

Magminds

a Human League trooper stationed at Corona House following the secession of Corellia from the New Republic. (AS)

Magna Bolas

developed on Velusia, this weapon consisted of three magnetic balls attached by a thin metal cord. When thrown, the magna bolas whipped through the air toward their target, creating a distinct sound. When the target was struck, the balls continued to whip around, wrapping the metallic cord around the target and incapacitating them. (CCW)

Magna Caster-100

this unusual weapon was produced by Frohad Galactic Firearms, and was essentially a dart-shooting rail gun which used magnetic resistance to launch the projectile at its target. This made the weapon extremely quiet to use, but they were produced in such small numbers that they are extremely rare on both the open and black markets. (ROE)

Magnaband Scope

this form of starship scanner was used to detect the size and shape of an approaching ship. (MC50)

Magnacuffs

this was a generic term used to describe any form of handcuffs or binders which used magnetic energy to maintain a lock. (GG10)

MagnaForce

developed and produced by Simcronics, this wrist-mounted personal shield provided a small measure of protection against an attack. It was quite expensive, and only provided about two minutes' worth of protection before the power cells drained. (GFT)

MagnaGuard Manufacturing

this small combat automata manufacturer was contracted by General Grievous to build the IG-100 series of droids. MagnaGuard also produced much of the weaponry used by the IG-100 series. *Note that the Star Wars - Revenge of the Sith Visual Dictionary indicates that the IG-100 MagnaGuards were produced by Holowan Mechanicals.* (LAWS, VD3)

Magnaharness

similar to magnacuffs, a magnaharness is a restraint system which uses magnetic forces to control a being's body. Depending on the configuration, the harness can restrain arms, legs, hands, feet, or head. (GG10)

Magna-hoist

this is a huge, durasteel-jawed mechanism used in starship construction facilities to grasp and manipulate large, heavy pieces of ships. (HM)

Magnalock Grapplers

these small, hand-held devices use a strong magnetic field to grip heavy objects. (SWJ9)

Magna-shuffle

a casino game of chance. (RM)

Magnatonic Boots

these specialized boots were developed during the last decades of the Old Republic. The soles of these boots were made from a unique alloy that provided magnetic gripping power at the atomic level, providing excellent stability on all metal surfaces. (BF6)

Magnatonic Grip Panel

see Gription Panel (NEGW)

Magnatorch

this form of handheld light generated power with magnets, creating a nearly inexhaustible supply of light. (COG)

Magnepulse Ordnance

this form of bombardment weapon was developed by the Empire shortly before the Battle of Yavin. Also known as magnetic bombard, the magnepulse ordnance is detonated above a city or other target, and has two forms which deliver a great magnetic pulse that shorts out communications, droids, and other hi-tech equipment. The pulse can be delivered by a cannon blast or a cluster bomb, although the cluster bomb could be shot down prior to detonation. (ISB)

Magneta

this native of the planet Naboo served as the Captain of the Guard and the Royal Security Force under King Veruna. A stern, hawk-like woman, she refused to arrest Sate Pestage on charges of murder and conspiracy after then-Lieutenant Panaka discovered a hidden bae dug into the surface of Naboo. The underground lair was filled with the bodies of Gungans and humans alike, who seemed to have been part of the pro-Naboo terrorist group led by the man known as Veermok. Magneta refused to believe Panaka's report, claiming that the bodies had been regurgitated by a dying sando aqua monster that had

washed up nearby. Captain Magneta later resigned after Veruna's corruption was exposed, and the King mysteriously was killed. Magneta promoted Panaka as her replacement. (IG1, GMR2)

Magneta-Mine

this magnetic-fastening explosive device was developed by Greff-Timms Industrial some 4,000 years before the Galactic Civil War. (TOJC)

Magnetic Bottle

this was the term used to describe the strange, repulsorlift-like technology created by the Geonosians. It involved concentrating magnetic fields in a small area - the "bottle" - and using them in opposition to each other to keep items away from each other. (SWI64)

Magnetic Containment Field

this device is used to protect landing pads and starports which operate in the vacuum of space. The magcon field, as it is often referred to, creates a field of magnetic energy that is semi-permeable. Atmosphere in the landing area is contained within the field, so that it doesn't escape out into the vacuum of space. However, it is incapable of maintaining the heat of the landing area, which seeps through the containment field and into space. Slow-moving starships can pass through it without breaking the field's integrity. (WS, SOC)

Magnetic Pulse Beam

similar to a tractor beam, a magnetic pulse beam was used by large starships to draw a smaller ship in closer. While this technology was originally designed to assist space tugs moving larger ships around orbital shipyards, it was also used to rescue or salvage a smaller ship adrift in space. (MC15)

Magnetogravitic Shield

basic starship protection which keeps a ship from burning up while travelling at near-lightspeed in the hyperthin atmosphere of open space. (LCS)

Magnetoran Sweep

this wide-beam device was used to disrupt targeting computers. (CSWEA)

Magnigrapple Pole

this form of structural support was used on planets which were to be terraformed, or were covered with shallow seas or swamps. Magnigrapple poles attach to a building or other structure, and keep it in place through magnetic force. The supporting magnets are anchored in the ground, allowing the structure to stay in one location despite the shifting conditions of the ground. (POC)

Magnite

this material was used in the construction of tall skyscrapers, because of its high tensile strength. (IWE1)

Magnobore

a large, outdated series of turtle-shaped droids. (COJ)

Magno-fix

this small device uses a small, magnetic disk to affix something to a metallic surface. They are useful in attaching restraining bolts to droids. (CFG)

Magnograsp Transmitter

this outdated sensor device used magnetic imaging to track large vehicles. (IAG)

Magnolock

this security device uses a magnetically-coded entry sequence to unlock a door or portal. They are often used on cruiser ships, with each passenger having a special card that can open the lock. (RM)

Magno-neutralizer

this unusual device used a concentrated magnetic field to shut down a droid. It was popular among

criminals during the height of the New Order, since it could be thrown from a distance to disable guardian or security droids. (MDCAR)

Magnopium

this highly-explosive material was used in the construction of core bombs, during the last decades of the Old Republic. It was used in conjunction with ferrocongregate to create the intense blast produced by the core bomb. (TAE)

Magnus

an Alliance transport ship operative during the Galactic Civil War. (XW)

Magore, Tilas

this man was an Imperial Advisor to Emperor Palpatine, during the early stages of the Galactic Civil War. Magore was responsible for the planning of the subjugation of Brak Sector. (FBS)

Magravian Cat-spice

this was a form of Magravian spice. (BF4)

Magravian Spice

this form of spice was known for its ability to temporarily sharpen a being's reflexes. (BF4)

Magresh

this minor crimelord stole a warehouse full of medical supplies from the Imperial camp of Captain Noran Vran, then turned around and sold it back to her for ten portable missile launchers. Vran paid him, but had rigged one of the weapons to explode shortly after she left. Magresh was killed in the resulting explosion. (HR)

Magresh

one of the two natural moons of the planet Ergeshui. (PG2)

Magris Quill

this Anomid was known as an upstanding businessbeing and community supporter. In reality, he was one of the New Republic's most successful fences. (GG11)

Magro Slim

this male Klatooinan was wanted for a variety of vandalism activities aboard the Outland Transit Station during the years following the Battle of Naboo. He was a known associate of both Eno Arba and Meeko Ghintee during the time he spent on the station. A bounty was placed on his head by Rozatta himself. Magro Slim was eventually captured on the Outland Transit Station by Jango Fett and brought in for the bounty on his head. (BH)

Magrody Institute of Programmable Intelligence

founded by Nasdra Magrody, the Institute fostered further learning, education, and development of intelligent automata. Emperor Palpatine consulted the Institute while designing the first Death Star. (COJ)

Magrody, Elizie

Nasdra Magrody's wife. (COJ)

Magrody, Shenna

Nasdra Magrody's daughter. (COJ)

Magrum

this evil-minded Imperial Governor controlled several industrial planets during the height of the Galactic Civil War. (GCG)

Magsol

a drug used by the Ssi-ruuk to help attune a human brain to their entechment chairs. Essentially a solution of magentic particles, magsol was injected into the subject's body and was absorbed by the

nervous system. When energized by an external magnetic field, the magsol helped force the subject's life-energy out of their body and into a catchment arc for storage. (TB, TBSB)

Mag-soles

this was the generic term used to describe any footwear equipped with magnetic soles. These shoes were used mainly by starship repairbeings, who needed to work in the vacuum of space. The magnetic soles kept the workers attached to the ship's hull. (BF2)

Magus

this man was a noted bounty hunter who worked the blood trade during the years leading up to the Battle of Naboo. He had been hired by the Corporate Alliance many times, often for clandestine or illegal missions. It was Passel Argente who hired Magus to assassinate twenty leaders at a conference on Rondai-2, about eleven years before the Battle of Naboo. Magus put together an unlikely group of bounty hunters that included Raptor, Pilot, Lunasa, and Gorm the Dissolver to carry out the mission. However, they were forced to hunt down Talesan Fry after the young boy discovered that their plans and was going to provide information to the Galactic Senate. After a group of pirates captured Talesan and returned the boy to the bounty hunters, Magus set off for Randai-2, planning to use the boy as a shield in order to carry out the mission. He was angered when a group of Jedi Knights - Qui-Gon Jinn, Adi Gallia, Obi-Wan Kenobi, and Siri Tachi - trailed them to Rondai-2 and disrupted the assassination attempt. After Raptor was killed and Lunasa and Gorm were captured, Magus and Pilot tried to escape with Talesan as their shield. At the last minute, however, Magus realized that the plan had been completely foiled. Rather than be captured, he fled in an airspeeder, forcing Pilot and Talesan to fall off. Pilot fell to his death, but Talesan was rescued by Siri Tachi. In retaliation for the Jedi ruining his plans, Magus hunted down Talesan's parents and killed them, then went into hiding. He reappeared some twenty years later, again working for Passel Argente. This time, Magus was dispatched to Genian to recover a top-secret device from Helina Dow. After obtaining the codebreaker, Magus shot and killed Helina during his attempt to escape. Unknown to Magus, however, was that the codebreaker he stole had been a prototype that was rendered useless by Talesan. Helina Dow, however, had installed a tracer in the real device, which allowed the Separatists to track it to Azure. There, Magus joined the Separatist forces in attacking the Republic's secret base. He set out to eliminate Talesan once and for all, but his ship was disabled by Siri Tachi. During the struggle for control of the ship, Magus managed to shoot Siri before she rendered him unconscious. After Siri died from her wounds, Magus was taken into custody as a prisoner of war. (SOJ)

Magus

this creature was native to the equatorial deserts of Reopi, where it fed on small rodents, insects, and reptiles. It resembled a large frog, measuring almost 60 centimeters in length when fully extended. Their feet are webbed, giving them excellent traction in the shifting sands of the desert. These feet also help them burrow into the sand to avoid the intense heat of the day. Their hides are incredibly tough, and magus were hunted for their skins, which were used to make a durable material sold on certain planets. When threatened, the magus exudes a noxious poil through pores on its skin. (COG)

Magwip

this was a hearty meal enjoyed by the Sullustan race. (GMR8)

Magwit, Bellina

Wim Magwit's wife, she was an obese humanoid who assisted her husband in his magic act. (BF)

Magwit, Wim

known as the Magician, this humanoid dwarf was a travelling mystic whose primary act involved the mass disappearance of his family, props, and himself through a device known as the Mystifying Hoop Trick. The hoop was something he designed himself; it was a short-range matter transmitter that moved whatever he put into it a small distance away, usually off-stage. He was Bar-Kooda's personal entertainer until he escaped from the pirate. However, Bar-Kooda put an Imperial warrant out for his arrest, and Boba Fett caught him. Luckily for Magwit, Fett had just committed to finding Bar-Kooda, and Fett offered Magwit his freedom in return for locating Bar-Kooda. Magwit agreed, and Fett eventually used the magic hoop to trick Bar-Kooda. (BF, EGW)

Mah Dala

this was the capital city of the planet Gobindi. It was the site of the largest concentration of pyramids and ziggurats on the planet. (GOF3)

Mah Dala Infirmary

this was the finest hospital and research center in the sector, and was located in the city of Mah Dala, on Gobindi. It was brought to prominence through the efforts of the former Imperial scientist Kavafi, and was under Imperial control for much of the Galactic Civil War. The Empire used its proximity to the huge ziggurats built by the ancient Gobindi to perform secret experiments on biological weapons, inserting a Shi'ido agent in place of Kavafi during the development of the Gobindi Virus. (GOF3)

Ma'Haffee Shipyards

this starship dealership and repair facility was owned by Trace Polters, and was located in the Cularin System during the last years of the Old Republic. (LFCW)

Mahan

an Alliance Corvette group operating during the Galactic Civil War. It was used to evacuate personnel from Briggia following the Operation Strike Fear assault there. (XW)

Mahd

this was a common name among the Zeltron people. (UANT)

Mahk'khar

this powerful, yet minor crimelord built his base of operations on the planet Tuulab. Originally a lowly bounty hunter, Mahk'khar found that he had an anonymous benefactor, and was able to finance the beginnings of his own organization. After establishing himself on Tuulab, Mahk'khar kept to himself and didn't bother the colonists who live there. Mahk'khar was a Gotal, and often sold ancient relics to the Dark Jedi Durrei. (SWJ6)

Mahled Medical Services

this medical manufacturer produced a wide range of devices aimed at assisting beings who were unable to move about on their own, either due to injury or health-related problems. (GFT)

Mahn uhl Fharth bey ihn valle

this phrase was Old Corellian for "May the Force be with you." (SWJ7)

Mahraccor

this male Wookiee was Kallabow's mate, and Lowbacca's husband. He worked at the local factory, producing highly complex and technical components for the New Republic. Mahraccor helped Chewbacca repair the *Shadow Chaser*, including replacing the ship's navicomputer core with a suitable model developed at the factory. (DK)

Mahrusha Sector

a section of space once held by the Empire, it was the site of Rendili R/M Facility 4. (ISB)

Maia

Tem Chesko's long-lost love. (TMEC)

Maidtha Fait

this Alliance trooper was known as a gambler, and was a member of Darius Squad, at Taul, shortly before the base was destroyed by the *Victory*-class Star Destroyer *Dominator*. (SWJ1)

Mailoc

found on several worlds, including Sulon, the mailoc resembles a flying, legless scorpion. The tail of a mailoc is tipped with a pointed stinger that can penetrate most armor and personal shields. (DF2)

Mailor

this small settlement, located on the planet Brosi, was the site of a zinsian processing plant established by the Corporate Sector. (AIR)

Main

this was one of the many mining settlements, or o'bekis, established on Goroth Prime. (GSE)

Main Boulevard

this was the main road through the center of the city of Theed, on Naboo, connecting the Theed Palace with the bay at the mouth of the Solleu River. (SON)

Maintenance Hauler

an intersystem tugboat used to keep the major spacing lanes clear. (HSL)

Mairan

this large, tentacled alien race is native to the planet Maires, and communicates by blowing musical notes through drilled shells. They have rubbery, black skin that must be kept wet at all times. Most have over 40 tentacles, and all have two lumpy eye membranes. The Mairans have been long-time rivals with their neighbors, the Vergills. The battles escalated about nineteen years after the Battle of Endor, when the Vergills opened a ditanium mine near the Mairan consulate on Hapes. The Mairans claimed the Vergills were disrupting their ability to run the consulate, but it was later discovered that the Mairans purposely located their consulate near the richest ditanium mines in an effort to spark a confrontation. (L)

Maires

this ocean planet, found in the Hapes Cluster, is the homeworld of the Mairan race of aquatic aliens. (L)

Mairne

this planet was located in Kathol Sector, near Gandle Ott and Charis. It was one of several planets which supplied natural ores and metals to the industrial world of Gandle Ott. (DARK)

Mais Pardon

this Nikto was a frequent patron of the Outlander Club, during the years surrounding the Battle of Geonosis. (OWS)

Maitrakh

this was the term for a Noghri clan leader, usually the eldest female on the clan. (DFR)

Maizor

a former rival of Jabba the Hutt, Maizor lost a "confrontation" with Jabba. Jabba then had the B'omarr monks surgically remove Maizor's brain and suspend it in a nutrient jar. Jabba then had the jar attached to a neuro-networked droid body. Maizor was then doomed to wander through the catacombs of Jabba's palace as a mechanical spider. The spider shape had automated legs that were attached to the life-support jar. *Maizor can be seen in the doorway to Jabba's palace when Bib Fortuna allows R2-D2 and C-3PO into the palace.* (ROTJ, DS)

Maj

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Maj indicated a male ruler, as a king or chief. (GCG)

Maja

this Squib purchased the rights to a pile of junk located on the third moon of Kothlis, unaware that it contained the wreckage of an Imperial Plexus Droid Vessel. Maja eventually turned the PDV over to the Alliance agents who had been searching for it. (SPG)

Maja Fey'ja

this woman was the peaceful queen of the Majan race, during the last decades of the Old Republic. She welcomed the podraces of the time to the city of Baroo, since the Majan people enjoyed watching them. (RAC)

Majan

this race of beings is native to the planet Baroonda. They lived in the vast city of Baroo, which encircled the ancient Nazwa ruins of their ancestors. (RAC)

Majen va ts ras quee

this phrase was used by Ortolan traders and smugglers, and translated into Basic as "Now, let's talk prices." (3D3)

Majestic

this was one of the many assault ships that formed the naval fleet of the Old Republic, during the early stages of the Clone Wars. The *Majestic* was dispatched to Qiilura as the extraction vessel for the mission to capture Ovolot Qail Uthan. As the clone commandos of Omega Squad began their final assault, the *Majestic* provided bombardment of key locations, as both a distraction and a direct attack. The two facilities believed to be Ghez Hoka's possible locations for Uthan's laboratory - codenamed Greenwood and Boffin - were the primary targets. (RCHC)

Majestic

this was Emperor Palpatine's flagship *Imperial-I* class Star Destroyer, used just after the Battle of Hoth. It was later captured by Admiral Zaarin as part of his plot to capture and execute Palpatine. (TIE)

Majestic

this cruise ship was part of the Galaxy Tours fleet. Celia Durasha was first assigned as ship's navigator aboard the *Majestic* after her graduation from Baylagon Technical Institute, and she single-handedly piloted the ship clear of a pirate attack. (SWJ8)

Majestic

this was the name of Pyash Yopayomba's pirate ship, the flagship in her growing fleet. During the early years of the New Order, Yopayomba was led to believe that the Imperial governor of Ando would pay her handsomely for starting a civil war between the Aquala and the Quara, a war which the Empire could use to fully subjugate the Aqualish. Her plans failed, though, when Sissalik reprogrammed the autopilot on the *Nanda's Luck*, ramming the ship into Pyash's own flagship, the *Majestic*. All hands on board, including Pyash herself, were killed in the explosion. (PH)

Majestic Gundark

this basic YT-1300 light freighter was owned by the Army of Life, and was used to transport a load of clodhopper eggs to Stend IV. (WOA2)

Majesticas

this toxic ball of rock was the third planet of the Metellos System. (CCW)

Majestic-class Heavy Cruiser

this was one of the new class of starship designs approved for the New Republic Navy, around the time of the formation of the Fifth Battle Group. Measuring 700 meters in length, the *Majestic*-class saw widespread duty during the Black Fleet Crisis. Equipped with thick armor and heavy-duty shields, it was designed to compare with the *Imperial*-class Star Destroyer in battle. The *Majestic*-class was armed with 30 heavy turbolaser cannons, 20 laser cannons, 20 ion cannons, 8 concussion missile tubes, and 4 tractor beam projectors. Each cruiser was manned by 4,050 crewmen and 132 gunners, and could transport up to 640 troops. (SOL, CTD)

Majestrix of Skye

this was the title used by Kharys, of the S'kytri, during her rule of the planet Skye. (LTA1, MCA1)

Majie

this plant is often grown on terraformed or exceptionally harsh planets, for it takes hold in most any condition and has some nutritional value as well. (POT)

Majilop

this planet is located in Lol Sector. (GG11)

Majjer, Cal

this grizzled old man was the owner and operator of the Dry Goods Emporium, located in the city of Hedrett, on the planet Cularin, during the last years of the Old Republic. (EOS)

Majjvara

this was the name of the monarch or ruler of the Yvarema people. The Majjvara was similar to the queen of an insectoid hive mind, and served the same purpose to the Yvarema. She was the source of their intelligence, but was dependent on the working classes for sustenance and new information. Unlike the rest of Yvarema society, which is largely humanoid in stature, the Majjvara is a huge, wormlike creature with ten vestigial limbs. She was positioned within a hovering throne that allowed her support her immense bulk, and surrounding this throne was a ring of incubation tubes in which Yvarema fetuses were growing. The Majjvara was connected to the tubes by a network of cables and wiring, allowing her to monitor the development of her young. The ancient Majjvara had to give birth normally, but modern Majjvara had their eggs placed in the incubation tubes for fertilization and development. Each Majjvara lived for about 400 years, providing the Yvarema society with stability. After the crew of the *FarStar* landed on Yvara, the Majjvara learned of the atrocities of the Empire from Gunthar, and pledged her support - in principle - to the New Republic. (KR)

Maj-Odo-Nomor

this young Cerean male was one of the multitude who demanded the elders of their planet allow the import of technology. He was swept up in the fiery speeches of Bron and Silais, and felt that the lack of technology on Cerea kept the planet at a primitive, backwater level. When Ki-Adi-Mundi tried to match Bron in a debate, Maj grabbed hold of his lightsaber and activated it. To Maj, it was simply a new and interesting piece of technology. However, when he turned it on, he accidentally speared another youth and killed him. Although Ki was accused of the murder, Maj fled with his cadre of friends to the Outsider Citadels to escape any possible legal actions. There, he was befriended by Bron and Ephant Mon, who hoped to use the boy and his struggle to legalize their import of technology to Cerea. Maj was dating Sylvn at the time, but in the wake of the deaths of his friends Kordren and Skeel, Maj started to fall in love with Twin. This angered Sylvn, and turned her resolve back toward her father's words. Meanwhile, to protect his "investment," Ephant Mon took Maj, Twin, and Sylvn to Tatooine for safe keeping. They stowed away on a transport ship, but were sharing the ship with divvik pupae. The pupae hatched into adults, threatening them all until Ki arrived to rescue them. When Ephant Mon threatened to blow the escape pod out unless Ki acted to free them at the cost of his own life, Maj rebelled and tried to break free of Mon's control. The Chevin pulled a hidden blaster out and shot Maj in the chest, killing instantly. (PTR)

Majoor

this planet was the homeworld of a green-skinned, humanoid race. (NEGC, MDCAR)

Mak

this portly Imperial General accompanied Darth Vader and Nas Ghent when they set out to find the Star Destroyer *Crucible* during the Galactic Civil War. Vader had planned to have Ghent train an elite squadron of starfighter pilots, and General Mak served as the military officer who convinced Commander Dorin Millavec to bow to Vader's wishes. (T21)

Mak

this common, though archaic, Zabrak surname meant "raider", referring to a time when raiding other settlements for supplies was considered an honorable profession. (GCG)

Mak

this Bothan name was given to newborn males. Translated into Basic, it meant "mighty." (GCG, WOTC)

Mak Sezala

this Bothan represented the planet Bothawui in the New Republic Senate, some twenty-seven years after the Battle of Yavin. During the Yuuzhan Vong invasion of the galaxy, Senator Sezala disagreed with Chief of State Borsk Fey'lya's plan to lure the alien invaders to uninhabited planets on the pretext of those worlds holding Jedi fugitives. However, Senator Sezala saw that Fey'lya was at once trying to dupe the Yuuzhan Vong and re-unite the fracturing Republic, and quickly supported his plan, naming several uninhabited worlds in Bothan space which the Yuuzhan Vong could investigate. (SBS)

Maka

this was one of the largest cities founded by the Aramandi on their homeworld of Aram. (FBS)

Makacheesa

this Huttese word translated into Basic as "payoff." (GMR5)

Mak-Ageejay, Bosrik

this man worked as a financial advisor for Regency Spires Imperial Trust, during the height of the New Order. A snobbish man who was condescending to virtually everyone he met, Bosrik was one of the most despised and respected bankers on the planet Ralltiir at the time. Unknown to even his closest friends, however, was the fact that Bosrik was embezzling money from Imperial securities to finance the purchase of weapons for the Alliance. (CCW)

Makant

a large, playful insect native to the forest moon of Endor. (ECAR)

Makashi

this was the ancient term used to describe the Form II lightsaber fighting style. (SWI68)

Makati, Afsheen

this man was one of the twelve Grand Admirals who served Emperor Palpatine during the last years of the New Order. Makati developed an intense hatred of the Supreme Prophet Kadann, after Kadann overheard Makati's first officer make a snide comment about the clothing worn by the members of the Secret Order of the Empire. Kadann badly injured Makati with a burst of Force lightning in retribution, and Makati never forgot the incident. Years later, when Kadann tried to take control of Coruscant in the wake of the Battle of Endor, Makati refused to return to the capital planet. Instead, Makati located the former prophet Azrakel and demanded to know of Kadann's location. Azrakel provided a wealth of information on Scardia Station and the Lost City of the Jedi, and Makati managed to trap Kadann on Scardia. Using every turbolaser at his disposal, Makati destroyed Kadann and Scardia Station, completing his own revenge. Unfortunately, Makati died shortly afterward. (VOF, SWI66)

Makem

this yellow star, located in the Outer Rim, was the primary body in the Makem System. (WOTC)

Makem Dua

this volcanic world was the second planet of the Makem System. (WOTC)

Makem Hek

this gas giant was the sixth planet in the Makem System. It was orbited by thirty-three moons. (WOTC)

Makem Liva

this gas giant was the fifth planet in the Makem System. It was orbited by twenty-one moons. (WOTC)

Makem Pria

this planet, a searing ball of rock, was the innermost world of the Makem System. (WOTC)

Makem Qat

this gas giant was the fourth planet in the Makem System. It was orbited by nineteen moons. (WOTC)

Makem Sup

this frozen ball of rock was the seventh and outermost planet of the Makem System. It was orbited by a single moon. (WOTC)

Makem Te

this arid planet, the homeworld of the Swokes Swokes race, was the third planet in the Makem System. Much of the planet's surface was covered with rocky deserts, with crumbling bedrock grudgingly giving way to scrubby plantlife. There was virtually no surface water found on Makem Te, and the Swokes Swokes were forced to tap into underground aquifers to obtain the water they needed. One of the most interesting surface features found on the planet was The Tract, an ever-growing cemetery that contained the remains of some 1.2 trillion Swokes Swokes. By the time of the New Order, The Tract covered more than seven percent of the planet's surface area. An Old Republic scouting party first believed that The Tract was simply a vast northern ice cap, although further investigation revealed its true nature. This investigation also led to the discovery of valuable ores and medical-grade spice being found beneath the desert sands, two facts that gave Makem Te a sudden importance to the Republic. As off-world interests began to strip the planet of its resources, several groups of Swokes Swokes fanatics began to disrupt their operations in an effort to regain control of their planet. During the last years of the Old Republic, a violent civil war erupted on the planet between when the Temple of the Beatific Razor began to take power away from the Congress of Caliphs. A Republic peace-keeping force was dispatched to quell the violence and restore the planet's society, but it was exterminated by the Beatific Razors. The Congress of Caliphs then turned to Count Dooku and the Confederacy of Independent Systems for aide, and the fighting was halted for many years. During the Yuuzhan Vong invasion of the galaxy, Makem Te was briefly attacked, and the orbital refueling station near it was destroyed as part of a plan to disrupt traffic along the Perlemian Trade Route. The planet itself was relatively unscathed, although debris from the station crashed very near to The Tract. (TPM, WOTC)

Maker, The

this was the deity which controls the world of the Sunesi race. When certain Sunesi, like Agapos the Ninth and Nee, began to use the Force to heal others, the Sunesi believed that it was a gift from the Maker. The Maker was also known as the Giver, and was believed to be the single being from which the galaxy's diversity of life flowed. Most Sunesi believed that the Maker loved all his creations, but was not above using a sense of humor in his creations. (SWJ10, BP)

Maker, The

a droid's reference to the person who created the first droid, who was also known as The One Who Creates. (SW, OWS)

Maker, The

this modified YT-1300 was owned and operated by Sythluss Leethe. Leethe had installed a wide range of security measures to prevent the ship from being stolen, including stun steps and incapacitating gases. It was armed with a turret-mounted quad-laser cannon and a pair of forward-mounted concussion missile launchers. Leethe often traveled with the ship, under the name of *One Shot*, during his dealings in the black market manufacture of droids. Despite the many security measures, T'Charek Haathi and her Alliance shipjacking team managed to steal *The Maker* for the Alliance. (SWJ13)

Maker's Workshop

this is the name given to the droid construction and repair facility found on Hologram Fun World. (GOF4)

Makezh

this native of the planet Danoor was a well-known navigator, and was thought to have been the only person to successfully navigate the Kathol Rift. However, about a year before Moff Sarne was forced to flee Kal'Shebbol, Makezh was reduced to an amnesiac after an encounter with the Aing-Tii monks. They left him in a light transport just outside the Rift, and that's where all his memories began. After this, he found that navigating the Rift was quite easy, and earned plenty of credits making the run for private and

public employers. After being arrested for petty theft during a slow period, Makezh was visited by scientists who wanted to know about his ability to navigate the Rift. He started developing severe headaches shortly thereafter, and went into hiding in his apartment on Eror Zeen. He later helped the crew of the *FarStar* navigate through the Rift, during their hunt for Moff Sarne, eventually joining the crew. Unknown to Makezh, he had been trained by the Aing-Tii Monks for one purpose: to locate and obtain the Codex from an alien construct deep in the Kathol Rift. When the *FarStar* moved to investigate a pair of distress calls from the planet Demonsgate, Makezh suddenly went mad and stole the Codex from the ship's hold and fled in an X-Wing he appropriated. Despite his skills as a navigator, Makezh was a poor pilot, and he crashed the craft on Demonsgate's surface. Makezh ejected before the crash, and made his way on foot to deliver the Codex to the Aing-Tii Monks. He was intercepted by the bounty hunter Mist, who attempted to steal the Codex for the Imperials. Unfortunately for Makezh, the Aing-Tii who recovered the Codex also captured him and brought him back to their ship. (KO, KR)

Maki Salak

this radical Ho'Din environmentalist protested the killing of rikknits on the planet New Plympto, during the last decades of the Old Republic. Salak once tried to blow up a shipment of ji rikknit in the Karsten High Port, but was apprehended and sent to jail. (CCW)

Makim

this Doctor of Physics was one of the leading scientists at the Empire's Lotide outpost. (BI)

Makina, Robet

this man, the son of wealthy parents, grew up supporting the Empire. However, after witnessing the atrocities it perpetrated on non-humans, Robet swore to overthrow the Empire and joined the Alliance. He remained loyal to the New Republic after the Battle of Endor, and eventually was named the New Republic's Ambassador to the planet Glova. He spent much of his early career trying to gather evidence of Imperial loyalties by the planetary Governor, Tegist Byrg, a mission in which he eventually succeeded. (POC)

Making Lives

this song, written and played by the band Starburst, first appeared on the compilation *StakeOut*. (GG9)

MaKing-class Transport

a transport ship built by General Spacetronics. (RPG)

Makintay

this man served as the feudal leader of the planet Hargeeva until the Empire subjugated the world and took control of its natural resources. Makintay held enough power over his people to convince the Imperials that he should remain in control of the world, and was named Governor of the planet. (SWJ8)

Makintay, Stevan

this young man was part of the nobility on the planet Hargeeva. Like all young noble males, he was sent to the royal guards for formal military training. As the eldest son, Mak - as he was known to his friends - was also the heir to the throne of Hargeeva. He learned the intricate ways of swordsmanship, and had the scars to prove it, including one that ran down his right cheek. He was also a graduate of the Imperial Academy, and became a skilled starfighter pilot. However, back on Hargeeva, Mak fell in love with Ketrian Altronel. He intended to marry her, despite her position as a member of the common classes, but his father wouldn't allow it. Mak was disinherited and his father arranged for him to be kidnapped and sent off to Garen IV, an Imperial penal colony. Many years later, he and a group of Alliance agents managed to escape, and Mak immediately joined the Alliance. He spent much of his free time working to establish a rebel cell on Hargeeva, and he eventually led the rebels in a large-scale revolt. His role as a rebel leader on Hargeeva earned him the death mark in the system, but he continued to work to free his homeworld. In the meantime, he worked hard for the Alliance in many capacities, from Eyrie Base. When he returned again to Hargeeva, Mak was captured by Nial Pedrin while trying to see Ketrian. She had been told by Mak's father that he had abandoned her, and she felt no love for him. However, they were captured by Pedrin's forces and shipped off to Coruscant. During the trip, Ketrian's good friend Alikka Nolan was killed during interrogation, and she began to believe Mak. When the Ghawem pirates attacked their ship, Mak

and Ketrian were allowed to go free. They returned to Eyrie Base and began working together for the Alliance. (SWJ8)

Makk, Leona

this woman worked as a pilot for Shang Lines during the Galactic Civil War. Leona captained the bulk hauler *Voxen Tass*. She supported the Alliance, and was instrumental in getting an Alliance strike team to Argovia, where they were able to destroy a sensor net set up by the Empire. She was known as a tough-as-nails spacer, and used her position in Shang Lines to feed information on local shipping to the Alliance. (IA)

Makkel

this was a common name among Quarren females. It referred to any coral formation that was pleasing to the eye. (GCG)

Makki

a New Republic operative serving on the *Steadfast* as a data analyzer. (BTS)

Makksre

Ja Bardrin claimed that his daughter, Sansia, had been captured by pirates while in port on this planet, when he attempted to get Mara Jade to attempt a rescue. (TFNR)

Mako

an Imperial assault transport ship operative during the Galactic Civil War. (TIE)

Maks Leem

this female Gran was one of the many Jedi Masters who remained on Coruscant during the Clone Wars, teaching the young students who were too green to participate in the fighting. She had been one of the participants in the Battle of Geonosis, and had regretted the slaughter of lives that accompanied the so-called Republic "victory." She feared that the younger generation of Jedi students and Padawans would emerge into the galaxy having only known combat and violence. As Master Leem put it, they were being "weaned on poisoned milk." She spoke to Master Yoda about moving the Jedi Temple away from Coruscant, to escape the clouding of the Force that was experienced by the Jedi Knights of the era. Upon her return to Coruscant after leaving Geonosis, Master Leem took Whie Malreaux as her Padawan. Years later, they were dispatched - along with Yoda, Jai Maruk, and Tallisibeth Enwandung-Esterhazy - on a mission to meet with Count Dooku on Vjun. It was on Phindar that the Jedi were caught by Asajj Ventress and a squad of assassin droids. It was during the fighting that Master Leem realized that her aversion to the war had led her away from combat training, and that her skills as a fighter were rusty. Although she managed to destroy several droids, Master Leem took a spray of flechette razors in the leg, dropping her to the ground. She managed to take out a couple more of the assassin droids before being faced with Ventress herself. The Dark Jedi was able to slice a gaping wound across Leem's stomach before Maruk could reach her side. As she lay dying, she tried to keep Maruk from joining the fight, knowing that Ventress would kill him, too. Maruk failed to see her silent plea, and was eventually killed by Ventress as well. Master Leem knew that she would go to her death knowing that he had fought as hard as he could. With Maruk vanquished, Ventress returned to Maks Leem and drove her red-bladed lightsaber through the Gran's chest, making Master Leem the eighteenth Jedi Ventress had killed. The deaths of the Jedi Master left their Padawans alone, until they were rescued by Yoda. (YDR)

Makthierse

this planet was known for its crystalline caves. (COG)

Maktites

this gang of soldiers and mercenaries was one of the first groups to try and defeat the original Echani warriors. However, the Maktites were unprepared for the depth and breadth of military equipment the Echani had developed. During one noted struggle, the Maktites had planned to eliminate a group of Echani by using thermal weapons. They were unaware that the thin body armor of an Echani warrior could withstand extreme heat, which rendered the thermal weapons useless. (KOTOR)

Mak-tk-klp

a Kamarian word used to describe something that is rewarded to an individual who provides the correct offering. It has a slightly religious connotation, as Han Solo found out on Kamar. Lisstik used the word Mak-tk-klp in reference to the holofeature Varn, World of Water, which the Badlanders revered for its displays of a world where water was everywhere. (HSR)

Makurth

this species of fierce, nocturnal carnivores is found on the planet Moltok. Bipedal in stature, makurths have four large horns studding their heads. They attack with a terrible scream that can be heard for kilometers. The criminal organization Black Sun often used makurths as bodyguards. (CCG9)

Mal

this given name was commonly given to female human children throughout the galaxy. (GCG)

Mal

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Mal referred to an individual's dependability, reliability, or resolve. (GCG)

Mal Biron

this old, Shistavenan male was a smuggler and bounty hunter during the period of the New Order. He had been a scout for the Old Republic, but the Empire's pro-human stance forced him out of a job. He later joined Black Sun as a smuggler, working for the crimelord Sprax while serving as Black Sun's unofficial representative to the Uvena System. Mal Biron traveled in the modified *Barloz*-class freighter *Eyeshine*. (SSR)

Mal Coramma

this male Chagrian worked as Black Sun's envoy to the smaller criminal organizations found on the planet Coruscant, during the early years of the New Order. His primary duties were to ensure that lesser crimelords - among them, Beuga Odell and Quetemorr the Sub-Elder - didn't overstep their bounds and infringe upon Black Sun's activities and profits. After serving Prince Xizor, Coramma remained loyal to Black Sun and tried to support Savan's efforts to maintain control of the organization. However, her failure to maintain control led Coramma to flee Coruscant and go into hiding. For three years he waited, until the New Republic retook Coruscant from the Imperial forces that were struggling to hold it. Coramma then set out to round up other former Black Sun operatives, in an effort to restore the organization to its former glory. (CCW)

Mal Ethon City

this city, located on the planet Kvevron, was the site of the planet's major spaceport. (RESB)

Mala

this was a common name given to Twi'lek females, and referred to the mythical figure Mala, who was the mother of Nola. (GCG)

Mala

according to Twi'lek mythology, Mala was the mother of Nola. (GCG)

Mala Blen

this Twi'lek female and her sister, Aola, ruled the trading houses of Thaere Privo many years before the Battle of Naboo. Mala was the older sister, and was viewed as the more dominant of the pair. When Riboga the Hutt established a presence on Thaere Privo, it was Mala Blen who was publicly disdainful of the Hutts, but later became one of Riboga's chief contacts on Thaere Privo. Unknown to the sisters, Riboga played them both against each other, changing his allegiance from one to the other just to watch the balance of power shift in the Thaere System. This angered the Thareian Military as well as Aola, for both parties hated to see the Hutts gain a stronger hold on the Thaere System. Both Mala and Aola were

killed shortly after Riboga fled the Cularin System, and their deaths were characterized as "untimely" by the local population. (LFCW)

Mala Mala

this near-human woman was a little-known bounty hunter with exception marksmanship. In her youth, she hated droids, and often used them as target practice with her partner, Nikk Zavod. Zavod doublecrossed her, claiming that he knew the location of Chewbacca, while all he really wanted to do was steal her ship. He asked her to check out an infestation of Corellian limpets in the thrusters, then blasted off while she was still inside the exhaust nacelles. Zavok left her for dead, but it was Chewbacca himself who found her dying body. He nursed her back to health, although she was badly disfigured and needed cybernetic replacements for much of her body. When she tried to communicate with Chewbacca, all the Wookiee could do was mutter the name of his wife, Mallatobuck. Thinking that he was talking to her, she decided that her new name would be Mala Mala. She used a robotic construct to move around, and gave it a brain so that it could act without her constant attention. She named it 4-D. She also used several other droids to assist her in her work as a bounty hunter. She was nearly killed on Centares when Darth Vader learned that Luke Skywalker had destroyed the first Death Star. Vader had all the witnessed to the interrogation which produced the name executed, and Mala barely escaped with the name of Luke Skywalker to sell. She confronted the Alliance pilot who was interrogated, and agreed to shoot him rather than let him fall into Vader's hands. Mala was then chased through the nearby woods until she was cornered on a point of land. She and 4-D were forced to jump in order to escape, and 4-D was crushed in the attempt. She was rescued by another of her droids, B-6, and together they fled to Coruscant. They were shot down by the Imperial perimeter patrols, and their small ship crashed outside Imperial City. B-6 was damaged in the crash. She used the droid as a trap to delay the stormtroopers, but was eventually caught by a patrol of stormtroopers. It was later revealed that Mala was secretly working for Emperor Palpatine, and was tracking the Dark Lord during his hunt for the pilot who won the Battle of Yavin. She returned to Coruscant to provide the pilot's name to Palpatine himself, in return for a new ship and a load of droid parts to rebuild her friends. Palpatine then used the name - Luke Skywalker - to punish Vader even more for the destruction of the Death Star. (VQ, C)

Mal'aa

this stout Twi'lek female owned and operated Mal'aa's Kitchens, located within the Kala'uun Starport on Ryloth. She had been outcast from her original clan, and found refuge within the upper warrens of Kala'uun Starport. She earned enough credits to survive by cooking meals for spacers, then found herself inheriting a large sum from a spacer who remembered her good food. She used the credits to set up Mal'aa's Kitchens, and her hospitality became known throughout Kala'uun. She took to spacers and Twi'leks with equal ease, and never left anyone out of her embrace. (PSPG)

Mal'aa's Kitchens

this restaurant was the only eatery located within the Kala'uun Starport, and was owned by the female Twi'lek Mal'aa. Its exterior had been created to give the impression of a large cantina, although the interior was a collection of small caves and tunnels. (PSPG)

Malab

known to be found only on the planet Telos, malab was a highly-reflective stone which was smooth to the touch. In its natural state, malab had a mirror-like surface. (DOR)

Malachite Scent

this star cruiser belonged to a wealthy member of the Shistanvanen royalty during the last years of the Old Republic, until it was ambushed by Clabburn the Elder during a trip along the Corellian Trade Spine in the Anoat Sector of the galaxy. Clabburn looted this ship's holds and made off with a veritable fortune, and simply disappeared to enjoy his fortune. (WOA34)

Malacia

this Force skill was mastered by the ancient Jedi Knights, and allowed a Jedi to induce a powerful dizziness and nausea in an opponent. While completely incapacitating, the effects of malacia do not cause lasting physical damage. (SWDB)

Maladori, Cynith

this young woman was a member of House Melantha at the height of the New Order. She was a former lover of Bal Jaset, until she betrayed him in order to promote her own brother in a house succession battle. Bal never forgave her, since he was also in line for the promotion. After Jaset was named Lord, he often went out of his way to make life miserable for Lady Cynith. (LOE)

Malak

this female Rodian was known as one of the most violent slavers of the early years of the New Republic. She wore expensive rings on her long fingers, and was known to be able to deliver particularly unusual or "specialty" slaves. Shortly before the Battle of Yavin, Malak was able to capture several Abyssin, including the mercenary Myo. Myo, however, escaped during a stopover at Kinun Depot. (GG11, AIR)

Malak

this ancient Jedi Knight was one of the many which participated in the defense of the Old Republic during the Great Sith War, some 4,000 years before the Battle of Yavin. His ability to wield a lightsaber, as well as his skills in battle, made him a formidable warrior. His arrogance, however, was difficult to control, and Malak continually sought to gain fame and notoriety. When Malak and his fellow Jedi Knight, Revan, put down a Mandalorian uprising in the Outer Rim during the war, they attained the glory they were seeking. However, they were brought into contact with the Dark Side of the Force. Revan began to study the Sith lore, and eventually named himself Darth Revan, a Dark Lord of the Sith, with Malak as his apprentice. The two set out to wage their own battles against the Jedi Knights and the Old Republic, until Revan was captured in battle. Malak took up his master's mission and set out to continue the war against the Jedi, adopting the title of Darth Malak when he assumed control of the Sith forces. He set out to locate an ancient artifact known as the Star Forge, and once again crossed paths with his former master. Revan had been forcibly returned to the Light Side of the Force, and had been paired with Bastila Shan to locate Malak and the Star Forge. Malak managed to capture them, along with Carth Onasi, and held them prisoner aboard the *Leviathan*. During an escape attempt, Malak managed to recapture Bastila Shan, but the others escaped. Malak took out his anger by torturing the young Jedi, bending her mind to be more receptive to the Dark Side of the Force. Ultimately, he succeeded, and Bastila Shan became something of an apprentice to him. (SWI67, KOTOR, SWDB)

Malakili

this tremendous Corellian human was a professional monster trainer for the Circus Horrificus. His ability to handle and train unusual alien creatures was renowned throughout the galaxy. He had spent seven seasons as the head trainer, which was a record. When Bib Fortuna and Bidlo Kwerve came into possession of a rancor for Jabba the Hutt, they purchased Malakili from the Circus Horrificus to tend the beast. His otherwise muscular body, developed from years of hard work training the galaxy's most dangerous beasts, was hidden beneath a huge paunch grown from the good eating he enjoyed at the Circus. In the oppressively hot heat of Tatooine, he dressed only in a loincloth and a black headdress. He became good friends with Jabba's cook, Porcellus. When he learned that Jabba was going to pit the rancor against a krayt dragon, he appealed to the Lady Valarian for assistance. She agreed to help him, just to spite Jabba. Malakili was then forced to train the rancor to participate in Jabba's demolition derbies against vehicles of all sizes. He managed to train the rancor to charge other combatants, and mounted a pair of cannons on the beast's harness to blast the others. Despite his efforts to save the rancor, Luke Skywalker killed the creature before any of his plans could materialize. Malakili was heartbroken, but he quickly came to his senses when he heard Jabba had been killed at the Pit of Carkoon. He and Porcellus fled the castle, and eventually opened the Crystal Moon restaurant in Mos Eisley. (TJP, CCG7, SWD)

Malakin Enterprises

this corporation was part of the Tenloss Syndicate. Based on the planet Lesu, Malakin dealt in loan sharking, industrial espionage, and many other criminal activities. It was rumored to be secretly under the control of the Hutts, and was the primary stockholder of the Natori Association. (GG11, SWJ15)

Malani

according to Ewok legend, this ugly Ewok was tormented by other Ewoks until she was transformed into a beautiful princess. (GCG)

Malani

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Malani

Teebo's younger sister, she wore a red feather in her hood. She was one of Kneesaa's best friends. (ECAR, AT)

Malanose

this world, part of the remote Gree Enclave, was once the primary world of the Gree crafter and researcher castes. During the height of Gree civilization, what is known by the Gree as "the most ancient and forgotten time," Malanose was colonized and covered with cities that produced new and exciting devices and technologies. As their society declined and the devices which it created were worn out, the Gree raided the buildings of Malanose for any piece of technology they could transport to the other Gree worlds. Only the largest and most bulky pieces of technology were left behind, and remain unused in the abandoned cities. The most famous remaining device is the Totth'k Lotos, a technology that is rumored to provide eternal life. In reality, the Totth'k Lotos simply maximizes a body's structural integrity, allowing a frail, elderly Gree to become a healthy, elderly Gree. The average day on Malanose consumes 18 standard hours, while its year lasts 320 local days. (SWJ8)

Malanx, Cev

this smuggler was also a contact of the New Republic. Malanx grew up in the spacing business with his father, who took his young son everywhere in the Mid Rim Territories. When his father had decided Cev was old enough to be on his own, he sent the young man off in a battered Ghtroc freighter to the Outer Rim. Cev never returned, having been stranded at Gelgelar Free Port. There he met Regec Sloom, and the two decided to team up and ply the spacelanes together. Cev was unaware of Sloom's trouble with the Empire, and spent much of their time avoiding Imperial entanglements. However, they worked in Corva Sector just long enough to save a few credits and get back to the Mid Rim. After helping New Republic agents discover the whereabouts of Mers Ulcane, Malanx and Sloom fled for the Core Worlds. (SWJ8)

Malare

this woman provided Bastila Shan with information on the whereabouts of her mother, Helena, during the months following the Great Sith War. (KOTOR)

Malarian

this alien race had allied themselves with the Ansionians during the last decades of the Old Republic. (APS)

Malarian Alliance

this treaty was signed by representatives from the Ansionian and Malarian peoples, linking their planets in commerce and defense during the last decades of the Old Republic. Count Dooku and Shu Mai hoped the Malarians would follow the Ansionians in seceding from the Republic, shortly before the Clone Wars, leading to a large-scale secession movement of which they were the leaders. (APS)

Mal'ary'ush

Noghri term for "The Daughter of Darth Vader", used in reference to Leia Organa Solo. (HTTE)

Malastare

this Outer Rim world was the homeworld of the Dug species, and was first settled by the Old Republic some 8,000 years before the Battle of Yavin. An outpost was the only outside presence on the planet for several thousand years, until the Gran began to settle on the planet. By the last decades of the Old Republic, the Gran population vastly outnumbered that of the native Dugs, who found themselves in the minority on their own planet. The native Dug population found itself subordinated by the garrulous Gran, and grew to despise them. This led to a great deal of inter-species fighting and a power struggle which the Gran eventually won. An arboreal world with stronger than normal gravity, Malastare was the site a

series of famous podraces. *Note that the galaxy map insider Star Wars Insider, issue 65, places Malastare in the Expansion Region.* (SW1, IG1, SWI65, NEGC)

Malastare Special Services

this was the secret service police force that was established to protect the leaders and Senators from the planet Malastare, during the last decades of the Old Republic. (BH)

Malastarian Art Union

this union was formed on the planet Malastare during the years leading up to the Battle of Naboo, to address the development and promotion of young artists in cities like Pixelito. The Union focused on bringing the arts to the underprivileged youth of Malastare, and often worked with law enforcement agencies in an attempt to ensure the safety and purity of Malastare's children. (BH)

Malaxan Firepower Incorporated

this weapons manufacturer produced several forms of hand-held projectile weapons during the Galactic Civil War. (FOP)

Malcom

this man was the Imperial Moff of Brema Sector, during the height of the New Order. During the time when Pinacism swept through the sector, Malcom was basically helpless to stop it. (SWJ12)

Maldeen, Bim

this fearless swoop gang leader controlled the streets of Gralleenya, on Questal, as the leader of the Nebula Masters. His gang once tried to pick a fight with the Wookiee Snufftalon in Shilley's, which attracted the attention of a group of Alliance operatives. They had been searching for agent Tiree, and discovered that it was Bim Maldeen who carried Tiree's locator pendant. He was eventually caught by the agents, but he could provide no information on Tiree's exact whereabouts. (GCQ)

Maldor Slave Ring

this minor slaving operation ran its business near Ryloth, in an effort to have easy access to Twi'lek slaves. (GG10)

Maldorf, Gorm

this thick-headed bully was one of many youths who lived on the planet Tatooine, during the height of the New Order. He was often seen in the company of sidekick, Chester, a dim-witted Rodian who played the perfect patsy to Gorm's machinations. He traveled from settlement to settlement, swindling credits from the teenagers before being run out of town. Among his many tricks was challenging another youth to a swoop race inside a metal cage. Before the race, Gorm would string a thin wire across the cage, which would inevitably trip up another racer. In this way, Gorm always won his races, at least until his ruse was discovered. According to local legend, Gorm once challenged Luke Skywalker to a race, but was undone by his own plans. During the set-up of the cage, Gorm was inadvertently strangled by Chester. Chester had been helping him string the wire, and yanked hard before Gorm could let go. The wire wrapped around Gorm's neck, and dragged him into the cage supports. Although probably dead when he hit the bars, Gorm's skull was crushed by the blow, and he died instantly. (T20)

Maldra IV

this planet, the primary world in the Maldra System of Shandola Sector, was believed by the Empire to be the site of a pirate base, shortly after the Battle of Yavin. According to Imperial sources, when the *Motivator* was dispatched to investigate the pirates, the crew discovered that the Alliance had established a training outpost and munitions base on the planet. The Alliance forces fought back, but were eventually wiped out by the Imperials. The Empire believed that the Maldra IV munitions base was supplying all of Shandola Sector with weapons, which were being used to hijack convoys of supplies. The Alliance countered this pro-Imperial propaganda by revealing that Maldra IV was a refugee base, and that the Empire had wantonly murdered several thousand innocent people in an effort to secure the planet. (SWJ10)

Maldrod

this Imperial Army Colonel was part of the team assembled by Darth Vader to guard the laboratory on Belderone, and to subjugate the planet Kulthis, during the height of the Galactic Civil War. Colonel Maldrod was continually amazed at Vader's use of the Force, whereas his contemporary, General Andrid, openly scoffed at Vader's devotion to it. (LTA1, MCA3)

Maldrood Sector

an area of the galaxy which was disputed after the Battle of Endor. (HR)

Male'-Dee

this stern-looking man was a Senator to the Old Republic during the height of the Clone Wars, representing his homeworld of Uytter. A native of the Vissidic territory, Senator Male'-Dee wore his red hair in a style that signified a plea for peace, with just a strip of hair running from his forehead over the top of his skull to the nape of his neck. Male'-Dee assumed the role of Senator after the assassination of Lexi Dio, a Senator who was considered a much more controversial representative. *Male'-Dee was portrayed by Kee Chan in Star Wars: Episode III - Revenge of the Sith.* (OWS, VD3, SWDB)

Malessa

this was the name of Admiral Greelanx's mistress. (THG)

Malevalence

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XVT)

Malgrin Palace

this was the primary residence of the nobles of House Melantha, located on the planet Procopia. (LOE)

Mali Errat

this ancient Galacian was known to be a scientist and researcher during his time. When Obi-Wan Kenobi and Qui-Gon Jinn were dispatched to Gala to mediate the democratic election of Queen Veda's successor, Obi-Wan enlisted Errat's help in determining if the Queen was being poisoned. (MOC)

Malia

this fierce predator hunted in packs on its homeworld of Ragoon-6. It was said that, if you could hear the cry of a malia, then you were already dead. The malia had blue-grey fur which helped them blend into the rocky mountainsides of their home planet. They were incredibly fast creatures, and were able to swiftly bring down unsuspecting prey. The mouth of the malia was filled with three rows of incredibly sharp teeth, giving the malia the ability to grasp its prey and rend huge chunks of flesh from its body. (TTB, JQ2)

Malicar 3

this small, uninhabited world was located near Imperial-controlled territory, shortly after the Battle of Endor. It was here that Admiral Mir Tork and his partner, Doctor Leonis Murthe', fled after the *Azgoghk* was shot down by the New Republic. After Boba Fett executed Tork and Murthe', the bounty hunter left the planet to the variety of aliens who had been held by the Imperials. (AOD)

Malice

an *Imperial-I* class Star Destroyer which intercepted and attacked the disabled Alliance shuttle *Maria*. (XW)

Malicious

this was one of the many *Victory*-class Star Destroyers which were still active, as part of the Imperial Navy, during the height of the Galactic Civil War. (XVT)

Maligator

a huge serpent, measuring upwards of 2.5 meters in length, the maligator resembled a blue-scaled alligator with a flattened head. Their mouths are filled with sharp teeth. Their tails are spiked, and are often used as weapons. Maligators were native to the swamps of the planet Trinta. (DOE)

Malignant

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XVT)

Malik

this Imperial agent posed as a crewman aboard the *Star of Empire* in order to get the Systems Infiltration Manager installed for its first test. Malik was then assigned to give Zak Arranda a tour of the ship's computer facilities. Malik was a gruff man, and didn't like the idea of being a nursemaid. He had been assigned to the crew by someone above Captain Hajj, who despised his presence and would have thrown Malik in the brig at the first opportunity. Malik, while being an excellent programmer, proved to be a soldier with a conscience, and told the SIM program that he wouldn't enter the codes to free its programming. So, the SIM program tortured him in hopes of getting the codes. When Zak unwittingly typed in the code, Malik tried to stop him but was stunned by Dash Rendar. Malik was brought off the *Star of Empire* with Zak, Tash, and Hoole, and taken to an Alliance hospital for treatment. (GOF10)

Malik Carr

this Yuuzhan Vong served as the Commander of the fleet which moved Coreward after the Battle of Ithor. After the death of Elan, Malik Carr was placed in command of the fleet which was sent to Hutt Space, to negotiate an alliance with Barga the Hutt. He was operating under the direct orders of Nas Choka, who had promoted Malik Carr to a position of command. Malik Carr detested the Hutts and their homeworld of Nal Hutta. Malik Carr hoped to be escalated to a higher position of power when he accepted the mission to capture and hold the shipyards at the planet Fondor. When the blast from Centerpoint Station decimated his forces, Malik Carr found himself demoted from command and placed in charge of the prison camps on the planet Selvaris. He briefly considered suicide when the Jenet prisoner Thorsh managed to escape from the planet with vital - although unidentified - information, since it was another failure added to his career. Unknown to Carr, Thorsh carried information on Selvaris' location, which gave the Galactic Alliance all the information it needed to launch a rescue mission. The mission reached Selvaris just as a prisoner transfer was taking place to the *Sacred Pyre*, and Malik Carr found himself a captive instead of the captor. He was allowed to live by Judder Page, who realized that Carr would probably be executed upon reaching Coruscant without the prisoners. However, thanks to the actions of Warmaster Nas Choka, Malik Carr was not executed on Coruscant. Instead, he was reinstated to the position of Supreme Commander for his efforts at Selvaris and dispatched to oversee the installation of the yammosk on Caluula. There, he was able to recapture Page, along with Han and Leia Organa Solo. However, something on Caluula quickly took its toll on Malik Carr and the rest of the Yuuzhan Vong. Within a few days, the aliens' bio-technology had died. Shortly afterward, the Yuuzhan Vong themselves started to die. Malik Carr made one last trek to kill his captives, but died before he could do so. It was later revealed that the Bothan Intelligence agent Wraw had been ordered to test a new strain of the Alpha Red virus at Caluula. (HT, JE, UF)

Malik Technologies

this small corporation produced a variety of environmental clothing and protective suits. (GSE)

Malis

this bounty hunter once agreed to be interviewed by Regnor Vanth for the Sektor 242 NewsLine. Malis was an Imperial-licensed hunter, and had a twisted sense of justice. He believed that he hunted members of the Alliance because they were criminals, claiming that Luke Skywalker was a vicious murderer for destroying the Death Star, along with the multitude of personnel aboard. Malis believed that Alderaan should have been destroyed, since it was the homeworld of rebellion against the order of the Empire. Malis also believed that he himself was simply a hunter, not a murderer, despite his record of bringing back bounties dead more often than not. Much of his belief system stemmed from the fact that he was the only survivor of an Alliance raid on Keskin which wiped out his entire platoon. (GG10)

Malium

this trace element is found only on the planet Cerea. It exists in the atmosphere in just a few parts per trillion, but this concentration is just right for the growth of tecave. The export of malium from Cerea is prohibited, but an underworld business in its collection sprung up when offworlders discovered the euphoric effects of guilea, which is made from tecave. (PTR)

Malk

this was one of the more common Kel Dor surnames. It referred to a smith who worked with common metals. (GCG)

Malka

this Imperial officer served as a Colonel in the armed forces, serving Admiral Giel during the years following the Battle of Yavin. In this capacity, Malka was able to escape with Giel from their damaged starship, only to be stranded on the planet Beheboth. There, Malka maintained a daily journal of their experiences, hoping that Giel might one day return to power. If he did, Malka might be able to parlay his journals into a series of best-selling holonovels, thereby earning himself a huge fortune in book and movie deals. In these journals, Malka documented virtually every aspect of Giel's plans, including the creation of specialized globes that could contain a small collection of Tirrith. These globes were later used as weapons, releasing specially-modified Tirrith to destroy certain outposts. Giel planned to use these Tirrith to destroy the Alliance, in an effort to regain his position of power. When Darial Anglethorn discovered their plans, they tried to escape. Darial got off a shot at Giel, who shoved Malka in front of the blast. Malka later died of his injuries, as Giel took their ship and fled. However, parts of Malka's journals were eventually recovered by Luke Skywalker, who took them back to the leaders of the Alliance as a warning of Giel's actions. (MC61, PH)

Malka'an Eternal

this pleasure ship experienced a mid-flight emergency and was abandoned when it was caught in a hail of meteorites. The ship crashed on the rainy world of Edonaaris, and one of the only survivors was a service droid, SCr-114. (SWJ5)

Malkanthi

this weapons manufacturer was known for its production of unique and unusual weapons, like the Mark VII power crossbow. (SWJ2)

Malketh

this Kriek was the *kulai* advisor to Kavakoderakanbnuarria. He was naturally sensitive to the Force, and he believed that the Kherkhaman tribe was the living voice of the goddess Br'lai. He dreamed of a horrible destruction for many months before the Happy Blasters tried to take control of their planet. (SWJ13)

Malkii

the planet which is the base for the Malkite Poisoners. (CSA)

Malkite Poisoner

an individual who has been specially-trained in the use and administration of poison, they are a secretive group who work below the eyes of the government. Once they graduated from the program, they are given a special kit to carry the tools of their trade. (HSR)

Malkite Poisoner's Kit

a small, easily hidden case which contains the poisons and tools used by Malkite Poisoners. The poisons are very effective, and are often missed by food and air testers. Also contained in the kit are certain antidotes administered to food tasters, to counteract the poisons that are meant for their employers. (HSR)

Malkite Ring

this was another name used to describe the Malkite Poisoners. (GUN)

Malkloc

this creature was native to the planet Dathomir. The average malkloc resembled a huge tauntaun in appearance, with a longer neck and a heavier body. These creatures were herbivorous by nature, despite their fearsome appearance. (ROD)

Malkloc

this species of herd beast was native to the planet Dathomir, and was believed to have descended from bio-engineered stock. (QQRG)

Malkoi

this Rodian gangster tried to kidnap Brinaloy N'Varri, in an effort to blackmail A'jindre Skrigatov out of office on Abregado-Rae. Malkoi sought to place a puppet in the position of Provincial Governor, thereby avoiding the limelight while obtaining control for himself. (ND)

Mall, Deshic

this man helped Brahle Logris escape from the prison facility on Tamazall. Logris later learned that the escape attempt had been engineered by Kumac the Hutt, who only wanted Logris to get free. Kumac's agent shot Mall as soon as they were away from Tamazall city. (GG11)

Malla

this is a species of plant often used in cooking. The leaves and flower petals are commonly used as flavorings and garnishes. (RF)

Malla

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "green", "beautiful", or "valued", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Mallaggi

this man was a noted weapons expert and marksman during the early years of the New Republic. He was a native of the planet Hollast VII. (GUN)

Mallakin

this small, avian creature lived in the forests of Kashyyyk, hiding in the leaves and eating small insects. (TT, AFA)

Mallat, Zeven

this Imperial officer served with the Security Bureau during the last years of the New Order. He did extensive research on the Duskhan League, during the time when the Empire established the Black Fleet shipyards in the Koornacht Cluster. (CTD)

Mallatobuck

Chewbacca's Wookiee wife, her name is often shortened to just Malla. As a young Wookiee, she was a caregiver to many of the elderly Wookiees of Chewbacca's community, including Attichitcuk. This time spent with Chewie's extended family - and primarily his father - brought the two together. When the Empire raided Kashyyyk for slaves and took Chewbacca, Malla waited for nearly fifty years until Chewie was freed by Han Solo. She raised their son Lumpawarump with the help of Attichitcuk, allowing Chewbacca to travel the galaxy in order to fulfill his life debt to Han Solo. (WSB, TT, THG)

Malledillo

this small, armored creature was once native to the Yuuzhan Vong homeworld of Yuuzhan'tar. It was bred for many generations to have an incredibly hard shell, and was bio-engineered to serve as a form of hammer or mallet. (T)

Mallif Cove

this island, located on the planet Recopia, was given over to a group of religious monks who wanted to ponder the mysteries of the galaxy in relative isolation. The monks were descended from the Seyugi Dervishes, but the modern monks of the New Republic had forgotten all about who their ancestors were. Because of this, the green-robed monks - as well as the rest of Recopia's population - were unaware that the basement levels of their fortress contained hibernation chambers, in which a group of Seyugi Dervishes slept, waiting to be reanimated. (CCW)

Mallixer

this starship was owned and operated by Bettle and Jaxa. (SWJ3, SESB)

Mallonore

this was one of the largest cities on the planet Cmaoli Di. (SWJ12)

Mallop

Rignik's flight officer. (MTS)

Mall'ordian

this Corporate Sector world is visited by the regular voyages of the *Lady of Mindor*. (CSA)

Malo

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Malo

this Rodian spice hauler once employed Han Solo to transport spice shipments. (CSWEA)

Malo VI

Tegist Byrg was once run off this planet, after his criminal actions were discovered by local officials. (POC)

Malo, Lanah

this Corellian woman was one of the leaders of the protest group Bria Tharen joined after she left Han Solo on Coruscant. Lanah helped Bria during her period of withdrawal from the Exultations, and worked hard to bring down the Hutts and t'lанда Til that were running the spice and slave colonies on Ylesia. She referred to their leader as the Commander, suggesting that Garm Bel Iblis was in charge of their group. (THG)

Malorm Family

a mafia-like group of five family members, upon whom Gallandro claimed a head bounty, all at the same time. They were a group of psychopathic killers who once hijacked the luxury liner *Galaxy Wanderer* as it passed through the Corporate Sector. They dropped a number of the ship's passengers into deep space without any protection, stolen everything of value from the ship's coffers, and escaped to the planet Matra VI, where they were eventually apprehended. (HSL, CSA)

Malorm, Jez

one of the three male members of the Malorm Family. (CSA)

Malorm, Rek

one of the three male members of the Malorm Family. (CSA)

Malorm, Shalla

one of the three male members of the Malorm Family. (CSA)

Malorm, Sheyna

one of the two female members of the Malorm Family. (CSA)

Malorm, Star

one of the two female members of the Malorm Family. (CSA)

Malreaux

this family was once a powerful entity on the planet Vjun, working other royal families to govern the planet. The patriarchal family, whose livery was colored by cream and crimson, was ruled by a Viscount for many generations, until sometime just before the Clone Wars. It was believed that the original Viscount Malreaux was a pirate who patrolled the Bay of Tears. He grew to power, according to family legend, by extorting the locals with occasionally-broken promises to stop raiding passing ships. When a planet-wide plague caused much of the planet's population to go mad and die some eight years before

the Battle of Geonosis, the seventeenth Viscount succumbed to the plague and went mad. He believed he was being poisoned, instead of having contracted the plague, and killed off his entire household staff to prevent further poisoning. His mental state continued to deteriorate, and he took to slinking through the halls of the Chateau Malreaux, only emerging at night. The last time anyone saw him alive was in the kitchen, when a security camera captured an emaciated Viscount stealing a drink of water. His body was found several days later, after the smell became unbearable. He was survived by his wife, Whirry, and a son named Whie, who was taken to Coruscant for training as a Jedi Knight. When Whie returned to Vjun with Jedi Master Yoda, Fidelis revealed that Whie's father had done some unique and intense experimentation with midi-chlorian bodies. It was believed that the Viscount was using his genetic manipulation techniques to instill his family with heightened Force sensitivities. He was part of a consortium of elitist nobles who wanted to be more powerful than their peers, not to mention the offworlders who visited their planet. It wasn't until a decade later that their experiments were the cause of the planet-wide madness that decimated the population of Vjun. (YDR)

Malreaux Rose

this was one of the few flowering planets that grew on the planet Vjun. It was cultivated by the Malreaux family, because its colors duplicated the livery of the Malreauxs. The Malreaux rose had white petals that were tipped with crimson. (YDR)

Malreaux, Whie

this young man was the heir to the Malreaux family holdings on the planet Vjun, during the last decades of the Old Republic. He was discovered to have a strong connection to the Force, and was taken from his mother when he was a young infant. His father had just gone mad, and was killing the household staff because he believed they were poisoning him. Whirry was deathly afraid for Whie's life as the Viscount raged through the house. She pleaded with the Jedi to take her son, believing that Whie would be going to a better place than Vjun, but his absence only drove her insane. Whie, meanwhile, grew stronger in the Force, and eventually chose by Jedi Master Maks Leem as a Padawan. Whie was one of the small number of students who were exceptionally gifted in the Force, but took special care not to abuse his powers. What troubled Whie the most were the semi-prescient dreams he had at night, many of which soon came to pass as actual events. Some of these dreams were visions of his homeworld of Vjun, which he barely recognized. These dreams left him mentally and physically drained, and were a cause of concern for Master Leem as well, especially when he dreamed of events surrounding his own death. While studying at the Temple, Whie participated in the Apprentice Tournament, and found himself fighting against Tallisibeth Enwandung-Esterhazy - otherwise known as Scout - in the final round. She surprised him by fighting through the pain of an intense thumb-hold to coil her arm and use her leverage to throw him to the ground. With the wind knocked out of him, Whie was forced to yield, much to the surprise of those attending. The tournament made them friends, but their abilities were tested shortly afterward, when both were assigned - along with their Masters - to accompany Yoda to Vjun. It was the knowledge of this mission that put his latest dreams into perspective, as Whie realized that he was dreaming about Scout, covered in blood, at the hands of Asajj Ventress. While en route to Vjun, Whie was intercepted by the droid Fidelis, who revealed himself as a part of the Malreaux house. It was Fidelis who revealed much about Whie's past and his family, including the fact that Whie once had a brother. Whie was badly shaken when Maks Leem was killed by Ventress on Phindar, and resented the fact that Yoda tried to take his mind off her death by asking him to repair a ship and eat something. When they finally reached Vjun, Whie found it difficult to ignore the call of the Force, but he was blind to the fact that it was the Dark Side that was calling to him. Scout struggled to keep him focused, but her efforts were undermined when Fidelis - acting on orders from Whirry Malreaux - arranged for the Padawans to be trapped in the Crying Room with Ventress. The Padawans were spared when Solis distracted Ventress, and were later rescued by Obi-Wan Kenobi and Anakin Skywalker, who had tracked Yoda to Vjun. Upon returning to Coruscant, Whie chose to sever his ties to Vjun and the Malreaux family, but was unsure about his future with the Jedi. He continued to train at the Jedi Temple, but was among the hundreds of students who were murdered by Anakin Skywalker, who had become the apprentice of Darth Sidious and was dispatched to cleanse the Jedi Temple of all living Jedi. *Whie was portrayed by Coinneach Alexander in Star Wars: Episode III - Revenge of the Sith.* (YDR, OWS, E3N)

Malreaux, Whirry

this woman was the wife of the seventeenth (and final) Viscount Malreaux, and was the mother of Whie. Living on Vjun was hard on Whirry, and the fear of death during Vjun's plague of madness only added grief and heartache to her problems. Whirry herself was infected with the plague, and began to slowly lose her mind. Whie was discovered by a Jedi Master who felt his connection to the Force, just before his father went insane and began killing off the kitchen staff, whom he believed had poisoned him. Whirry feared for Whie's life and begged for him be taken to Coruscant, hoping that he would be able to grow up in a better place than Vjun. However, her already disconsolate mental state was badly shaken by Whie's absence, and Whirry went slowly insane. Her one sane action was to order the family droid, Fidelis, to follow Whie to Coruscant and keep an eye out for his safety. Years later, when Chateau Malreaux was usurped by Count Dooku during the height of the Clone Wars, Whirry was powerless to stop him. Dooku allowed her to live in the Chateau, serving as his maid while continually reminding her of her losses. Her only companion during this time was a Vjun fox named Miss Vix, a creature that vexed Dooku immensely. Dooku found himself entertained by Whirry's strange "talent" for telling a being's future by looking at the remains of an object they had broken by accident. The entertainment value dropped sharply when, just before Jedi Master Yoda arrived on Vjun, Dooku dropped a glass of wine to the floor. While cleaning up the broken glass, Whirry read the shards and told Dooku that he was shortly going to be in deep trouble. Later, when Dooku realized that Whie was on Vjun with Master Yoda, he demanded that Whirry order her personal droid Fidelis to arrange for Whie to meet with Asajj Ventress. Dooku held Miss Vix as his "hostage" in order to compel Whirry to obey, and then was forced to take Whirry hostage when Yoda appeared. In order to exact an escape, Dooku used the Force to fling Whirry out of a window, forcing Yoda to choose between pursuing Dooku and saving Whirry. Yoda chose to let Dooku escape, using the Force to catch Whirry before she could fall to her death. When she was finally reunited with Whie, Whirry found that she didn't recognize her son anymore, and her maddened mind believed that Whie was dead, rather than the young man she was seeing. (YDR)

Malrev

this planet, the fourth in the Malrev System, was the site where the Starfaring was lost after a bug in its navigational software transposed the coordinates it was using. A temperate world covered with dense forest, it was the homeworld of the Irrukiine race. It was also the location of a temple which was built on a nexus of Dark Side energy, a temple which was to be used as an outpost by Emperor Palpatine before he was killed at Endor. The temple later served as the base of power for the mad Devaronian Cartariun, who had been serving as a technician at the site. Cartariun used the Sith magics to control the native Irrukiine and make them fight using the powers of the Dark Side. (XWRR)

Malrev Incident

Rogue Squadron participated in this battle, in which the Dark Side Adept Cartariun tried to take control of the planet Malrev. The magician was foiled by Dllr Nep and Herian I'ngre. (HXW)

Malshae, Lorcu

this respected smuggler planned to sell the coordinates of Port Haven to Boba Fett, despite the objections of his co-pilot, Par'tha. In the end, though, Par'tha told Hallomar about Lorcu's plans, and a bomb was placed aboard his freighter, the Moonglow. Just before Lorcu could meet with Fett, the bomb exploded, destroying the Moonglow and killing Lorcu with it. (PSPG)

Malt Ferment

this mildly-alcoholic beverage was popular among the younger generation of moisture farmers on the planet Tatooine, during the height of the New Order. (SWR)

Malta

this Hutt was one of Jabba's most loathsome associates, during the years leading up to the Battle of Yavin. Malta was so immensely obese that his eyes could barely open because of the fat surrounding them. When Malta agreed to a bet with Jabba and Embra to find the Yavin Vassilika, Malta hired Dengar, Bossk, and IG-88 to hunt down Illyan Webble and the crystal. Malta's attempt ended in failure, although he tried every cheat in the book to try and win. He even sent Jozzel Moffett out to personally recover the artifact, but Jozzel ended up with a fake. Years later, Malta was believed to have fled Hutt Space for Tatooine, when the Yuuzhan Vong took control of that area of the galaxy. (UYV, WOTC)

Malta's Falcon

this was the name of Malta the Hutt's personal transport ship. (WOTC)

Maltaz

an Imperial General who was at one time in command of the Hell's Hammer unit on Turak IV. There, he allowed his squadron to be cut off from its supply lines by the Alliance soldiers hidden in the Hitak mountains. Then, further compounding his bad decision, he ordered his squadron to stand and fight. The Alliance soldiers quickly reduced the Hammers to three tanks, but the Hammers' never-say-die attitude kept them in the battle long enough for TIE Fighter reinforcements to arrive and bombard the Alliance's landing field. (ISB)

Maltha Obex

this is the Tobek name given to the planet Brath Qella. The Tobek discovered the planet some years after the Old Republic's Third General Survey team found it. The Survey team's follow-up expedition found the planet glaciated, and it was deemed that Brath Qella wasn't worth further effort. The planet seemed to disappear from Republic records, and was forgotten during the reign of Emperor Palpatine. The Tobek took control of the planet, and renamed it Maltha Obex, the name that appeared in the New Republic's database when Kroddok Stopa was dispatched to find Brath Qella. The intense hunt for information about the Qella led to the discovery that the planet originally had two moons. The orbit of one moon decayed, and it collided with the other. The resulting destruction caused both moons to crash into Brath Qella, plunging the world into an ice age. The natives of the planet - known as Qella - fled the world until such time as it recovered from the disaster, when they could return and repopulate it. (SOL, TT)

Malthor

this planet maintained a bustling trading industry, which supported the Alliance during the Galactic Civil War. (CRO)

Malthorn

this man worked with Alexis Cov-Prim, ostensibly as a publicity agent. However, Malthorn was also an efficient bounty hunter whose skills helped finance some of Alexis's dealings. Malthorn was a skilled killer, and was responsible for the untimely deaths of Alexis's many husbands, earning a portion of the credits she received under the wills of the men. During the quest to obtain the Shard of Alderaan computer program, Malthorn hoped to capture Lex Kempo and Gunder Vren, thereby receiving the bounty on their heads. (LAA)

Maltorran

a stocky human or alien race. (HSL)

Malubi

this malvil-tree, located on the planet Xagobah, had been bound to Xeran's family for thousands of years. (BF5)

Mal'urc

this Bothan was a supporter of the Alliance, and was known to have destroyed an Imperial AT-AT walker using the J8Q Finbat concussion missile. (GUN)

Malvander

native to the planet Solem, this Imperial Governor razed the surface of homeworld shortly after the Battle of Yavin, in an effort to eliminate any possible rebellious activity. The fact that he killed ten civilians for every one rebel was a price he was willing to pay to rid his planet of any pro-Alliance sympathies. Malvander was discovered to have been the brother of Yolan Bren. Both were supposed to rule Solem together, but Yolan Bren broke off the relationship because he feared the Empire. His campaign to take control of Solem cost him a great deal, since the cost of destroying much of the planet's surface cost a huge number of Imperial credits. With the deaths of so many civilians, Malvander suddenly found himself without a population from which to exact taxes to cover his obligations to the Empire. When he was unable to come up with the 50,000 credits he offered to Boba Fett for the capture of Yolan Bren, Fett took some of Malvander's valuable jewelry as payment. Malvander's forces, however, were spread too thin,

and were unable to stop a group of Yolan Bren's rebels from storming the palace to rescue their leader. As an insurance policy, they took Malvander with them, hoping to force him to see what he had done to his people. (SWES)

Malvarra, Moris

this Alliance special agent was assigned by Ral'Rai Muvunc to act as an observer aboard the pirate ship *Dark Revenge*, after the Alliance contracted Dharus to raid Imperial convoys. Malvarra almost immediately requested a transfer, fearing that the pirates were too violent. Muvunc refused to transfer him, despite the fact that every other observer placed on board the *Dark Revenge* also requested transfer. (PP)

Malvil-tree

this tree-shaped fungus was native to the planet Xagobah. These immense fungus provided a source of food and shelter for the native Xamsters, and a single family was often bound to a given tree for many generations. In return, the Xamster families protected their malvil-trees with their lives. Like many of the plants and fungus found on Xagobah, the malvil-tree was carnivorous, and used a collection of branch-like tentacles to grasp its prey. The spores of the malvil-tree were known for the way in which they reflected certain wavelengths of light, creating an impenetrable cloud when ejected into the air. The Xamsters discovered this and used the spores while hunting, creating a cloud around their bodies to literally "hide" them from their prey. They also discovered that the malvil-trees used their spores as a kind of message carrier, using chemicals to "talk" to one another. Wat Tambor tampered with the malvil-tree's genetic makeup, and was able to produce a derivative strain of malvil-tree that produced spores that could be used to cloak a vessel. (BF5)

Malya

this young woman was Rukil's chief apprentice during the era of the Great Sith War. However, she was killed outside the Undercity area of Taris, and her body was unceremoniously dumped in a remote section of the city. A group of Jedi Knights, on Taris after the destruction of the *Endar Spire* located and returned her body to Rukil. (KOTOR)

Mama

this alien operated Mama's on the planet Ord Mantell. She was a Columi, with a huge head and miniscule body. (SL)

Mama's

this establishment was the closest thing to a smuggler's guild to be found on the planet Ord Mantell. It was owned by the Columi known simply as "Mama." (SL)

Mambay

this Jawa word translated loosely into Basic as "I hope so." (TG)

Mamendin

this planet was located in the Core Worlds. (JQ8)

Mammon Hoole

twenty years before the Battle of Yavin, Mammon Hoole joined the Empire as a scientist. A Shi'ido, Hoole was teamed with Borborygmus Gog in the search for the ability to control life and death. Emperor Palpatine himself approved the funding for a huge base on the planet Kiva, where they nearly discovered a way to create life from nothing. However, Hoole recognized that their experiments would steal all the life from the planet Kiva, leaving it a barren wasteland and wiping out the native Kivans. Gog, however, didn't care for the results of the experiment, as long as it continued. He failed to relay Hoole's message to Palpatine, and provided Hoole with a false response from the Emperor approving further tests. In the end, Kiva was wiped out, and Hoole was blamed by Gog for the failure of the experiment. Hoole fled Imperial service, hiding wherever he could and using his shape-changing ability to elude capture. Many years later, Hoole decided to expose the Project, known as Starscream, and joined the Empire as a Senior Anthropologist assigned to investigating many planets and adding information about them to the Empire's planetary database. He used the Shi'ido's ability to shape-shift as a way to blend in with planetary races,

easing his transition into their culture and opening them up to his questions. He once did a report on Tatooine, detailing the lives of the Jawas, Sand People, and even Jabba the Hutt's retinue. When Hoole realized what the Empire stood for, he fled Imperial service and returned to Tatooine seeking Jabba's help. Through the crimelord's various sources, Hoole managed to get all records of his existence erased from the Imperial databanks, and he was given a new identity. He also created the droid D-V9 to help him in his efforts. Just as he began his search for the whereabouts of Borborygmus Gog and Project Starscream, Hoole learned that the planet Alderaan had been destroyed, and his brother and sister-in-law had been killed. He then became the only living guardian of their children, Tash and Zak Arranda, who had been on a field trip when the Death Star destroyed Alderaan. He had to bring them along on his search, and entrusted much of their care to DV-9. Hoole and the children then tracked down all the leads on Gog and Starscream, eventually managing to destroy it on Kiva, along with Gog himself. This earned them the wrath of Darth Vader and a death warrant in just about every star system they could flee to, although they managed to remain one step ahead of the Empire. (ISU, GOF1, GOF2, GOF6, GOF7)

Man

this was one of the many family names used by the Bothan people. It translated loosely to "farmer". (GCG, WOTC)

Manaana

this ocean-covered planet, the second world in the Pyrshak System, was the homeworld of the Selkath race. It was an aquatic world known as the only source of kolto, more than 4,000 years before the Battle of Yavin. During this time, the native Selkath tried to remain neutral in an effort to maintain control of kolto production. However, when production mysteriously halted, the Selkath appealed to the Old Republic for help. Since Manaana was not officially a member of the Republic, help was never dispatched to the remote world. Since that time, kolto production had steadily recovered, but the Selkath vowed never to allow outside influences to control their planet or the production of kolto. During the era of the New Order, the planet was subjugated by the Empire and transformed into a resort world, as a way to cover up Emperor Palpatine's true interest in the planet. While the *Guide to Beautiful Manaan* described the planet's oceans as pristine blue waters, most visitors discovered polluted, greenish water that gave off strange odors. (KOTOR, PH)

Manadept

this was one of the many species of domesticated greysors native to the planet Naboo. (WSW)

Managing Council

this was the name given to those beings who were charged with making policy decisions for the survivors of the Outblund Flight Project. (SQ)

Manak

this plant, native to the cooler grottoes of the planet Tatooine, was favored for its flavorful leaves. Manak leaves were used to wrap gorgs for roasting. (WSW)

Manalin

this hot, poisonous, rocky world is the first planet in the Joralla System. (PG1)

Manarai Mountains

this was the name of a range of snow-covered mountains located south of Imperial City on Coruscant. Luke Skywalker built a private retreat within the Manarai sometime after establishing his *praxeum* on Yavin 4. *Note that most other sources claim that the only visible part of the Manarai Mountains was the tiny hump of rock found in Monument Park. Also note that this range of mountains is sometimes referred to as the Menarai in Before the Storm.* (HTTE, TNR, BTS)

Manarai Uplift

this was one of the many buildings, located on the planet Coruscant, that provided a skyway tunnel through its upper reaches to facilitate traffic. However, the skyway known as Hazad's Skytunnel was generally considered one of the most dangerous skyways on the planet. (LEV)

Manarai, The

this was one of the most expensive and exclusive restaurants located in Coruscant's Imperial City. Prince Xizor was a silent partner in the business. (SE)

Manaroo

this female Aruzan was Abano's daughter. An accomplished dancer, Manaroo was known by many Aruzans for her natural talents. She was recognizable by her fair blue skin and dark blue hair. Manaroo was taken off Aruza by the bounty hunter Dengar before Imperial troops could "process" her. After Dengar was accepted as part of the Imperial bounty hunt for Han Solo, Manaroo found work on Cloud City as a dancer. She danced to a band's accompaniment while juggling colored stones. She became lonely, though, and offered to share herself with Dengar via her Attanni. She fled Cloud City with Dengar after the Empire garrisoned it, and travelled to Tatooine. During the trip, she gave Dengar a link to her Attanni, and they shared each other's emotions and thoughts. Before reaching Tatooine, Dengar took her to Aruza to rescue her parents, then went to the desert world. She was captured by a huge, loose-skinned creature at the Mos Eisley cantina and brought to Jabba the Hutt as a dancer. She danced several times, almost all for her life, as Jabba's palace was thrown into chaos. The Alliance rescued Han Solo in a daring plot led by Luke Skywalker and Leia Organa, and Jabba was killed at the Pit of Carkoon. Manaroo escaped and searched for Dengar, finding him in the Valley of Wind and rescuing him. As he recovered, Dengar agreed to marry Manaroo. In an effort to pay off their bills, they tried to raid Jabba's sail barge for lost credits, but found Boba Fett instead. They took the nearly-dead Fett back to Dengar's hideout in the desert, along with the female dancer, Neelah. Once there, Dengar insisted that she take the *Punishing One* and go into hiding. He was worried that their association with Boba Fett would lead to trouble. Manaroo agreed, and remained with the ship near Tatooine for nearly a month while Fett healed and the bounty hunters struggled against Kuat of Kuat and the assembler Balancesheet. It was during this time that Manaroo, realizing that they needed a huge fortune to clear their debts and retire, placed a bet with Drawmas Sma'Da on the fate of Dengar himself. Sma'Da took the bet, having little faith in Dengar's abilities. In the final struggle over the planet Kuat, Manaroo managed to save them all by rescuing the Hound's Tooth before it could disintegrate. She then contacted Sma'Da and recovered her winnings, a sum more than sufficient to pay off their debts. After Dengar finally agreed to retire, Boba Fett agreed to be the best man at their wedding. (TBH, MA, HM)

Manax

this fruit tree was native to the planet Cato Neimoidia, where it was cultivated by the Neimoidians. Many beings across the galaxy believed that the manax tree was the source of the nutritive fungus developed and sold by the Neimoidians. In reality, the manax tree was simply the growth medium. Leaves and bark from the trees were collected and ground into compost that was spread in vast, underground chambers known as fungus farms. (LEV)

Manazar

this starship officer served as the First Officer of the *Penga Rift*, under Captain Barjas. He was often referred to by his nickname, Mazz. (TT)

Manchisco, Tessa

a native of the planet Virgillia 7, this woman was a veteran Captain who served briefly with the Alliance. The commander of the cruiser *Flurry*, Tessa joined the Alliance fleet at Endor shortly after serving in the Virgillian Civil War. Tessa was instrumental in the organization of guerilla warriors into serious military units during the civil war, turning the tide against the sheer power of her Imperial-backed enemies. She later commanded a small fleet of twenty-two ships sent to Sullust by the Virgillian Free Alignment. A student of the Virgillian military, Tessa's tactics were unorthodox, and confused the Imperial captains during the civil war and at Endor. She and her crew were killed near Bakura, when Imperial Governor Nereus ordered his ships to fire on the Alliance's ships, following a battle against the Ssi-ruuk. (TB, TBSB)

Manda

this planet, the primary world in the Manda System, was known for its rundown spaceport, operative early in the Galactic Civil War. (DCAR, SWJ5, SWDB, HNN4)

Mandaba

the Selonian word for "language." (AS)

Mandaeen, Zeb

this man was, at one time, a member of the Republic Correctional Officers' Union, during the years prior to the Battle of Naboo. He was arrested and sent to the Oovo IV prison facility for the theft of a huge sum of credits from the InterGalactic Banking Clan. Despite his arrest, Mandaen found himself the object of a bounty issued by the IBC, who wanted to bring Mandaen in to answer for his crimes against some of their "less reputable but equally important" customers. Mandaen believed himself safe, until Jango Fett infiltrated the prison facility to "rescue" Bendix Fust. During the attempt, Jango managed to claim the bounty on Mandaen's head. (BH)

Mandallian Campaigns

this was a series of battles fought between the Mandalorian Crusaders and the Mandallian Giants, many millennia before the Galactic Civil War. (SWI80)

Mandallian Giant

this was a race of immense, heavily-muscled humanoids which was covered in green scales. The head of the Mandallian was dominated by its large, pointed ears, and its face was protected by a bony plate. Its mouth was filled with serrated teeth, and a pair of needle-sharp fangs hung from its upper jaw. Mandallians were known throughout the galaxy for their military skills, and many individuals were trained from birth in combative arts, making them formidable opponents. It was believed that the Mandallian Giants were the only race to ever fully survive an attack by the Mandalorian Crusaders, and the Mandallian Giants earned the respect of the Mandalorians for their devotion. Later, many Mandallian Giants were allowed to fight alongside the Mandalorians in several wars of conquest. (MC19, SWI80)

Mandallian Narcolethe

this Mandalorian alcohol was famous in the Outer Rim Territories. (GG9, SWI80)

MandalMotors

this Mandalorian starship manufacturer had an outstanding reputation for designing military starships. MandalMotors was believed to have been created many centuries before the Galactic Civil War by Gustav Zenlav, a Mandalorian Merc known for his innovative designs for weapons and armor. During the height of the Clone Wars, MandalMotors was nationalized by the government of Mandalore and forced to produce materiel for the Confederacy of Independent Systems. Years later, MandalMotors was not allowed to do business under the auspices of the New Order until an Imperial "advisor" - known as the Suprema - was placed on the company's board of directors. Following the Battle of Endor, the Suprema was ousted in favor of support for the New Republic. (DESB, EGV, SWI80)

Mandalore

this was the name taken by the commanders of the ancient Mandalorian warriors. The original Mandalore became known as Mandalore the First, and subsequent leaders added descriptive words to differentiate themselves. (TSW, SWI80)

Mandalore

an urban legend held that this jungle world was Boba Fett's home planet. According to the legend, Emperor Palpatine ordered the Mandalorian warriors to join his forces during the Clone Wars. Of 212 warriors who went into battle, just three survived: Boba Fett, Fenn Shysa, and Tobbi Dala. In reality, Mandalore seemed to have been simply the first planet conquered by Mandalore the First, who arrived on the planet with his warriors and destroyed the native mythosars. At the wake of the Clone Wars, slavers moved in and established a base of operations within the huge skeleton of a long-dead beast. It was later revealed that Boba Fett's father, Jango Fett, was one of the few Mandalores left in the galaxy, at the time of the Battle of Geonosis. The natives of the planet were again besieged by slavers during the era of the New Order, this time a group of Nagai, and they struggled to rid the planet of the slavemasters. It was during this time that Fenn Shysa and Tobi Dala tried to retake the planet, working with Leia Organa and the Alliance to free Mandalore once and for all. (MC68, JFOS, MC100, SWI80)

Mandalore System

the planetary star system which is home to the Death Watch soldiers and the Mandalorian Shocktroopers. (ESB, ISB)

Mandalore the First

this ancient Mandalorian warrior was the first of his kind to take control of the various sects and unite them under a common leader. He was generally credited with leading the invasion that conquered the planet Mandalore, which was believed to have been named for him. (SWI80)

Mandalore the Indomitable

this was the name of the Mandalorian Neo-Crusader who took control of the ancient brotherhood shortly before the onset of the Great Sith War. Mandalore the Indomitable was defeated by Ulic Qel-Droma during the fighting, and agreed to help Ulic during the Sith War. He helped Ulic realize that Aleema was misleading him, but continued to fight for the Sith. Mandalore sent his forces to Kemplex Nine, while he himself went to Coruscant to rescue Ulic and Exar Kun. After regrouping their forces, the Sith Lords ordered the Mandalorians to descend on Onderon. Mandalore agreed to the mission, and attacked Iziz. However, his forces were overcome Onderon during a pass of the Dxun moon, and fled to the moon for refuge. There, Mandalore the Indomitable was killed by one of the Dxun beasts. (TSW, SWI80)

Mandalore the Resurrector

this was the name adopted by the clone trooper known as Alpha-02, after he escaped from Kamino and traveled to Mandalore. Alpha-02 was obsessed with restoring the Mandalorian Protectors after Jango Fett's memories were unlocked in his mind. (SWI80)

Mandalore the Ultimate

this was the title used by the leader of the Mandalorian Neo-Crusaders during the era of the Old Sith Wars. Mandalore the Ultimate took control of the Mandalorian survivors after the death of Mandalore the Indomitable on Dxun, rallying the survivors of the Great Sith War and forming the Neo-Crusaders in the process. This Mandalore believed that the Great Last Battle was at hand, and accepted beings of any race to join him in the quest for immortality through combat. During the Mandalorian Wars, Mandalore the Ultimate was vanquished by the forces of the Old Republic, and the Mandalorian order was again left battered and leaderless. (SWI80)

Mandalorian

although xenanthropologists disagree on whether or not this alien race was actually native to the planet Mandalore, they were in agreement that the ancient Mandalorians were a race of gray-skinned beings who were almost constantly at war. Analysis of the physiology of the ancient Mandalorians and their language pointed to the possibility that the Mandalorians were actually the descendants of the Taungs of Coruscant. What is known for sure is that the ancient Mandalorians eventually died out, and the name "Mandalorians" became a catch-all for any being - regardless of race - who adhered to the tenets of the Mandalorian shock troopers. (SWI80)

Mandalorian

this was the dialect spoken by the Mandalorian people. Many xenolexicologists have pointed out similarities between the Mandalorian language and the writings of the *Dha Werda Verda*, suggesting that the ancient Mandalorians descended from the Taungs. It was believed to have died out with the death of Jango Fett at the Battle of Geonosis. (WOTC, SWI80)

Mandalorian Battle Harness

this was the original form of rocket pack used by the ancient Mandalorian Crusaders, although it was much more than simply a propulsion system. The Battle Harness was a colossal weapons platform that transformed a simple Mandalorian Merc or a BL-series droid into a one-being arsenal. The Battle Harness consisted of two huge, articulated arms that were connected by sophisticated motion-control sensors to the arms of the Mandalorian. This allowed the Mandalorian to control the action of the arms with the movements of their own arms. One of these arms ended in a trip hammer that could pound its way through obstacles. The other arm was an immense claw that could crush objects and tear down walls.

Atop the Battle Harness was a blaster cannon, and several other emplacements were located on the Harness for laser weapons. (SWI80)

Mandalorian Civil War

this was the name used to describe the period of history just before the onset of the Clone Wars, after Jaster Mereel assumed control of the Mandalorian Mercs. Mereel dreamed of uniting the disparate clans of Mandalorian loyalists under a single leader, to refocus their energies and restore the Mandalorians to their former glory and power. His rise to power and the creation of the Codex forced other Mandalorian Mercs to break away from Mereel's band, thus setting off the civil war. Vizsla rose to power as Mereel's primary rival, forming the Mandalorian Death Watch. In response, Mereel named himself the leaders of the True Mandalorians, and both sides set out to destroy the other. Ultimately, the Mandalorian Civil Wars very nearly wiped out both sides of the conflict and would have ultimately eradicated the Mandalorians from the galaxy. A handful of Death Watchmen survived, as did the True Mandalorian Jango Fett. (SWI80)

Mandalorian Crusaders

this group was considered by many galactic historians to have been the first true group of Mandalorian shock troopers formed in the galaxy. The origins of the Crusaders have been traced back more than 5,000 years before the Battle of Endor, to a race of gray-skinned, apelike humanoid nomads that traveled through space seeking conflict of any kind. The Crusaders adhered to a loose set of laws known as the Canons of Honor, and were known to use state-of-the-art technology in their conquests. Religious historians discovered that the original Crusaders were a group of warriors dedicated to quasi-religious ideals, but over time, the Crusaders came to worship war and carnage. The Mandalorian Crusaders were known to have exterminated entire races, including the Kuarans, Fenelar, and Tlonians. Their love for war and combat drove them to participate in the Great Sith War, fighting alongside the Sith when an all-out attack was launched on Coruscant. However, the Jedi Knights managed to defeat the Sith, and nearly wiped out the Mandalorian Crusaders. The armor of the Mandalorian Crusaders was relatively primitive, when compared to that of the modern Mandalorian Protectors. This stemmed from the fact that the armor was worn for hand-to-hand combat more than blaster fighting. It was organic in appearance, with the shoulders and knees being studded with short spikes. The armor could be sealed for use in space, and was equipped with a Zim Systems rocket pack. (SWI80)

Mandalorian Crushgaunt

a specialized, armored glove created in the Mandalore System, the Crushgaunt was first developed by the Mandalorian Mercs. Each crushgaunt enhanced the wearer's ability to crush objects, such as hands or other body parts, allowing them to do considerable damage with minimal effort. The use of crushgaunts was outlawed by the Mandalorian government many centuries before the Galactic Civil War, but their use was later revived by the Mandalorian Death Watch. It was also rumored that one of Darth Vader's gloves was a crushgaunt. (RM, SWI80)

Mandalorian Death Watch

this elite group of Mandalorian Mercs split off from the true Mandalorian shock troopers when Vizsla rebelled against the leadership of Jaster Mereel. It was believed that the Death Watch was destroyed at about the same time as the rest of the Mandalorians, during the Mandalorian Civil War, and their order became something of a legend. During the height of the Galactic Civil War, Boba Fett discovered that the Death Watch sect was still operative, having contracted with Black Sun for additional manpower and secrecy. During this time, their base of operations was hidden in the Red Sin Chimaera Nebula, near the Forest Moon of Endor. The armor of the Death Watchmen was distinctly different from that of the True Mandalorians, although the differences were in color. All Death Watchmen wore stark black armor, and their helmets were modified slightly to further distance themselves from their counterparts. The Death Watchmen were also only group of Mandalorians to regularly wear Mandalorian Crushgaunts, which had been outlawed by the Mandalorian government centuries earlier. (EGC, JFOS, SWGAL, SWI80, SWGAL)

Mandalorian Dungeon Ship

the basis for the *Lictor*-class ship, the Mandalorian dungeon ships were huge prisoner transport vessels which provided the most uncomfortable conditions for almost any species. This meant that the prisoners suffered the maximum discomfort before they were imprisoned on bleak, harsh worlds and left to die.

Each of these ships measured almost a kilometer in length, and the interior sections of the ships were lined with ultradense alloys to prevent escape. Individual chambers could be reconfigured for a variety of activities, depending on the nature of the criminal and the amount of interrogation that needed to be done. (DE1, DESB, SWI80)

Mandalorian Iron

this metal was first forged by the ancient Mandalorians, and the secrets for its creation were a closely guarded secret. It was made up from metal ores and certain minerals, and was virtually indestructible, even to a lightsaber blade. Jedi Master Arca hid Freedon Nadd's Sith artifacts in a storehouse built from Mandalorian Iron in an effort to seal it forever, but Exar Kun used the Dark Side of The Force to penetrate it. (DLS, SWI80)

Mandalorian Manacles

locking devices used to clasp a captive's wrists together, these strong cuffs are made from Mandalorian Iron and are virtually inescapable. They come in many sizes to fit all kinds of races. (TOJ)

Mandalorian Mercs

this was the name used by the survivors of the Mandalorian Wars and the Old Sith Wars to describe their loose brotherhood. After the combined forces of the Old Republic and the Jedi Knights virtually wiped out the Neo-Crusaders, the surviving Mandalorians were forced to go into business as mercenaries to stay alive. Disparate clans of mercenaries were formed under the guidance of the old Mandalorian Canons of Honor, but these new Mercs worshipped the credits in their bank accounts more than anything else. (SWI80)

Mandalorian Protectors

this was the name used by the aberrant ARC Trooper Alpha-02 to describe the band of Mandalorian mercenaries he established on Mandalore during the height of the Clone Wars. Formed from local soldiers and policemen, along with twelve former members of the Mandalorian Death Watch, the Mandalorian Protectors believed that they were working to restore the true Mandalorian order. On Mandalore, the Protectors helped the local government seize control of several prominent corporations, including MandalMotors. These corporations were no longer connected to the Old Republic, and the Protectors provided access to the Confederacy of Independent Systems. Additionally, the Protectors agreed to carry out clandestine missions for the Separatists, working as their secret police force. It was the Protectors who launched intense attacks on Kamino and New Bornalex, destroying the cloning facilities there. However, in the wake of the Republic blitz that ended the Clone Wars, the Mandalorian Protectors were decimated. Of the 212 original members, only three survived the fighting: Tobbi Dala, Fenn Shysa, and a shell-shocked Alpha-02. Years later, the Protectors were revived by Fenn Shysa, who had returned to Mandalore and became the planetary leader. He also became the newest Mandalore, and under his control the Protectors flourished for many years, until Boba Fett himself returned to Mandalore. Fett had come to Mandalore at the request of Taun We, who asked him to hunt Shysa down and destroy him for his part in the attacks on Kamino during the last stages of the Clone Wars. With Shysa's death, Fett assumed control of the Protectors, and the band was instrumental in keeping Mandalore safe during the Yuuzhan Vong invasion of the galaxy. (SWI80)

Mandalorian Ripper

this disruptor weapon, of Mandalorian manufacture, was produced during the height of the Great Sith War. Its design was similar to a weapon used by Jigger Wraith, which was essentially an energy-propelled slugthrower. (KOTOR)

Mandalorian Shock Troopers

this name was used generically to describe the supercommando warriors who followed the Canons of Honor of the ancient Mandalorians. It was believed that the very first shock troopers were known as the Mandalorian Crusaders, a group formed nearly 5,000 years before the Battle of Yavin from clans of gray-skinned humanoids. Decades before the Battle of Endor, the Mandalorians - known for their distinctive armor and helmets - fractured into two distinct groups. The true Mandalorians were led by Jaster Mereel, while the splinter group named themselves the Death Watch, and were led by Vizsla. Vizsla nearly destroyed the true Mandalorians on Concord Dawn, but could not. Jaster and his forces regrouped and

grew strong again, with the help of mercenaries like Jango Fett. However, they were continually led into traps set by Vizsla and the Death Watch, which led Montross to believe that Jaster's leadership was failing. Many of the Mandalorians, however, stood behind Jaster, and later Jango Fett after Jaster was killed by Vizsla on Korda 6. Montross fled the group, which managed to survive for several more years before being led into an ambush on Galidraan. They were hired by the planetary governor to help defeat a group of insurrectionist rebels, unaware that the governor was under the control of Vizsla himself. The governor, acting on Vizsla's orders, had also contacted the Old Republic Senate, requesting the assistance of the Jedi Knights in defeating the Mandalorians. The governor claimed that the Mandalorians had been slaughtering political activists and killing women and children, claims that Vizsla's forces actually committed. The Jedi task force, led by then-Master Dooku, eliminated the Mandalorians in combat. Only Jango Fett survived, but he was turned over to the planetary governor of Galidraan and enslaved. *Note that this military band was referred to as the Imperial Shocktroopers in issue number 5 of the Bantha Tracks newsletter. According to the newsletter, the Imperial Shocktroopers were wiped out by the Jedi Knights during the Clone Wars. Also note that Star Wars: Republic - Show of Force indicates that the Republic staging area on New Holstice was attacked by Mandalorian troops some seventeen months after the Battle of Geonosis.* (ESB, VD2, JFOS, BTRKS5, RSF, SWI80)

Mandalorian Wars

this was the name used by historians to describe series of battles waged by the Old Republic against the ancient Mandalorians, some thirty-five years after the onset of the Great Sith War. After Mandalore the Ultimate agreed to fight alongside the Sith, the Old Republic decided that they needed to confront them as an enemy. Great effort was expended in defeating the Mandalorians, thereby eliminating the physical threat of the Great Sith War. The Republic could then focus its efforts on assisting the Jedi in the more mystical aspects of the war. (KOTOR, SWI80)

Mandan

this was the name used to describe the human inhabitants of the Mand System. (DCAR, OWS)

Mandarin

one of the former names of the Koqus Starliner *Star Morning*. (SOL)

Manda-Roon Merchant Route

this hyperspace trade route was established between Manda and Roon by the Baobab Merchant Fleet. It was considered a much more reliable route than the so-called Death Wind Corridor. (WOTC)

Mandator II-class Star Dreadnaught

this follow-on to the original *Mandator*-class Star Dreadnaught was produced by Kuat Drive Yards during the height of the Clone Wars. These massive, heavily-armed ships were deployed primarily to defend the Kuat System, but also saw action as part of the Old Republic's defense fleets. (X3)

Mandator-class Star Dreadnaught

the *Mandator*-class dreadnaught was developed and manufactured by Kuat Drive Yards, specifically for the purpose of defending the Kuat Sector from invasion during the last decades of the Old Republic. (X2, X3)

Mandel, Emlyn

Kvarn Mandel's wife. (GG9)

Mandel, Kvarn

this aristocratic man was the chief executive of Fabritech, and was no stranger to power. As self-assured and powerful as he appears, Kvarn is haunted by the disappearance of his daughter, Samire. She suddenly disappeared about eleven years before the Battle of Yavin, and hasn't been seen since. Kvarn believes that she is dead, but has a secret nagging thought that she left her family to join the Alliance. This thought surfaces whenever Kvarn reflects on his success, which has come from selling military equipment to the Empire. His son, Simmin, continues to search for her, but Kvarn does not support his efforts. Kvarn and his family live in a huge mansion on Thorgeld I. (GG9)

Mandel, Samire

Kvarn Mandel's daughter, she disappeared from her family about eleven years before the Battle of Yavin. Her whereabouts are not known. (GG9)

Mandel, Simmin

Kvarn Mandel's son, he maintains the belief that his sister, Samire, is still alive. He has scoured the Outer Rim for her, and has even hired the Skine Bounty Hunter College to locate her. He was 18 when she disappeared. (GG9)

Mandellian Corporation

this corporation owned the rights and operations of the BlastBoat 2000 speeder race, held regularly on the moon Echnos. (SWJ4)

Manderon Period

an era of the Old Republic which was centered about 6,000 years before the Galactic Civil War. (SWJ4)

Mandi

this was the Snivvian word for "tomorrow." (HNN5)

Mandian

this picket frigate was part of the fleet assembled by the Old Republic during the height of the Clone Wars. The *Mandian* was among the ships dispatched to Praesitlyn some two and a half years after the Battle of Geonosis, as part of the mission to retake the Intergalactic Communications Center from the Separatists. The *Mandian* and several other picket ships were dispersed on the outer edges of Praesitlyn's system, as part of a network of ships that could warn the main force about Separatist reinforcements. It was the *Mandian*'s crew that first discovered a reinforcement fleet arriving from Sluis Van, and although the crew was ready for a fight, their orders were to "see and flee." (JT)

Manding

this was a slang term used by the children of Esseles to indicate a high level of incredibility, as in, "He's so manding cute!" (SWJ6)

Mandjur

this New Republic warship was part of the *Ballarat*'s support line during the Battle of N'zoth. When the *Ballarat* was destroyed, the *Mandjur* filled in the gap. It was struck twice in the aft sections by Yevethan missiles, and was rendered powerless and adrift. Plat Mallar, assigned to the ship as a shuttle pilot, singled-handedly rescued three pilots in the ensuing chaos. (TT)

Mandoviol

this was a type of stringed musical instrument. (TPS)

Mandrake, Lisa

this woman held the rank of Sergeant in the Alliance military, and served as the chief of security at the Alliance's Gelgelar Free Port drop point during the Galactic Civil War. (SWJ14)

Mandroxan Cartel

this Mid Rim criminal organization established a foothold on the planet Bridin Anchorage, shortly after the death of Grand Admiral Thrawn. It was formed from an alliance of criminal organizations, led by the Manliss Enterprise, the Droixian Traders League and the Anavill Smuggler's Guild. The cartel was nominally led by the Manliss group, under the control of Artur Manliss. They were quite successful, considering that much of their business - illegal spice production and transport - was conducted in broad daylight. The cartel eventually controlled the spice trade in 23 separate systems in Portmoak Sector, shortly after the death of Grand Admiral Thrawn. (GG11)

Mandroxan Exports

a subsidiary of the Mandroxan criminal cartel, this export company fronted the Mandroxan weapons manufacturing business. (GG11)

Maneeli Tuun

this Polis Massan was one of the many members of the archaeological team that was investigating the ancient civilization of the sundered world of Polis Massa, during the last years of the Old Republic. Maneeli Tuun was trained as a physician, and served the archaeological team as a doctor and surgeon. Thus, when Padme' Amidala was brought to Polis Massa by Obi-Wan Kenobi, Maneeli Tuun was on duty to assist in helping her deliver her twin babies. (VD3)

Manes, Tomathy

this man was the senior duty officer of the New Republic Defense Fleet base on *Utharis*. A communications specialist, Manes helped Luke Skywalker obtain a current tactical memorandum on the situation in the Koornacht Cluster, during the Black Fleet Crisis. (TT)

Manex

this man was one of the wealthiest members of the Civilized faction of the planet New Apsolon, during the decade leading up to the Battle of Naboo. Manex was the brother of the planetary leader, Roan, and had a number of other political contacts, all of which he used to help amass his fortune. A tall, plump man, Manex used his wealth to indulge himself with the things he liked the most. When he was questioned by Qui-Gon Jinn in regards to the death of Ewane, Manex claimed that he had no interest in politics, only business. Because of this, many people on New Apsolon believed Manex arranged for Ewane's death, in order to put Roan into a position of planetary rule. After the Jedi discovered Balog's secret Absolute base and rescued Tahl, Manex offered his residence and his facilities to them, in an effort to save Tahl's life. Unfortunately, Tahl died shortly after they arrived. Obi-Wan Kenobi doubted the sincerity of Manex's hospitality, despite the signs to the contrary. When the population began to propose his candidacy for planetary leader, Manex first refused, claiming that he was a businessman and not a politician. However, he decided to accept their candidacy, if only to help heal the wounds caused by Balog. He also started spreading a rumor that he held the list of Absolute supporters, a list which had already caused the deaths of Oleg and Pleni. He also revealed to the Jedi that he believed both Eritha and Alani were supporters of the Absolutes, and that Eritha's support of the Worker class was a sham. Alani herself confessed that Eritha had been working to ensure the Jedi were discredited. (TTB, DOH, CTV)

Manforgon

this planet was under Imperial control during the height of the Galactic Civil War. (SWRPG)

Mangez IV

this shuttle was owned and operated by Lant Mining Corporation, and was used to transport miners to the Lormar 23 refinery station. (FBS)

Mangez System

this planetary system was located in Brak Sector. (FBS)

Mangol

this grizzled, old, treasure hunter died on Nespis VIII shortly after the Battle of Yavin. He supposedly located an ancient tome from the abandoned Jedi library, rumored to be located on the space station. His contemporary treasure hunters believe he was killed by the curse which surrounds the library, but in reality he was a victim of Borborygmus Gog's Essence Stealer. Mangol was later re-animated by Tash Arranda, when she reversed the Essence Stealer's actions. (GOF5)

Mangonel

a Ripoblus cargo hauler operative during the Sepan Civil War. (TIE)

Mangoriza

this was one of many Imperial-developed chemicals used for the interrogation and subduction of prisoners. (SWJ10)

Maniac

this Krish worked for Bolabo Hujaan on Byblos as a starship mechanic. He specialized in the repair and tuning of drive systems, and earned the nickname "Maniac" because of his wild-looking eyes and crazy

giggling. He owned the astromech droid known as Patchwork, and their work on starships was legendary among spacers. Much of his legend was based on successful work, but Maniac was also known as the mechanic who eliminated the Yagaran Four. He had been working for the Yagaran Four as a mechanic, and modified their YT-1300 freighter to help increase its power and speed. The improvements resulted in disaster, as the hyperdrive exploded upon activation, killing the Yagaran Four. The resulting explosion spread a cloud of radioactive dust over the fifth moon of Elin Roe. As a hobby, Maniac spent his time tinkering with droids, and has successfully tested many of his modifications on Patchwork. (CRO)

Maniid

this smuggler made regular shipments to Bracha e'Naso in Esau's Ridge, on Tholatin, during the early years of the New Republic. (TT)

Manikon

although not native to Coruscant, this race of beings found a home in the subsurface caverns of the cityscape on the planet. It was believed that the Manikons were part of a race which tore itself apart in a devastating civil war, and that the survivors managed to flee to Coruscant. The Manikons were scavengers, and spent much of their time hunting for food and trinkets in the underworld of Coruscant. Over the generations, Manikons evolved to move about on all-fours, but could stand upright when attacking their targets. Their feet were wide and heavy, and were used to pummel or trample their prey. When cornered, or when confronted with a larger target, Manikons could spit a stinging venom into their prey's eyes, temporarily blinding the prey while the Manikon attacked. (JQ1)

Manion Basca

this male Twi'lek owned the Jax Warehouse, located in the city of Hedrett on the planet Cularin, during the last years of the Old Republic. (EOS)

Manka

a feline creature discovered by the Tetsus tribe of Rodians that fled Rodia following Navik the Red's rise to power. It lived on the jungle world the Rodians adopted. It was the only creature on the planet capable of killing a Rodian, which it often did during its mating season. (TME)

Manka Hunter, The

the name Greedo planned to use for his Incom corsair, which he purchased from Shug Ninx. (TME)

Manks, Gris

this man served in the Freedom's Sons and Daughters militia during the height of the Clone Wars, holding the rank of Colonel and acting as one of Zozridor Slayke's artillery commanders. He was easily distinguished by his size, as Manks was a huge man. During the battle to retake the Intergalactic Communications Center on Praesitlyn from the Separatists, Colonel Manks believed that he was up to the challenge of coordinating the combined forces of Freedom's Sons and Daughters and the clone troopers of the Grand Army of the Republic. However, his military protocol droid was unsure that the proper materiel was available for deployment. The droid suggested more large mortars, which could have been used to pound the enemy's entrenched forces without damaging the center itself. Manks deemed the droid "negatively uncooperative" and banished it from the Fire Direction Center. In addition, the Separatist forces managed to compromise the Republic's communications network, and sent false instructions to the FDC using simulations of Nejaa Halcyon's voice. They were forced to call off their attack, and only a daring rescue mission led by Anakin Skywalker managed to save the center. (JT)

Mankuskett

this man was a Professor at the University of Sanbra, and a contemporary of Professor Tem Eliss. He was also the Chair of the Council on Metagrowth and Polymorphism, and was good friends with an unidentified Clawdite. (GMR10)

Mankvim-814 Interceptor

this small, two-person fighter craft was developed by the Techno Union and manufactured by Feethan Ottraw Scalable Assemblies during the height of the Clone Wars, to address the need for planetary security on those planets that were subjugated by the Separatists. Two weapon mounts were located on

the nose of the craft, and could be equipped with law enforcement blasters or medium laser cannons, depending on the environment. The 10.7-meter-long Mankvim-814 required just a single pilot to operate, and was limited to in-system engagements due to its lack of a hyperdrive. The Techno Union produced these bird-shaped ships on Utapau after subjugating the planet's Grand Halls, forcing the natives to mass-produce these craft in short order. (VD3, X3)

Man-lift

this heavy-duty, repulsor-driven elevator was used to move miners to and from their digs. (JH)

Manliss Enterprise

this Mid Rim criminal organization established a foothold on the planet Bridin Anchorage, shortly after the death of Grand Admiral Thrawn. It became part of an overall alliance known as the Mandroxan cartel, along with the Droxian Traders League and the Anavill Smuggler's Guild. (GG11)

Manliss, Artur

this man was the leader of the Manliss Enterprise, and became the nominal leader of the Mandroxan cartel. He inherited the Enterprise from his father, Dunstain, who was believed to have been assassinated by members of the Droxian Traders League. Others believed that it was Artur, in dealing with Sehvorah and the Droxians, who agreed to pay off Sehvorah's gambling debt in return for the removal of Dunstain. It was Artur Manliss who convinced the League, as well as the Anavill Smuggler's Guild, to begin mining and producing spice on Bridin Anchorage. (GG11)

Manliss, Dunstain

this man was the leader of the Manliss Enterprise during the New Order, until he was assassinated and succeeded by his son, Artur. It was rumored that the Droxian Traders League was behind the assassination, and further evidence points to Artur himself paying off Sehvorah's gambling debts in return for Dunstain's death. (GG11)

Manloreya

this was the Mandalorian word for a member of their society. (KOTOR)

Mannd, Grady

this man was the Defense Minister of the planet Stend VI, during the years following the Battle of Yavin. (SWJ10)

Mannee Swaano

this male Rodian was part of a triumvirate of Rodians who controlled a small corporation at the height of the New Order. Mannee was a sneak and a braggart, and would do anything to make a sale. He spent part of his time trying to outdo Ruku Kooft in the presence of their boss, Teeko Soonca. (SPG)

Manoca

this Dug and his friend, Rednax, often met for lunch at Dex's Diner, during the years surrounding the Battle of Geonosis. (SWI63)

Manod Fea

this Caarite male worked as a computer information officer for the Metatheran Cartel, during the years following the Battle of Naboo. Fea was assigned to lead the information management team sent to Cularin, and was one of the few members of the Cartel who remained on Cularin after the natives of the planet fought back against the Cartel's advances. (EOS)

Manollium

a yellow-feathered bird native to the planet Ithor, it was brought to Belsavis by the Brathflen Corporation. *Note that Traitor refers to this bird as the manullian.* (COJ, T)

Manollium-class Herdship

this Brathflen Corporation starship was designed to meet the specifications of the Ithorians, who wished to travel the galaxy in a starship which mirrored the environment of Ithor as much as possible. The 980-

meter-long *Manollium*-class ship had all the amenities of a cruise ship, but remained loyal to the Ithorian desire to revere life. To this end, the weaponry of the *Manollium*-class was designed to incapacitate, but not destroy, an attacking ship. Thus, the ship was equipped with ten ion cannons and a pair of tractor beams, but no lasers or blasters. It was crewed by 800 officers and twenty-four gunners, and could accommodate up to 1,050 passengers and 500,000 metric tons of cargo. (SWJ15)

Manos

this Devaronian male served on the Imperial Interim Ruling Council. He was the leader of one of the galaxy's largest labor unions, and he supported Feena D'Asta and her plan to make peace with the New Republic. When she later asked for a vote of no-confidence in the ability of Xandel Carivus to lead the Council, Manos was the only other vote against him. (CE2, HCE)

Manosk, Stevv

Han Solo was given this alias by Jabba and Jiliac, for use in infiltrating the *Imperial Destiny* and bribing Admiral Greelanx. Manosk was a Lieutenant in the Imperial Navy. (THG)

Manpha

this planet is the homeworld of the Shawda Ubb race. (CCG9)

Manress

this was the homeworld of the Stokhli race. (EGW)

Manshara

this was a common name among the Cathar race. (UANT)

Mansk-class Escort

this starship design was armed with six dual laser turrets and an ion cannon. (TSIA)

Mansom Corporation

this construction corporation's headquarters were located on the planet Corulag. Mansom specialized in the design and construction of *Imperial*-class spaceports. (SWJ7)

Manta Droid Subcarrier

this was a larger version of the manta droid subfighter, designed to carry troops and supplies into battle. (SWI81)

Manta Droid Subfighter

this droid warship was developed for use on oceanic planets by the Techno Union, to augment the forces of the Confederacy of Independent Systems during the height of the Clone Wars. The manta was originally created by the Xi Char Cathedral Factories, at the request of the Trade Federation. They were developed after the Federation took heavy losses on Naboo and other aquatic worlds. Later, these ships were supplied to the Quarren Isolation League during their struggle to take control of the planet Calamari from the Mon Calamari Knights. Because the Xi Char were ordered to develop the manta droid subfighter in isolation from the rest of the Hoar Chall religious order, the manta suffered from a number of design inadequacies. They were not adaptable to different shapes like droid starfighters, although they resembled those ships in appearance. The forward mounted missile launchers were located on the nose of the craft, which was shaped like a wide diving plane, while the fuselage hung behind the main wing. (SWDB, CWC1)

Manta Ramair

this small corporation produced several models of competition podracers, including the Mark IV Flat Flat-Twin Turbojet, during the last decades of the Old Republic. *Note that this name contradicts the name given in the Insider's Guide to Star Wars Episode I, which was Mantis RamAir.* (SWDB)

Mantabog

this immense, blanket-shaped creature was once native to the planet Malastare. It used its shape to glide through the air, and dropped onto its prey with surprising swiftness. Once it captured its prey, the

mantabog wrapped its body around the prey and squeezed, constricting ever tighter until the prey could no longer draw a breath, and suffocated. By the time of the New Republic, the mantabog was extinct, and could only be seen in an exhibit at the Holographic Zoo of Extinct Animals on Coruscant. (CCW)

Manta-class Starfighter

this starfighter design was developed and produced by the Tapani Starship Cooperative, and built at the Tallaan Shipyards during the height of the New Order. Among the unique design features of the Manta-class was a magnetic docking clamp which eliminated the need for the addition of a mechanical landing claw. This allowed the starfighter to simply ride along on the back of a Tapani-class carrier. The Manta-class measured twelve meters in length, and required a pilot and gunner to operate. These craft were armed with a pair of fire-linked ion cannons, a pair of medium laser cannons, and a pair of heavy laser cannons. Like many Imperial designs, the Manta-class lacked a hyperdrive, therefore requiring a planetary base or a carrier to move it into position. Its flat, organic shape was reminiscent of the creature for which it was named. (TSIA, LOE)

Mantan Wanderer

this Mon Calamari cruiser was the flagship of the Alliance's 14th Roving Line, and was under the command of Captain Qarl. (ROE)

Mantaris-class Transport

this amphibious transport ship resembles the huge, ray-like creatures native to the coasts of the planet Naboo. Their wings are swept backwards and they have two saber-like tails. Phosphorescent nodules at the tips of their wings give off a reddish glow when activated. The *Mantaris*-class was designed and manufactured by the combined efforts of the Theed Palace Space Vessel Engineering Corps and the Otoh Gunga Bongowerks in the era following the Battle of Naboo. It was developed as part of a joint effort to colonize Ohma-D'un, the primary moon of Naboo. This transport had similar characteristics to the bongo submarine, but with the capability of interstellar flight. Measuring ninety-eight meters in length, including its heat-sink finials, the *Mantaris*-class required a crew of five beings to operate. It could transport up to twenty passengers or a variety of creatures, as well as 250 metric tons of cargo. Additionally, cargo modules could be attached to the transport to increase its accommodations. In the wake of the Battle of Naboo, the *Mantaris* transport was armed with a concussion missile launcher. (GF, WOTC)

Mantarran

Hal Horn had once tracked Moranda Savich to this world, but was unable to capture her before she was able to flee. (TFNR)

Mantessa

a planet which is home to the panthac species. (TLC)

Manticore

an *Imperial-I* class Star Destroyer stationed at the Maw Installation by Grand Moff Tarkin, the *Manticore* was under the command of Captain Brusc. It was destroyed in the second Battle of Calamari when Admiral Ackbar used the half-constructed star cruiser *Startide* to ram the ship. (DA)

Manticore

a legendary creature with a humanoid face and a cat-like body. (DA)

Manticore

this was one of the many *Strike*-class cruisers that made up the front lines of the Imperial Naval fleet. (XVT)

Mantid

this was one of the most common human surnames encountered in the galaxy. (GCG)

Mantid, Di

this woman was a frequent patron of the Outlander Club, some ten years after the Battle of Naboo. (OWS)

Mantigrue

this was a species of large, dragon-like lizard that was native to the planet Endor. It lived in the moon's mountain caves, emerging to soar the aerials and hunt its prey. It had large, leathery wings, sharp claws, and a long, pointed beak. It walked on its hind legs, as its forearms were small and designed to hold prey. Although primarily predatory in nature, the mantigrue - sometimes referred to as the condor dragon - was not above scavenging for food on occasion. Despite their size, these reptavians could not carry large prey, and had to hunt for small creatures. Wicket and Cindel encounter a mantigrue while they are trying to escape the Marauder attack on the Towani camp. It tries to carry Cindel, but she is too heavy and it drops her. Wicket rescues her in his makeshift hang glider. Teebo also encountered a mantigrue one time, when he was young and trying to help find the Ewok children stolen by Vulgarr and the Duloks. The mantigrue destroyed Teebo's glider. (ECAR, BFE, AT, WSW, SWDB)

Mantilorrian

an alien race which inhabited Space Station Kwenn. (EGC)

Mantine Casino

the less expensive of the two casinos located on the *Kuari Princess*. It offers a multitude of gambling games and electronic entertainments. (RM)

Mantis Bounty Hunter Syndicate

this large bounty hunting syndicate was based on Santarine, and was managed by Lady Marina Mantis during the height of the New Order. Its size borders it on being a full-scale mercenary company, and it is very rich and powerful. In most respects, Mantis was nothing more than a private army made up on specialists in one form of bounty hunting or another. Mantis was held on retainer by High Lord Affric, who used his position and the strength of the Syndicate to further his own goals. However, Affric built up an incredible debt to Lady Mantis, and she was forced to pull out of the alliance and strike out on her own. (GG9, GG10, SWJ15)

Mantis RamAir

this design conglomerate manufactured the MARK IV Flat-Twin Turbojet pod racer. *Note that the Star Wars Databank names this corporation Manta Ramair.* (IG1, SWDB)

Mantis, Marina

this noble woman was the leader of the Mantis Bounty Hunter Syndicate during the Galactic Civil War. She was known as an amoral and mercenary woman who hired out her hunters to anyone who could afford them. (GG10, SWJ15)

Mantium

this ore, mined almost exclusively in the Velcar Free Commerce Zone, was used in the formation of starship hull plating. (SWJ3)

Mantle of the Force

this ancient artifact was uncovered in the shop of Suvam Tan, on Yavin Station, more than 4,000 years before the Galactic Civil War. The Mantle itself was simply a crystal, although it was imbued with the power of the Force. When used in conjunction with other crystals in the construction of a lightsaber, the Mantle of the Force was believed to have the ability to alter the abilities of the blade, giving the wielder unusual powers. When used in a lightsaber, the Mantle of the Force produced a blade which had an azure color. The Mantle of the Force was believed to have been even older than another such artifact, the Heart of the Guardian. It was pieced together from shards found by Suvam Tan in the temples of Exar Kun on Yavin 4, and many historians believed that it was much more powerful in its original, complete form. (KOTOR)

Mantoid

this was an unusual combat droid that made the rounds in the gladiator arenas of the planet Rattatak, during the years leading up to the Clone Wars. Cylindrical in stature, the Mantoid was armed with a variety of bladed weapons. (OWS)

Mantooine

this New Republic CR90 Corvette was part of the force sent to liberate the planet Ciutric from the control of Prince-Admiral Krennel. It supported the flagship *Emancipator*, along with several other Corvettes and a trio of Nebulon-B frigates. The *Mantooine* took heavy fire from Krennel's forces, and barely survived the encounter. (IR)

Mantooine

a colony planet located in the Atrivis Sector, in the Outer Rim Territories, Mantooine served as one of the two endpoints of the Relgim Run, opposite Endoraan. It is the primary planet in the Mantooine System, which shares the Atrivis Sector with the Fest System. The planet was the site of an Imperial massacre, in which the planet's inhabitants were murdered when they opposed the Empire. The crushing defeat of the planet's populace hardened the resolve of early resistance leaders like Mon Mothma, and helped solidify the need for an Alliance to Restore the Republic. (SWSB, XW, TFE)

Mantooine Medallion

a military decoration presented by the Alliance, it was designed to commemorate the sacrifice of the people of Mantooine, in the face of Imperial invasion. (XW)

Mantooine Minuet

this piece of classical music was favored by Emperor Palpatine. (MJEH)

ManTrap

this was a form of miniaturized repulsorlift field that worked in reverse from normal. When a being stepped on the trap, the repulsor field generated an intense, localized gravitational field that trapped the being on top of the trap itself. In this way, a being was captured but unharmed before they could reach a specific destination. (GG10, NEGW)

Mantrell, Olina

this was the name of the young girl Pierce Mantrell claimed was his daughter. She was gravely ill, and Pierce turned to theft and smuggling to fund the doctor's visits and medicine she needed to survive. Shortly after the Battle of Yavin, she was under the care of Doctor T'jaleq Kith'Araquia. Pierce used her sad story as an excuse to steal the Amber Eye from Schnil Hakoon. (SWJ1)

Mantrell, Pierce

this man was one of Schnil Hakoon's chief rivals, and was a master thief and conman. Shortly after the Battle of Yavin, Hakoon accused him of stealing the Amber Eye. Mantrell later admitted to stealing the jewel, after Hakoon stole one of his cargoes and left him without enough credits to live. He claimed that he wanted to use the Eye to fund the medicine he needed to cure his daughter, Olina. In reality, he had no daughter, and simply wanted the Eye to fund his own operations. A team of Alliance agents, on the planet to obtain a cure for the Direllian Plague, captured Mantrell and obtained the Amber Eye. They later returned it to Schnil Hakoon, who repaid them with supplies. (SWJ1)

Mantrony

the Bakuran Captain of the *Watchkeeper*, she loudly argued with Ossilege for command of the ship after it was disabled trying to enter the Corellia System. She lost the argument. (AS)

Manuever 717

this was the Imperial codename for a mission in which an officer wanted to get rid of a possible spy or enemy agent was posing as a pilot onboard a warship. The spy would be allowed to continue their normal flight schedule, and would be sent out on several starfighter mission with other officers. During one of these missions, the commander could issue the command to fly Manuever 717. Under this order, the loyal pilots would lead the spy away from the ship on what appeared to be a routine mission. The spy

would be allowed to lead the mission, so that his fighter would be in front of the others. Then, once the ships were in a position such that the spy couldn't see them, they fired on and destroyed his ship. In this way, the spy was killed in a remote area, and the returning pilots were able to claim the spy was shot down by enemy fire. (T21)

Manullian

see Manollium (T)

Manumitting

the re-programming of a droid's obedience functions to provide the droid with the ability to act for itself. Manumitting is often performed when an organic individual willingly gives a droid its freedom for many years of faithful service. (LCS)

Manus Fereae

a Dimok Nebulon-B Frigate captured during the Galactic Civil War. (TIE)

Manwess III

this planet served as the seat of Imperial control in Kilbanis Sector, during the height of the New Order. (GG10)

Manx

a group of Imperial corvettes in use during the Galactic Civil War. (XW)

Maoi

this race of amorphous beings was created by the ancient Kathol race, but were discarded by DarkStryder in the wake of the Rift Disaster. DarkStryder found them to be amoral and self-centered, and tried to dispose of them in the depths of the Segmi tunnels. The Maoi survived, however, and thrived in the underground environment. The Maoi also developed an affinity to the Ta-Ree energy, and often used it to hold their prey while digesting it. This put the prey in the line of fire, protecting the Maoi during a struggle. The prey was devoured from the inside out by a Maoi, which forced itself down the prey's throat and used digestive acids to eat the internal organs. (E)

Map Reader

this slender device was used to display the galactic map stored inside a map record. Using the coordinates and data stored in the map record, the map reader used sophisticated holographics to display an interact, room-filling map of the galaxy. (AOTC, AOTCA)

Map Record

this small orb was used store a galactic map of known space. No larger than a marble, the map record was placed inside a map reader to display its contents. These devices were used during the last decades of the Old Republic. (AOTCA)

Maphus Tria

Tord Gamb was known to have set up a series of scams and cons on this planet, during the early years of the New Republic. (WBC)

mapia

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "season" or "storm". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Mapuzo

the Alliance base on this planet was infiltrated shortly after the Battle of Yavin by an unidentified group. (AIR)

Mar

this given name was commonly given to female human children throughout the galaxy. (GCG)

Mar Balayan

this Shistavanen was at one time a scout for the Republic Scout Service. During the height of the New Order, he set out on his own to make a living as a slaver, supplying the Empire with laborers. He was known to have defeated a team of Stalimur Pirates singlehandedly. After the Battle of Endor, Balayan spent much of his time harassing the New Republic, especially after anti-slavery laws were re-instituted. (SWJ10)

Mar Duun

this Alliance CR90 corvette was laying a minefield near Vinzen Neela 5 when the *Sela* freighter group was trying to transport TIE Defender prototypes through the system. (TIE)

Mar, Abron

this shifty little man was one of Takara's chief associates during the early years of the New Republic. Mara Jade tracked Abron Mar down at the Katraasii Space Port, during her search for Takara, and managed to get him to provide information on Takara's location. (MOTS)

Mara

this was one of the most common names given to female Corellians. (GMR9)

Mara

this Gallofree medium transport was used by the Alliance to transport bacta during the Galactic Civil War. (XWA)

Marael Korvata

this was a noted member of the Arkanian race. (UANT)

Maraffa

this tree was native to the planet Kabal, and was known for its pleasant odor and its sticky, orange sap. The sap was considered a sweet delicacy, and maraffa twigs were often sold like candy in many marketplaces. (GMR1)

Marais, The

a group of planets in the Koornacht Cluster, the Marais appealed to the New Republic for membership after the start of the Yevethan Great Purge. (BTS)

Marakoloon

this Whiphid was big for his species, and was easily distinguished by his carved and silver-inlaid tusks. He was the second son of a wealthy trader, and not in line to inherit any major wealth. So, he left Toola to join his uncle as a bounty hunter. Although he hated the work, he liked the pay. One day, he found a special exhibit of carnivorous plants in a zoo display. He suddenly realized that the power and beauty of the plants appealed to him, and he spent the rest of his career collecting dangerous species of plants. (HR)

Maramere

this blue-green planet, the primary world in the Karthakk System, was controlled by the Trade Federation during the years leading up to the Battle of Naboo. It was in orbit around this planet that Vana Sage managed to capture the Feeroin smuggler Nym, shortly before the Battle of Naboo. Maramere was covered almost entirely with water, with rocky spires and outcroppings forming the only land. The native species, the Mere, built wondrous cities in and among the rocks, but also lived underwater. Six years after the Battle of Naboo, a group of freedom fighters led by Sol Sixxa began to fight the oppression of the Trade Federation. With the help of the Feeroin Nym, the Meres were able to overthrow the Trade Federation and reclaim control of the planet. It thrived for many years as a resort world, until the Clone Wars put a stop to much of the galaxy's vacation travel. (T7, CRBN, O)

Mara-nas

this is the Yevethan term for the birth cask which all female Yevetha carry in a mating ridge on the backs of their heads. It is nourished with continual infusion of Yevethan blood. (SOL)

Maranium

this was a relatively abundant natural ore, which had a number of modern uses. (PP)

Marasa Nebula

this vast expanse of space-borne gases cut off the planet Marasai from the rest of the galaxy for many millennia. It forces the Trelle Trade Route to make a wide detour around it, for it effectively cuts off hyperspace travel. 13 star systems are located within the Nebula, including the Marasai System. The Empire enslaved the Marasan race, hoping to use captive Marasans to shorten the path around the Nebula by using travel nodes known only to the Marasan. (GG12)

Marasai

this planet is the homeworld of the Marasan race, and is located within the Marasa Nebula. It has a gentle, temperate ecology, but its seasonal changes are unpredictable due to its proximity to the Nebula. (GG12)

Marasan

a race of cyborged sentients originating from the Marasa Nebula, the Marasans are large marsupials with thick bodies and long, spindly arms. They walk on two short, muscular legs, and have two sensory appendages in addition to two eyes and a mouth on their flat faces. All Marasans wear a thin, metallic implant wrapped around the backs of their heads. The implant was originally developed to help the Marasans navigate through the chaos of the Marasa Nebula, and evolved into a device which controlled certain autonomic and natural functions. They are a slow-moving race, but their implants allow them to think and communicate electronically. This allows them rapid access to information, and provides nearly instantaneous answers. Their interpersonal skills are lacking, however, when they have to deal with other races. The Marasan race originated on the planet Marasai, and developed the ability to travel through space on their own. Using strange anchorpoints - similar to jump gates, but known only to the cyborged Marasans - within the Marasa Nebula, they were able to travel to 20 colony worlds. This ability was desired by the Empire, which sought a way to shorten the Trelle Trade Route. They forced the Marasans to assist in the movement of Imperial starships through the Nebula by torturing them. The Empire developed a device which could send out immense electromagnetic waves tuned to the Marasan cyborg implants. The resulting pain could be spread out across nearly the entire Nebula, were the Marasans to disobey Imperial orders. The Alliance was powerless to assist: to incite the Marasans to rebellion would bring down the wrath of the Imperial wave device, while the willful stranding of Imperial ships in the Nebula would bring on the power of the Imperial fleet. (GG12)

Marasi

this Yevethan term is used to describe a young Yevethan female who is ready to be impregnated. (SOL)

Marat V

this was the Imperial name of the planet Skye. (LTA1, MCA1)

Marauder

a race of humanoid reptiles living on Endor, the Marauders were descended from Sanyassan ancestors who were stranded on the moon several centuries before the Battle of Yavin. They had a fortress hidden in the rocky wastes of the moon, and were trapped there for a number of years. They evolved into a vicious race, often waylaying visitors to the planet and stealing their technology. They obtained a number of laser weapons in this manner, and sustained themselves by eating the beings they ensnare. Like the Sanyassans, the Marauders had strange, simian faces, scaled skin, and sparse tufts of hair. They had three fingers and an opposable thumb on each hand. They wore makeshift armor created from the scraps they scavenge. The strongest Marauder was declared the King. Terak was the Marauder King when Noa and Salek crashed on Endor, as well as when the Towani family landed on the moon. Terak was obsessed with finding "The Power," which he hoped would allow the Marauders to conquer more than just the simple life forms of Endor. *The Marauder prison guards were portrayed by Michael Pritchard and Johnny Weissmuller, Jr., and Terak's Lieutenant was portrayed by Roger Johnson in Ewoks: The Battle for Endor.* (BFE, SWI65, UANT, SWDB)

Marauder

this New Republic *Warrior*-class gunship was part of Pakkpekatt's fleet sent to intercept the Teljkon vagabond. It was ordered to return to drydock at Krenhner Sector Station after the mission to capture the vagabond failed at Gmir Askilon. The *Marauder* later assisted the *Indomitable* in taking out a Yevethan T-type thrustship near ILC-905. (BTS, SOL, TT)

Marauder Starjacker

one of Finhead Stonebone's E-2 asteroid miners used to raid Ithullian colossus wasp ore haulers in the ancient Stenness System. (TOJ, EGV)

Marauder, The

this was one of the many nicknames used to describe Kaox Krul. (GMR5)

Marauder-class Cruiser

an out-moded pocket cruiser designed by Raith Sienar for Republic Sienar Systems, the *Marauder*-class measured 195 meters in length. They are sleek, aerodynamic craft designed for system patrol and smuggling interdiction missions. They are armed with eight double turbolasers, with an option to add four more turbolasers with a larger power generator. Three tractor beam projectors allow the *Marauder*-class to capture smaller ships. A wing of IRD starfighters can also be housed in its fighter bay. The *Marauder*-class cruiser was manned by a crew of 129, with 48 gunners and room to transport up to 40 troops. The Old Republic opted not to purchase the ship for government use, and the fledgling Corporate Sector stepped in to buy them. Once the ships showed up in Corporate Sector space, other planetary governments began to submit orders to the RSS plant on Lianna. The *Marauder*-class quickly became one of RSS most recent successes, although the ship eventually found its way into the hands of smuggler and pirates. Corporate Sector *Marauder*-class cruisers were deployed in pairs, along with a *Victory*-class Star Destroyer and Invincible-class cruisers for system control. (HSL, EGV, SOG, NEGC)

Marauders

this swoop gang terrorized the Storrd Township on Seregar, during the height of the Galactic Civil War. They provided assistance to Tern Ashandrik, after a bounty was placed on his head by TaggeCo. (ND)

Marbaral Peninsula

found on the moon Rellnas Minor, the Marbaral Peninsula is one of the primary population centers of the Rellarin race. (GG12)

Marbleberries

an edible fruit (DA)

Marbra Associates

known only to the innermost members of Socorro's criminal heirarchy, this money-laundering operation was rumored to have process almost three billion credits a year at the height of the New Order. (BSS)

Marbra, Juri

this young man was engaged to Saahir Ru'luv during the height of the Galactic Civil War. Juri was a strong supporter of the Alliance, and served as a mediary between weapons dealers and Alliance field units. Juri arranged for smugglers to transport weapons to those areas which desperately needed reinforcements. In this capacity, Juri eventually earned the rank of Commander within the Alliance military. He was killed when the Empire discovered the location of the Alliance's base at Merich's Bend and raided the facility. (SWJ15)

Marca

this swamp planet was the homeworld of the Sekct species. Because of the existence of a Dynamic Synergetics Incorporated hyperbaride production facility on the planet, the Empire had all records of Marca erased from planetary databases, in order to use the planet as they saw fit. The hyperbaride production was lethal to the native Sekct, and their species was nearly wiped out. A team of Alliance agents, on their way to Sumitra Sector, cut through the Marcellus Nebula and was forced to land on the planet. The team eventually brought down the hyperbaride plant, with the help of the Sertim sisters and

the Sekct, and helped free the Sekct from its toxic wastes. The planet itself is covered with a swamp-filled ocean, with virtually no continental land mass, and measured some 12,000 kilometers in diameter. The heat of the planet, combined with its swampy surface, generated a continual shroud of mist which enveloped the planet. The mists collected and dispersed sunlight, making it appear as if Marca had no day/night schedule, just a perpetual hazy gloom. The year on Marca was measured as 340 standard days. (POM)

Marca

this woman was a crewmember aboard the *FarStar*, during the search for Imperial Moff Kentor Sarne. During the attempt to defeat Sarne and DarkStryder on Kathol, Marca was attacked by a Maoi and had to be confined to sickbay aboard the *FarStar*. (E)

Marcen Herb

this dried plant material is often used by Hutts in their water hookahs. It induces a mildly euphoric feeling. (THG)

Marcellus

this yellow star was located in the Marcellus Nebula, and was the primary body in the Marcellus System. (POM)

Marcellus Nebula

according to all Imperial star charts and databases, the Marcellus Nebula was just a vast expanse of interstellar gas. This was because the Empire had maintained a hyperbaride processing plant on Marca, deep inside the Nebula. (POM)

March, Reina

this woman was the leader of the anarchist group known as Edge-9, during the last decades of the Old Republic. Known for her skills as a hand-to-hand fighter, Reina often dressed in non-descript clothing in order to blend in with a crowd. (CCW)

Marcha

this Drall was Ebrihim's aunt, and was the Duchess of Mastigophorous on Drall. She provided shelter for Ebrihim, Chewie, and the Solo children following their escape from Corellia, shortly after the rise of Thrackan Sal-Solo and the Human League. Leia Organa-Solo chose her to be the new Governor-General of the Corellian System, following the end of the Starbuster plot and the death of Micamberlecto. She relocated to Corellia in order to help bring peace to the system. Later, during the Yuuzhan Vong invasion of the galaxy, Marcha reluctantly gave her conditional approval to the New Republic Defense Force's plan to use Centerpoint Station as a weapon against the alien invaders. In the aftermath of the Battle of Fondor, Marcha was kicked out of office, removing the Republic's last hold on the Corellian Sector. (AS, SC, JE, BP)

Marcino, Shel

this man was a member of the Silent Blades, and was one of the few members who survived the assault on the group by Vocis Kenit and the *Far Orbit*. He was a simple deckhand at the time of the attack, but later gathered the other survivors and formed the Tarnished Blades gang. They continued to live the life of pirates, hoping to get one more shot at taking out Kenit. (FOP)

Marcol Void

this stretch of empty space separates the Kathol Outback from the rest of Kathol Sector. It is approximately 30 light-years across, and has never been mapped. What is known is that there are no planets in the Void, and very little debris. A flight across the Void, with standard hyperdrive technology, takes about 14 standard days to complete. There are two known hyperspace routes through the Void: The Galtea Run, which connects Galtea to Timbra Ott; and the Sebiris Run, which connects Sebiris to the worlds of the Pimbrellan League. (KO)

Marcopius

this young graduate was one of the Academy honor guards that accompanied Leia Organa-Solo to the

Chorios Systems during her talks with Seti Ashgad. Marcopius managed discover that Ashgad was poisoning the ships in the small group which accompanied Leia. He eventually contracted the Death Seed plague unleashed by Ashgad, but was able to hold on long enough to get R2-D2 and C-3PO off the Borealis so that they could tell the galaxy what was happening. Marcopius died before the droids could get him medical assistance. (POT)

Marcus, Korl

this was the alias used by Luke Skywalker, when he accompanied Prince Denid back to the planet Velmor. Marcus was a noted bounty hunter who dressed like a flamboyant pirate. As their cover story went, it was Marcus who discovered Prince Denid, his betrother Loren (portrayed by Leia Organa), and Jedidiah on a remote world, and vowed to return them to Velmor. Marcus was approached by Imperial Captain Traal, who was Prince Anod's attache', with an offer of wealth if the hunter would assassinate Prince Denid and "Loren." (LTA2, MC49)

Marde

this was a wondrous, white stone used in the carving of expensive columns and pillars. (SBS)

Mardec, Fora

this young girl was the daughter of Lina and Riic Mardec, but she was killed in the crossfire when the Empire subjugated Gotida and tried to eliminate the rebel cell in Jalor City. (AIR)

Mardec, Lina

this woman married Riic Mardec, but she was killed in the crossfire when the Empire subjugated Gotida and tried to eliminate the rebel cell in Jalor City. (AIR)

Mardec, Riic

this man was a taxi driver on his homeworld of Gotida for fourteen years, earning just enough credits to provide for his family and save a little extra. His life was shattered when the Empire subjugated Jalor City, and his wife and two daughters were killed in the crossfire. He never found out if it was Imperial or rebel fire which killed his family, and spent much of the rest of his life in a drunken stupor. (AIR)

Mardec, Sale

this young girl was the daughter of Lina and Riic Mardec, but she was killed in the crossfire when the Empire subjugated Gotida and tried to eliminate the rebel cell in Jalor City. (AIR)

Mardig Mardig

this man was a native of the planet Carsanza, where he struggled to maintain a steady job, during the height of the New Order. (GFT)

Mardinu

native to the planet Tirahnn, this herd beast was bred for its warm and durable hide. (WOA32)

Mardoc

this Hutt was the Executive Secretary of the Grand Council of Hutts during the early years of the New Order. (THG)

Marduk

this Imperial *Carrack*-class cruiser served as the personal ship of Sub-Commander Brojtal, during the height of the Galactic Civil War. (ND)

Maree Yad

this Dug was a member of Sebolto's gang during the years following the Battle of Naboo. The Pixelito Grand Council issued a bounty for his capture in connection with the sale of death sticks to the youth of Pixelito, a bounty that Jango Fett managed claim during his attempt to meet with Sebolto. (BH)

Marelle, Tanda

this woman was born to Alderaanian parents, who owned a prominent shipping operation during the Old

Republic. However, she chafed at the structured existence her parents forced on her, and she eventually became a travel agent in order to see other, more exciting worlds. She eventually was hired by *Galactic Resorts* holozine as a freelance critic. She also discovered that she had a knack for obtaining jewelry, although her methods were completely illegal. As she traveled on luxury liners to exotic ports of call, she learned to steal the valuables of just about anyone, and became known throughout the galaxy as the Tombat. She allowed the misconception that the Tombat was male to grow, further adding to her mystique while throwing off pursuit. During this time, she was shaken by the destruction of her homeworld - mainly because she had stashed a huge cache of jewels in her estate on Alderaan - and vowed to strike back at the Empire in any way she could. She approached Airen Cracken about becoming an agent on Albus, and joined the Alliance as a freelance spy. Her support for the Alliance was spotty, but she felt no love for the Empire. (SWJ3, CRO)

Marellis

Mara Jade's alias when she worked as a come-up flector on Caprioril. (EGC)

Marenn Yagen

this planet was the innermost world of the Bovo Yagen system. A ball of seared rock and barren wastes, it was named for one of Bovo Yagen's sons. (CTD)

Mareoin

this woman was the primary character in *Beneath the Galdronian Moon: A Modern Lover's Epic*. (GFT)

Marg Sabl closure maneuver

a aggressive positioning in which the lead warship allows its support fighters to launch from behind the offensive line and then turn hard into the opposing force. Grand Admiral Thrawn used it to ambush the New Republic force which tried to pursue the Imperial scouts that raided the library computer at Obroa-Skai, about five years after the Battle of Endor. Thrawn recognized that the commander of the Republic's ships was an Elomin, and took advantage of the fact that the Elomin mind was unable to handle the unstructured nature of a Marg Sabl maneuver. (HTTE)

Marg Sonat

this Ithorian crimelord worked in the Tamarin Sector during the early years of the New Republic, and was a member of Sard Nightbringer's criminal empire. However, Marg Sonat wanted more power for himself, and sought a way to bring down Nightbringer and place himself in power. When Sard tried to auction off a set of prototype Imperial armor, Sonat tried his best to obtain it. He had it shipped to the *Stellar Mermaid* on Nightbringer's orders, but used an independent team of smugglers to transport it. He then enlisted the aid of his old friend, Pari' Notgoth, to take possession of the prototype. Their plans nearly succeeded, except for one loose end: the smugglers they hired to transport the prototype. They discovered the body of Morgotou, then discovered that Sonat had killed Natja the Hutt in order to obtain the prototype. Sonat then killed Sard Nightbringer, and tried to flee the *Stellar Mermaid* with his new possession. The smugglers caught him and blasted Sonat out of the luxury liner in an escape pod. The prototype was destroyed in the firefight, and the only known information on its construction had been memorized by Sonat. The secrets of the prototype were lost with him. (POC)

Marga

this Tahlboorean term can be a noun or verb, and translates to "love." (DRPC)

Margan

this man was one of Santor's aides, during the years leading up to the Battle of Endor. (MC87)

Margan, Vam

this former Imperial Army officer served as a Major within the Natori Association, having left the Empire on his own terms. He never revealed those terms, but he retained a great deal of his Imperial training and brought it with him to Tenloss. Distinguished by his bristly hair and stocky build, Margan was known as an officer who was concerned about his people and was dedicated to fulfilling his missions. (SPG)

Margaret

this MC40a was part of the Alliance's fleet, during the Galactic Civil War. (TIE)

Margath, Kina

this human female is the owner of Margath's on Elshandruu Pica. She also was an Alliance foster agent during the Galactic Civil War. Kina is a high-powered executive, very professional in her dealings and always immaculately dressed. She strives to keep Margath's up to its five-star rating. She was a friend of Sair Yonka and Aellyn Jand, and agreed to keep their affair a secret by claiming the Yonka was on Elshandruu Pica to meet her, not Aellyn. (GG9, BW)

Margath's on Elshandruu Pica

this conglomerate of bars, casinos, and restaurants is one of the Outer Rim's most well-known retreats. Among the various places of relaxation, all owned by Kina Margath, is the 27th Hour Social Club. It has maintained a five-star rating for a number of years. (GG9)

Margengai-glide

this dance step was popular in the years before the Battle of Yavin. It was made up from a series of complex patterns. (RD)

Margess Base

Luke Skywalker sought out Chewbacca at this base during the Galactic Civil War. (RPG)

Margolis

Nichos Marr's caretaker during his childhood. (COJ)

Margrave

a hereditary position of leadership among the Togorians, the Margrave is the eldest male descendant in each generation. The Margrave is in charge of the planet's government. His closest female relative lives in Caross, presiding over day-to-day activities, while the Margrave travels the plains with a group of chosen males. (GG4)

Mar'holt

this was a common name among the Em'liy race. (GMR1)

Mar'holt Kisfrel

this Em'liy was the last General of Chinshassa, on his homeworld of Shalyvane, before the Empire bombarded the city in an effort to "cleanse" it of rebellious activity among the human population. Because the city and the Circle of Kavaan were destroyed during his watch, Kisfrel was remembered among the Em'liy as a failure and a traitor. (GMR1)

Marhu Koss

this was a noted member of Muun society. (UANT)

Mari

this woman was a courier for the Alliance, during the height of the Galactic Civil War. She was pursued by both Zardra and Boba Fett when a bounty was placed on her head, and a team of rookie Alliance agents barely got her away from them. (SWJ7)

Maria

a *Lambda*-class shuttle used by a high-ranking Alliance official, the *Maria* was forced to stop for repairs and was attacked by the Star Destroyer *Malice*. The shuttle was rescued by a squadron of X-Wings. The shuttle was later used to transport Princess Leia Organa to the *Tantive IV*, along with the plans for the first Death Star. *As noted earlier, this contradicts the Star Wars Radio Drama, which has Leia onboard the Tantive IV, receiving the plans via tight-beam transmission from the planet Toprawa.* (XW)

Maridun

this planet, the homeworld of the Amanin race, is covered with lush forests and grassy plains. It was

discovered early in Emperor Palpatine's reign by Imperial scouts, who quickly discovered that the Amanin were a strong source of slave labor. After the Battle of Endor, much of the planet's commerce was based on criminal activities, most which were controlled by the Hutts. (GG12, UANT)

Mari'ha Andona

this female was one of the traffic controllers employed by the New Republic to monitor in-system travel near Coruscant. She was one duty when Han Solo left for Jubilar, where he was confronted by Boba Fett. (TBH)

Marik, Joha

this pirate was an acquaintance of Urias Xhaxin. Xhaxin tried to convince Marik to join the growing number of pirates who were being contracted by the Alliance to ambush Imperial convoys and steal supplies for the war effort. Marik refused, citing that the Alliance was a group of illegal operatives who were disrupting the balance of the galaxy. Xhaxin, realizing that Marik would turn on him at some point, arranged for Marik to be captured by the Empire. After the Empire squeezed information on Xhaxin's movements from him, Marik was executed. (PP)

Marik, Sella

this woman, a reporter for TriNebulon News, spent part of her career trying to find out why Alexis Cov-Prim had been married five times in three years. Each time, Cov-Prim's new husband died shortly after the marriage, and Cov-Prim was named sole beneficiary in the will. Marik and her editors found this to be very suspicious, and Sella was given the opportunity to track Cov-Prim. When Sella discovered that Cov-Prim was attending the auction of the Shard of Alderaan computer slicing program, she made her way to the Dune Princess to discover what was happening. She posed as a wealthy heiress, in an effort to blend in with the crowd, and later obtained enough evidence to have Cov-Prim arrested. Shortly after the Battle of Endor, Marik went to work for the Galaxy 9 News agency, and tracked the dealings of Senator Drexar Pym. (LAA, SWJ7)

Marilla

this woman was the Queen of Gascon during the Galactic Civil War. She ruled the planet with her husband, although the King was heavily influenced by the High Advisor, who was a believer of the Akol religion. Marilla was also the more dominant figure, and controlled both men with her iron will. She also had a softer side, she was having an affair with the Prime Minister of the planet Demigue. (GMS)

Mariqar Snow Q'lk

this creature was native to the Jhunia snow plains of the planet Neftali, and was hunted for its meat and fur. In many respects, the q'lk were similar to banthas, with shaggy pelts and huge horn-like antlers. They were much smaller, though, measuring just 1.5 meters in height at the shoulder. Adults had billowing white fur, which allowed them to blend in with the icy land on which they live. Immature q'lk have darker fur which lightens and lengthens as they grew. (BSS)

Maris

meaning "industrious", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Maris

this yellow star was located in Elrood Sector, and was the primary body in the Meris System. (PG3)

Maris

whenever Han Solo talked about his past while using an alias - something he did to escape the pressures of being married to the Chief of State of the New Republic - he used the pseudonym Maris to refer to Luke Skywalker. (TBH)

Maris Gen

this Rodian was the proprietor of The Underground, a cantina located below the surface of the moon of Tilnes, during the years leading up to the Battle of Naboo. He claimed to be allergic to sunlight, and that

exposure to light would make his skin peel away. His skin was constantly covered with a patchwork of light and dark scales, an indicator of the seriousness of his condition. (LFC)

Maristo

an alias used by Kell Tainer, Maristo was a starfighter pilot with the Imperial Navy. A Captain by rank, he commanded Drake Squadron, and was assigned to the Star Destroyer *Night Terror*. The Maristo alias was used to get a flight of Wraith Squadron onto the planet Kidriff Five, near Tobaskin Sector, in order to support the fly-by of the *Millennium Falsehood*. (SOC)

Marite

this Force-sensitive woman was one of the leaders of the Village of Aurilia, on the planet Dathomir, serving on the council that was led by Rohak. Marite was among the first settlers exiled to Dathomir because of a perceived threat to Emperor Palpatine. She was also one of the growing number of individuals who wanted to expand the Village by taking in offworlders who wanted to learn more about the Force. Although he was initially against the idea, Rohak eventually agreed with Marite that the Village of Aurilia should open its arms to Force-sensitive offworlders. In this way, the lore and knowledge of the settlers could be passed on, while the offworlders helped defend the settlement from attacks by the Nightsisters. (SWGAL)

Marius

this man was a member of the royalty that ruled the daylight side of a remote planet, during the height of the Galactic Civil War. He was the brother of King Cleroff, and the uncle of Princess Risa, and held the position of Vizier in the court. When Han Solo crash-landed on their planet, Marius explained that he had been studying the energy phenomenon that brought Han there in the first place, and agree to help Han return to Endor. It was later revealed that Marius was the mastermind behind all the brigand activity on their homeworld, as well as the stalled peace treaty that Cleroff had hoped to sign with his nightside rival. His studies of the energy phenomena were not wholly scientific, but were performed to support his plans for taking control. When Han Solo arranged to have Prince Gil kidnapped by other brigands, so that King Cleroff could pay his ransom and make Gil's family indebted to him, Marius saw his chance to grab real power. He double-crossed Solo's plans, but Han had also anticipated Marius's treachery. Marius was quickly captured, and Han was able to help King Cleroff establish a peaceful resolution to the situation. (MC101)

Marjan, Saylor

this man, a native of Arapia, was a long-time friend of Toob Ancher, until they have a falling-out and didn't speak to each other for twenty years or so. Over that time, Marji incurred a debt to Saadoon-Kauldi, which was collected by Toob Ancher and Fahs Oxsor on Redcap. (SWJ5)

Marjune

this barren ball of rock was the innermost planet of the Tirahnn System, located in the Zeemacht Cluster. (WOA32)

Mark 10

this was a droid sensor suite which could be purchased during the last decades of the Old Republic. (DMSH)

Mark 15

this starship diagnostic kit was produced by Quaxcon during the early years of the New Republic. Han Solo kept one aboard the *Millennium Falcon*. (TG)

Mark 16 Enzymer

this model of enzymer was produced by BioTech. (SWJ14)

Mark 4e/S

this Merr-Sonn heavy laser cannon was manufactured specifically for use on Ubrikkian's *Imperial*-class repulsortank. (SWJ9)

Mark 65

this was a model of guard droid. (GG11)

Mark 7 Tractor Beam Generator

this generator was developed following the Battle of Endor. (BTS)

Mark I Bulk Transport

this 50-meter-long starship was manufactured by Sienar Ships during the Old Republic. It was a bullet-shaped craft with some 40,000 metric tons of cargo capacity, despite its relatively small size. It required a crew of four to operate, and could carry up to twenty additional passengers. Updated models produced during the New Order were reconfigured to carry up to 60,000 metric tons of cargo, reducing its passenger capacity to just five beings. These newer craft were also armed with a turret-mounted laser cannon. (CRO, PP)

Mark II Air Brake

this is the smallest, and least effective, of the non-jetted air brakes manufactured for pod racers. (RAC)

Mark II A-Wing

this was the second-generation A-Wing produced by the New Republic shortly after the Battle of Endor. (BW)

Mark II Blaster Cannon

this Merr-Sonn medium repeating blaster cannon was designed to accept power cells from a number of different sources. This made it highly portable, since transporting power cells along with it was not always necessary. The Alliance made great use of this weapon, since they could not always guarantee a steady supply of specific cells. (CCG3)

Mark II Powersuit

manufactured by Telgorn, the Mark II powersuit is designed with a cutting laser, and is used primarily in rescue operations. (SN)

Mark II Reactor Drone

a utility droid whose heavily-shielded casing makes them look cumbersome, they are programmed to perform menial labor. (SWR)

Mark II World Rover

this exploration craft was used by planetary contact teams. It was a delta-winged repulsorcraft equipped with enhanced shielding, navigational and sensor arrays, and various boring and drilling implements. A pilot and co-pilot could maneuver the craft by supplying power to an array of thruster jets. (SOL)

Mark III Air Brake

this small, non-jetted air brake provides increased stopping power over the Mark II brake. (RAC)

Mark III Bulk Transport

this 300-meter-long transport ship was designed by Sienar Fleet Systems. The Mark III required a crew of 10 to operate, and was armed with a single, computer-controller laser cannon. The Mark III could transport up to 160,000 metric tons of cargo and carried four months' worth of supplies. (FOP)

Mark III Ion Mine

this orbital mine was produced by Merr-Sonn during the early years of the New Republic. Like an ion cannon, the Mark III ion mine was designed to disable a target's electrical systems by hitting the target with a burst of ionized energy. (DARK)

Mark III Powersuit

an enhancement to the Mark II, the Mark III powersuit has a blaster cannon and mini-proton torpedoes. They were designed for military and security personnel. (SN)

Mark III Surveillance Unit

produced by TapTronics CovOps, this concealed sensor unit allowed fortified compounds to have remote listening and monitoring equipment on their perimeters without attracting attention. (HAS)

Mark IV Air Brake

this medium-sized, non-jetted air brake provides increased stopping power over the Mark III brake. (RAC)

Mark IV Assault Droid

this combat droid was developed for the Sith, during the height of the Great Sith War. (KOTOR)

MARK IV Flat-Twin Turbojet

this was a model of podracer designed and manufactured by Mantis RamAir during the last decades of the Old Republic. A large craft, the cockpit of the Turbojet measured 5.28 meters in length, while the engines measured 10.59 meters in length. The large engines were capable of speeds approaching 823 kilometers per hour. (IG1)

Mark IV Fuel Cell

this Imperial fuel cell was noted for its ability to evenly distribute fuel, providing longer travel times. (SWJ5)

Mark IV Patrol Droid

this series of repulsor-equipped sentries was created by Imperial Department of Military Research for use by the Empire shortly before the Battle of Yavin. They measured a third of a meter across, and moved about on a series of tiny repulsor-engines guided by several steering vanes. The Mark IV was unarmed, but carried a variety of sensors and recording devices to document the criminals it encountered. The Mark IV was also known as an IM IV droid, since they were manufactured for use by Imperial forces. (SWSE, BTM, SWRPG, EGD)

Mark IV Powersuit

the Mark IV powered suit of armor was designed for speed. It is armed with a single laser cannon, and was used to move between vessels during military operations. (SN)

Mark IX Executioner Droid

this assassin droid was the forerunner of the Mark X Executioner, developed by Arakyd during the early years of the New Order. (WOA18)

Mark of Illumination

this religious insignia was used by the mystics of the Chalactan Enlightenment to denote an individual who had become one with his or her gods. The mark was formed by affixing one or two small beads to the frontal bone of an individual's skull. There were two distinct Marks of Illumination which could be earned by a Chalactan. A single Mark on the bridge of the nose, known as the Lesser Mark of Illumination, indicated an individual's devotion to their gods. A second Mark on the forehead, known as the Greater Mark of Illumination, indicated an individual's attainment of the rank of Chalactan Adept. Together, the two Marks signified the most basic tenet of Chalactan Enlightenment, "As Without, So Within". (IG1, SHPT)

Mark of the Crown

this subtle mark of succession was a characteristic of the true heir to the throne of Gala, but was not a specific birth-mark or identifying feature. The Mark was known to the Galacian Council of Ministers, who could test an individual for its presence. Viso was the primary member of the Council who knew the way to determine the presence of the Mark. Deep within the palace, a special room contained a mosaic floor of pale blue tile. An intricate pattern of silver marked a square within a square on the floor. Whenever a Galacian stepped into the center square, it activated a sensor system that swept the being with a cascade of lights. If the being wore the Mark, the shadows of light would outline them. A Galacian who didn't have the Mark would not cast a shadow. (MOC)

Mark One Ear'ole

this was a term used by Sergeant Kal Skirata to describe what he thought were the best assets a clone commando had at his disposal: his own eyes and ears. (RCHC)

Mark V Air Brake

this is the largest of the non-jetted air brakes used on pod racers and other high-speed ground vehicles. (RAC)

Mark V Powersuit

another Telgorn protection system, the Mark V was designed with a number of onboard tools for maintenance operations. (SN)

Mark V Proton Torpedo

this was a civilian-grade proton torpedo. (SWJ5)

Mark V14

this spaceport baggage carrier was produced by Falkenharn Repulsors during the height of the New Order. It was designed to be folded into a small package, making it the perfect companion for regular travelers who needed to move their luggage between gates with ease. (GFT)

Mark VI Powersuit

manufactured by Telgorn, the Mark VI Powersuit was designed to be the only armor necessary in any harsh environment. It could be used in any number of military, search-and-rescue, or scientific operations. It is equipped with a blaster cannon with a special focusing lense, life support systems, and a huge Ubrikkian repulsorlift engine for locomotion. (SN)

Mark VII Attendant Droid

this humanoid servant droid was manufactured by Galinolo Subservient. (TA)

Mark VII Inquisitor

this version of seeker remote was developed by Arakyd. Equipped with a variety of sensors, scanners, and communication equipment, the Mark VII carried a BXT-4 computer and an AA-1 verbobrain, all of which allowed the Mark VII to work independently of an organic operator. These small remote were armed with a pair of tiny yet powerful blasters, and could stun or kill a target if directed to do so. (EGW)

Mark VII Power Crossbow

this weapon, produced by Malkanthi, was an energized version of the archaic crossbow. It was popularized after the bounty hunter Boddu Bocck began using one in his hunts. (SWJ2)

Mark VII Scarab Droid

this was the most recent in the line of Scarab Droids produced for Imperial use by Seinar Fleet Systems. Used during the years surrounding the Yuuzhan Vong invasion of the galaxy, the Mark VII was easily modified for a variety of missions. The Mark VII resembled a palm-sized insect, and moved about on six magentic feet. Its light weight and maneuverability allowed the Mark VII to scale vertical walls with ease. A single injector mechanism could be loaded with a variety of poisons. (FH1, AEG)

Mark X Executioner

a series of Arakyd gladiator droid, the Mark X moved about on two caterpillar tracks, and had many weapon-studded arms that folded close to its torso. The arms contained flame throwers, lasers, flechette launchers, and other weapons systems. Viceprex Hirken owned one on Stars' End, and constantly paid the Imperial Entertainment Guild to send him a robot performer to pit against the droid. When Han Solo infiltrated the penal colony, Bollux was sent up against the Mark X. Bollux used skill rather than force, and was able to defeat the droid by coming in low and locking himself around the Mark X's tracks. The Mark X became confused, for it was never programmed to shoot at itself to disable its opponent. The Mark X went berserk, shooting all its weapons at anything came close to resembling a target. It eventually ran itself into a wall and self-destructed. (HSE, CSA)

Mark XI Executioner

this was Arakyd's follow-up design to the popular Mark X Executioner droid. (SWJ3)

Mark-127

this was the model number of the Golon Arms Vac Attack blade launcher. (ROE)

Marka

this young girl was a slave, owned by the Toydarian Lod, during the years leading up to the Battle of Ruusan. When Lod tried to sell her to the Sith Master Finn and his apprentice, the apprentice killed Lod for suggesting that he, too, was a slave. His brief moment of compassion for Marka eventually proved to be his undoing, however. Master Finn recognized that the girl was sensitive to the Force, and her enslavement had pushed her close to the Dark Side. When Marka followed them to their ship, Finn demanded that his apprentice deal with her. Marka then asked them to take her with them, although Finn refused on the grounds that he already had an apprentice. Marka took matters into her own hands, taking the apprentice's lightsaber and pushing him off the ledge of a building to his death. She then took her place as Finn's apprentice. (T17)

Marka Ragnos

this ancient Dark Lord of the Sith ruled the galaxy with an iron fist some 5,000 years before the Galactic Civil War. Ragnos controlled the Sith Empire for more than a century before he finally died, but expanded the Sith Empire very little during his tenure. Ragnos knew of, and feared, the power of the Old Republic, and chose to protect the Sith by keeping them isolated. After he died, funeral preparations were underway when the Daragon siblings happened upon Korriban, and interrupted the burial ceremony. Ragnos was buried with his predecessors in the Valley of the Dark Lords, with numerous living slaves entombed to assist him in the afterlife. His death led to a great uprising among the two major Sith factions, as each of them tried to promote their candidate to the vacant position of Dark Lord. Both Ludo Kressh and Naga Sadow believed that they were the next Dark Lord, and came to blows shortly after Ragnos' burial. Ragnos' spirit - angered by the proceedings - returned from the dead to counsel them about choosing their battles wisely. Ragnos' spirit foresaw that their battle would bring about the end of the golden age of the Sith magicians. A millennium later, Ragnos' spirit again rose from the dead, when it named Exar Kun the newest Dark Lord of the Sith. Ragnos, however, lacked enough power to fully return, and remained as a spirit, trapped on Korriban for the next 4,000 years. Some ten years after the Battle of Endor, the Dark Jedi Tavion managed to acquire the Scepter of Ragnos, and began supplying it with Force energy. She then traveled to Korriban, in an effort to raise the spirit of Ragnos. Although she was intercepted by Jaden Korr, Tavion managed to transfer the power in the Scepter to Ragnos' spirit. The former Sith Lord rose up and tried to take over Tavion's body, but she was killed in combat with Korr. Ragnos then tried to kill Korr, but was unable to do so in his spirit form. Ragnos once again was trapped on the planet, although he vowed to find a way to escape. (GAS, DSSB, NEGC, JKA)

Markand

this man served the Empire as a High Admiral during the Galactic Civil War. (PP)

Markbee's Star

a star mentioned by C-3PO, in reference to Zeffliffl. (CS)

Marked by a Hunter

this Imperial holovid starred Alexis Cov-Prim. (LAA)

Markenson

this Imperial Colonel was in charge of the Wyloff Sector Plexus when Commander Jev learned of the death of his father. After Jev orchestrated the arrest of Moff Varnier's spy, Markenson was relieved of duty for his poor management of the facility. Jev was promoted into Markenson's former position. (CRO)

Marker Ring

these heraldic rings were developed for the lords and ladies of the noble house of the planet Kilia IV. Externally, the rings bore the crest or seal of the noble house. Internally, there were tiny communications systems that allowed members of the same house to recognize each other. When two rings from the

same house were in close proximity, they began to glow, a tell-tale sign of the other noble's presence. Kilian Rangers had their rank etched into their marker rings, a further indication of their social status. (RESB)

Markess Narn

this was one of two Nebulon-B frigates used by Ororo Transportation to patrol the Lybeya System and the Vergesso Asteroid Field. (SPG)

Market City

this was the largest city on the planet Lotide, and the site of the planet's only starport. (BI)

Market Maker

this was one of the false identities maintained by Qual'om Soach for his personal starship, the *Invisible Star*. (FBS)

Market Potential of Known Outer Rim Worlds: A Report to the Galactic Trade Federation

this was a report on the possible profits which could be gained from trade with several Outer Rim Territories worlds, including Tatooine. It was authored by Rune Haako, who felt that Tatooine was too ridden with vice and corruption to have any worth. (ANA)

Market Rock

this was another name for The Market, a large rocky outcropping used by the Jawas as a gathering place. (E1A5)

Market, The

this was the name used by the Jawas to describe the huge tower of rock, deep in the Jundland Wastes of Tatooine, where they would gather their sandcrawlers to buy and sell their junk. The Jawas welcomed other beings from Mos Eisley or Mos Espa to join them during their trade sessions. (E1A5)

Marketplace, The

three-levelled shopping place near the Tower of Law on Bimmisaari. (HTTE)

Marketta-class Shuttle

this transport ship was created during the early decades of the New Republic, and saw duty primarily within the Republic's military. (DTR)

Markko

this was the name of the man who posed as Imperial Counselor Raines, a member of Governor Egron's staff on the planet Chibias, during the early years of the New Republic. Mara Jade discovered the connection between Raines and Markko after meeting up with Ghent for the first time. She also learned that Markko had been hired by Egron to slice open an Alliance datacore, but was unable to perform the task he was hired to do. For this reason, Raines had planned to blackmail Ghent into doing the job for free, while taking all the credit himself. However, Markko's dealings with Governor Egron were themselves a cover, for he was actually an agent of the New Republic. He had been sent to Chibias to ensure that the datacore - which was actually the control node of an *Imperial*-class Star Destroyer - was sliced open and its information provided to the New Republic military. He was unprepared for Ghent to be accompanied by Mara Jade, but managed to avoid being killed when they escaped. He later cornered Mara and Ghent, accompanied by Governor Egron. Mara dispatched Egron with a well-aimed blaster bolt, and Markko took Ghent hostage. Mara, however, decided that her work was done: she had eliminated an Imperial traitor. She agreed to allow Markko to go free, as long as he freed Ghent. Markko agreed, and Mara let him return to the Republic. (GMR10)

Marko

a bounty hunter active during the height of the New Order. He traveled in a modified Incom A-24 Sleuth. (LAA)

Markon IV

a planet which was the site of an Imperial base during the Galactic Civil War. (RPG)

Markota, Selwin

this man served the New Republic Navy as an officer aboard the *Pride of Selonja*, serving as second-in-command to Captain Todra Mayn during the height of the Yuuzhan Vong invasion of the galaxy. He was known as an excellent administrator who was dependable at all times, even during a crisis. (FH2, FH3)

Markre

this given name was common human males across the galaxy. (GCG)

Markresh Slaver's Consortium

this slaving ring grew to prominence in the early years of the New Republic. (GG11)

Marks of Contact

this was the term used by the Jedi Knights to describe the target objectives of lightsaber combat. Each of the seven Forms of lightsaber combat have the same marks of contact, which include *sun djem*, *shiim*, *shiak*, and *cho mai*. (SWI62)

Marksman-H

often referred to as a training remote, this type of combat remote was used to train beings in the use of hand-held weapons. They could also be used in lightsaber training, as demonstrated by Obi-Wan Kenobi to Luke Skywalker. It was manufactured by Industrial Automaton. (BTM, SW)

Markul

an alien race. (TJP)

Markus, Len

this man was distinguished by his pale, translucent skin. He appeared to be albino, but was simply lacking in certain skin pigments. He accentuated his pale coloration by wearing light clothing, but could blend into a crowd by wearing darker clothes. Markus was the primary representative of the Smuggler Confederacy in the years following the Battle of Naboo, acknowledging the control of Nirama over the Confederacy but running the operation his own way. Markus and Nirama then worked together in an effort to bring down The Cell. It was believed that Len Markus was the individual who traveled into the Cularin System's asteroid belt and remove the Darkstaff from its resting place, releasing a horde of strange creatures and causing the sudden disappearance of the entire Cularin System, shortly after the Battle of Naboo. (LFC, WOTC)

Marl

this given name was common human males across the galaxy. (GCG)

Marl

this man was one of the many gladiator fighters chosen by Ajuur the Hutt to compete in his events, during the height of the Great Sith War. Marl was an exceptional hand-to-hand fighter, and often fought with just a stun baton. (KOTOR)

Marl

this was one of the most common male names among the Corellian population. (GMR9)

Marl Blazestar: Mercenary for Hire

this holovid serial was popular on Celanon during the early years of the New Republic. (POC)

Marl, Dagga

this raven-haired woman was hired by Thrackan Sal-Solo, shortly after he was named President of Ylesia and Commander in Chief of the Peace Brigade. Dagga was hired to serve as his personal bodyguard, after the Ylesian Senate decided to try anything possible to eliminate Sal-Solo. A member of the Senate herself, Dagga had been working secretly for the Ylesian Senate, performing assassinations to keep

certain factions in power. She gladly accepted Thrackan's offer of a kilogram of glitterstim each week he remained alive, to relieve the boredom of working for the Senate. However, Dagga overestimated Thrackan's abilities, and was caught fleeing with him from Peace City when the New Republic attacked Ylesia to capture the Peace Brigade. She was disarmed and placed under arrested. (Y)

Marl, Reela

this woman worked for Neva Transport as a pilot, commanding the light freighter *Early Riser*. In reality, Reela was Elana Nalmar. (FBS)

Marl-class Heavy Freighter

this heavy freighter was designed and manufactured by Kuat Drive Yards during the early decades of the New Republic. (EVR)

Marlello Duck

native to the planet Lowick's equatorial marshes, this bird was cultivated by the Pa'lowick, who liked to eat their eggs. (AE)

Marmaw

this large predator was native to Almar, living along the shores of the planet oceans. A large saurian, the average marmaw grew to lengths of four meters or more, including its long tail. Its mouth was filled with more than twenty rows of blade-shaped teeth. The outer row of teeth is used to capture prey, and is continually being replaced from the rows behind it. Marmaw fed on fish and other sea creatures. (TBSB)

Marmor

this Corellian was a technician with the Empire until Crix Madine defected to the Alliance. Marmor defected with Madine, and earned the rank of Corporal shortly before the Battle of Endor. He took command of the starfighter and cruiser mechanics aboard *Home One*. (CCG11)

Marmoth

this planet is often visited by the *Kuari Princess*. (RM)

Marngar III

this planet was the site of a prominent Imperial university, located in the city of Thene'. (SWJ4)

Marniss, Celina

Mara Jade's alias when she worked as a hyperdrive mechanic in Tropis-on-Varont. She adopted the nickname after meeting Melina Carniss on Tatooine, many years before. (EGC, NEGC)

Marnor

this was a common name among the Ranat race. (UANT)

Maro Della

a planet. (GUN)

Marok

this Imperial Captain commanded the Star Destroyer *Impending Doom*, under the command of Admiral Sahreel and Moff Nile Owen. (TA)

Maronea

this female Selonian worked as a maid and servant to the Tharen family, on Corellia. (TPS)

Marotan

a planet. (SWJ12)

Marpre

this was the name of one of Lord Allic's bodyguards. (MJEH)

Marqo's

the most famous restaurant in the now-destroyed Demophon System. (SN)

Marqua Spas

this famous resort and convention center is located in Femon, on the planet Gailea. It celebrates an annual Grand Ball, complete with a traditional Panelan feast. (SWJ9)

Marquand

this Imperial Major directed the counterattack against the Ewoks during the Battle of Endor. Originally from Kessel, Marquand was a crewer on an AT-AT assigned to the Devastator before being transferred to the Imperial garrison on Endor. Marquand and his co-pilot, Lieutenant Watts, were captured when Chewbacca and a pair of Ewoks commandeered their AT-ST scout walker. (CCG10)

Marquarra

Flim, acting as Grand Admiral Thrawn, told Han Solo and Lando Calrissian that the Xerrol Nightstinger sniper rifles used in the attack on the Combined Clans Building on Bothawui had been stolen by Borsk Fey'lya's private army from the Ubiqtorate cache on this planet. (VOF)

Marr, Brezzic

this Imperial Commander was in charge of the 105th Stormtrooper Platoon, assigned to Starlyte Station and liaison officer Arissa Fawn. Marr also served as Fawn's second-in-command. Like the rest of the 105th, Marr was fanatically loyal to the Empire, and many believed that he was just another of the crazed members of the platoon. However, Marr had a keen tactical mind and an intense personality, and many of his strategies eventually found their way into Imperial training manuals. However, Marr was not above taking bribes from Talandro Starlyte, so long as Starlyte realized that no amount of money would ever buy his loyalty. (WSV)

Marr, Nichos

Nichos Marr was an up-and-coming young mind in the galaxy. He was also sensitive to the Force. He met, and fell in love with, Cray Mingla while at the Magrody Institute, and the two became betrothed. Their Force sensitivity led them both to Yavin 4, to learn the ways of the Jedi under Luke Skywalker. About six months into their training, Nichos somehow contracted Quannot's Disease, and began to slowly deteriorate. Cray, her love for Nichos unbounded, worked stridently to create an android body to replace his withering human body. She was able to perfectly replicate his form, but her lack of understanding of the Ssi-ruuk entechment techniques prevented her from fully transferring his mind to the new body. Once transferred, Nichos lost touch with the Force, and also lost much of his humanity, although he retained a great deal of knowledge and memory. Six months later, when Luke tried to use the Force to extract some of Nichos' memories about Plett's Well, Luke found only words there to describe the memories. There were no images or emotions associated with them. Nichos and Cray then accompanied Luke to the Moonflower Nebula, and were captured and held on the *Eye of Palpatine* by brainwashed Gamorreans. During his imprisonment by the Gamorreans on the *Eye of Palpatine*, Nichos began to doubt his existence as a human, and realized that he would probably never become human again. So, he volunteered to stay behind with Callista and destroy the ship. When Cray suggested that Callista take her body, Nichos realized the depths of Cray's love for him. Together, they helped destroy the *Eye of Palpatine* by sacrificing themselves. (COJ)

Marrab

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "protector" or "guardian". (GCG)

Marri

Hallis Saper claimed to have found a love letter from this Lady in Wes Janson's belongings, when she recovered the belongings of Red Flight from their rooms after they were exiled from Cartann City. In fact, there were no such letters. Hallis was goading Wes with a practical joke. (SOA)

Marrix

this scout Captain was the first non-Gree to make contact with the worlds of the Gree Enclave. Although

seemingly well-respected by the Gree, especially since he was human, Marrix was only allowed to visit the motherworld of Gree just once. (SWJ8)

Marrsel

this independent scout was known for scouting only most unusual and profitable worlds. (GG8)

Marruc

this was a common name among the Zeltron people. (GMR1)

Marruc

this young Zeltron was part of the detachment sent to the Forest Moon of Endor to meet with the leaders of the Alliance, most especially Leia Organa, in the wake of the Battle of Endor. Admiral Ackbar then placed the four Zeltrons in charge of protecting Leia, in order to simplify a delicate situation. Marruc and his companions were personally escorted back to Zeltros by Leia Organa shortly afterward. Like most Zeltrons, Marruc had a strong hatred of the Nagai. When the Nagai tried to subjugate Zeltros, Marruc was one of the first Zeltrons to defend Leia. He was badly injured in the attempt, and his imprisonment at the hands of the Tofs didn't help the healing process. (LTA6, MC95, MC103, MC106)

Mars Guo

this Phuui was one of the Outer Rim's best podracer pilots. He was smitten with the Twi'lek Ann Gella, after seeing her at a glimmik concert. However, Sebulba discovered his affections and vowed to eliminate him. Guo was part of field for the Boonta Eve Classic which was eventually won by Anakin Skywalker, but Mars Guo himself was unable to finish the race. He had hoped to pilot his Plug-2 Behemoth racer to victory in order to buy the freedom of Ann Gella. However, the wily Dug, Sebulba, flung a piece of scrap into the air in front of Guo's pod, and the debris was sucked into an engine. The scrap shredded the engine's components and destroyed it, and Mars Guo's pod flew out of control and crashed in a fiery blast. Many believed that Mars did not survive the explosion, but nevertheless he returned to Mos Espa alive and well. (TPM, RAC, IG1, PRT, NEGC)

Marsh Haunt

this unusual swamp creature was native to the planet Abraxin, although it could be found in many forms on other planets. Many xenoarchaeologists believed that the idea of a "Force Demon" evolved from beings who encountered a marsh haunt on a dark night. The marsh haunt was a greenish-gray, bipedal creature whose skull was set between its shoulders, giving it a headless appearance. They were unintelligent creatures which were more fearsome in appearance than they were in action, but they had the ability to channel a small amount of the Force to frighten other creatures. By hunting in packs, marsh haunts could scare their prey into an ambush of other marsh haunts. (PJSB)

Marsh Lizard

an alien reptile. (DOE)

Marsh Pig

this porcine creature was native to the swamps and marshes of the planet Corellia. (MJH)

Marsh Wyrn

this huge creature lived in the Great Shore Marshes of the planet Gelgelar. Resembling a great snake, the marsh wyrn's head was dragon-like in appearance. (PSPG)

Marsh, Janos

this man served as the starship computer expert on board the scout vessel *Bright Seeker*. Although outwardly loyal to House Calipsa, Marsh was, in fact, a reserve member of House Melantha's Covert Activities Cadre. He had been infiltrated into the crew of the *Bright Seeker* in order to help the *Knife's Edge* capture her. The goal was to keep House Calipsa from locating a new trade route through Tapani Sector. The plans to take the *Bright Seeker* were thrown off when the ship jumped into hyperspace, forcing Marsh to act on his own. After the crew discovered that their blind jump had placed them in proximity to the *Regal Destiny*, Marsh dispatched a message to his superiors giving their location. Marsh was forced to murder Quat Ralto in order to maintain his secrecy. He eventually made his way to the

Regal Destiny, but was overpowered by a group of freelance crewmen who were working for Captain Wender on the *Bright Seeker*. (TSIA)

Marshak

this Corellian man was a smuggler of minor repute during the early years of the New Order. Distinguished by his bald head and boisterous sense of humor, Marshak was one of the beings who supposedly witnessed Han Solo's winning of the *Millennium Falcon* from Lando Calrissian, at least according to Squishmael. As Squishmael told it, Marshak was the individual who explained to Solo that the Kessel Run involved obtaining rare Kessel Birds from the Aeneid System. Of course, Squishmael later explained that Marshak and Lando had been playing an expensive joke on young Solo, as part of Lando's revenge for losing the *Millennium Falcon*. (T16)

Marshal Levnis

this being owned the *Lady Akiko*, and tried to purchase a *Kalld'n*-class stardrive for it through the Most Honourable Guild of Armourers. (GG9)

Marsh-grubber Tree

this species of tree, native to Yavin 4, grew on the edges of swamps and lakes. (EVC)

Marsh-gunnie

this small swamp creature is native to the bayous of Nim Drovis. (POT)

Marshian

this Imperial Lieutenant served as Admiral Pellaeon's shuttle pilot, and was stationed aboard the *Chimaera*. (VOF)

Marshoo

this species of fish was native to Naboo. (GCG)

Marshoo

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. It referred to a species of fish that was native to the planet Naboo. (GCG)

Marshoo

this immense Gungan was the head chef of General Marshoo's Eatery in Otoh Gunga, during the period leading up to the Battle of Naboo. A former General with the Gungan Grand Army, Marshoo took criticism of his culinary creations with great affront. When Jar Jar Binks tried to beg for scraps, Marshoo tried to pound him flat, but was stopped by Captain Tarpals, who had come to arrest Binks. When Binks reminded Marshoo that he was no longer in the military and was "just a cook," Marshoo tried to take out both Tarpals and Binks on his own. In a series of fortunate actions, Binks managed to knock Marshoo and his cronies unconscious, before he was exiled from Otoh Gunga. (T3)

Marsh-root

a plant often used in souffles. (RD)

Marska

this woman was an Imperial spy who worked personally for Lord Dixon during the Galactic Civil War. To all outward appearances, Marska was Dixon's air-headed secretary. In reality, she was hand-picked Emperor Palpatine for her cunning mind. After Dixon's shuttle, the *Resurgence*, was forced to land on Masterhome, both Dixon and Marska were captured by Alliance forces and imprisoned. (SWCP)

Marskan, Casal

an Alliance starfighter pilot, and the younger brother of Ernek Marskan. Casal was assigned to be Keyan Farlander's wingman on a mission to capture the *Ethar* group of Imperial Corvettes. Casal was killed in the battle. (XW)

Marskan, Ernek

an Alliance starfighter pilot serving on the flagship *Independence* while Keyan Farlander served there. When his younger brother, Casal, was killed while accompanying Farlander on a mission, Marskan became distrustful of Farlander's tactics. (XW)

Marson, Arne

this man worked as a repulsortruck driver on the planet Coruscant, during the early years of the New Republic. During a regular run, Marson went to work overly drunk, and accidentally overturned his truck. Rather than admit to his mistake, Marson covered up the incident and hoped it was simply faded into the past. However, his truck had been loaded with juvenile stratts, which grew quickly and began to attack nightclub patrons. (CCW)

Marso's Demons

a group of fighter pilots with whom Gallandro flew at one time. Gallandro was generally considered one of the best Demons ever. (HSL)

Marspa

this ancient Jedi Master and his Padawan, Imina, traveled the galaxy for many years together. Quite often, Imina asked questions about the various ways in which the Jedi Knights had to handle their own tenets, based on the situation. They witnessed Hutt brutality against their slaves on Nal Hutta, as well as domestic violence on Ord Mantell. When Master Marspa failed to step in to help the slaves, but intervened on Ord Mantell, he explained to Imina that the Jedi Knights had to accede to the laws and customs of the planets on which they worked. He explained it this way: "For a Jedi to interfere with a culture on their homeworld would have been to pass judgement on them on behalf of the Republic." (PJSB)

Marstan, Thew

this carnival strong-man worked for Kersh Lauskner's Travelling Animal/Acrobatic Arcadium. He was renowned for this size; at just under a meter in height, he could bar metal bars and lift a platform on which audience members were sitting. The source of his strength has never been revealed. (GCQ)

Marsune

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it referred to a long-extinct leviathan. (GCG)

Marsune

this ancient behemoth once lived in the deep oceans of the planet Naboo. It died out long ago, but remained an almost mythical part of Gungan history. (GCG)

Marsune

this ancient Gungan was something of a folk-hero to his contemporaries, more than 3,000 before the Battle of Yavin. Marsune was an independent thief, robbing from the rich clan leaders and distributing the wealth among the poorer Gungans. He hid in the forests of Naboo, avoiding capture while earning the admiration of the common people. However, when Boss Rogoe destroyed Otoh Sancture, Marsune's sense of fair play and his conscience finally gave way to determination. He came out of hiding to provide information on the forests to Boss Gallo, hoping that Gallo could defeat Rogoe and unite the Gungan people. In return for his assistance, Boss Gallo named Marsune the first Captain of the united Gungan Army. (GB)

Marsune and Gallo

this was a game often played by Gungan children, which re-enacted the exploits of Boss Gallo and Captain Marsune in the unification of the Gungan people. (GB)

Mart Ringatz

this Ishi Tib was a noted thief who worked in the Core Worlds region of the galaxy during the years leading up to the Battle of Naboo. He was wanted by the Republic Security Force for the theft of valuable

jewels from a Sullustan dignitary who was visiting Dantooine. Ringatz was captured by Jango Fett on Coruscant shortly after the Battle of Naboo, and turned over to the authorities for interrogation. (BH)

Mar'ta I

this frigid world was the sixth planet in the Kothlis System, and was the sister world of Mar'ta II. Mar'ta I was orbited by a pair of moons. It was mined of all usable resources by the Bothans, then abandoned. (SPG)

Mar'ta II

this frigid world was the sixth planet in the Kothlis System, and was the sister world of Mar'ta I. Like Mar'ta I, Mar'ta II was stripped of all its natural resources by Bothan miners and then abandoned. (SPG)

Martaff

this New Republic Navy Commodore was dispatched to the Koornacht Cluster to assist Etahn A'baht in the struggle with the Yevetha. (TT)

Marter An

this mountain city, found on the planet Sheris, was accessible via Bhir'khi Pass. (SWJ9)

Marthan

this plant, native to the planet Ansion, produced an edible, sweet-tasting fruit. (APS)

Martial Cross

this was one of many ancient hyperspace pathways that connected Coruscant to the rest of the galaxy. (CCW)

Martial-class Shuttle

this small starship found acceptance among pirates, during the early years of the New Republic. (HT)

Martin

an Alliance General who commanded a desert planet during the Galactic Civil War. (RASB)

Martinette

this pirate ship was operated by Captain Jayhawk and Mirthen during the Galactic Civil War. The *Martinette* was a modified YT-1300 freighter, and was armed with a twin laser cannon and a heavy laser cannon. Jayhawk used the *Martinette* by pretending to be an Alliance privateer vessel. The *Martinette* was overtaken and nearly captured after it tried to intercept the crew of the *Long Shot* near Masterhome, but the Alliance forces were able to drive the pirates off. (SWCP)

Marty

this New Republic Navyman served as deck officer under Etahn A'baht on the *Glorious*. (BTS)

Martyr of Drongar, The

this was the title used in many newsfeeds to describe Phow Ji, after his death on Drongar during the height of the Clone Wars. The name referred to his seemingly heroic actions in wiping out a gang of Salissian mercenaries and their battle droid army, ostensibly to save the staff at Rimssoo Seven and allow them to relocate in the face of a Separatist attack. (MJH)

Martyrs

this is the title given by the Bothan people to the members of the group which stole the plans to the second Death Star, as well as to those Y-Wing pilots who died ensuring the plans were given to the Alliance High Command. The Martyrs hold an almost sacred place in Bothan history and society, for their actions ultimately brought down the Emperor and the New Order. For a Bothan family to be joined to the family of a Martyr in marriage or other bond is considered a blessing. (KT, IR)

Martyrs

this constellation, found in the skies of Bothawui, was named in honor of the Bothan pilots of Blue Squadron. These pilots died trying to get the plans of the second Death Star to the Alliance. (KT)

Maru

this large reptile was native to the planet Kashyyyk, where it was domesticated and used as a beast of burden by the Wookiees. (TCW)

Maru Ki

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (TIE)

Maru Lan

this was the name of a noted Kaminoan scientist. (UANT)

Maru, Crian

this Jedi Knight was one of the many who were caught up in events during the six months leading to the Battle of Ruusan. She and her apprentice, Dree Vandap, were dispatched to Harpori to locate Kaox Krul, but were too late to save the Duros colony there. The Dark Jedi caught them in the Balowa System, disabling the *Golden Song* as well as his own starfighter. After crashing on the only inhabited world of the system, the two Jedi readied themselves to confront the Sith warrior. Crian tried to take the fight to him on her own terms, hoping to offset Dree's limited training by battling Kaox Krul on her own terms. Unfortunately, Kaox Krul was able to throw Crian from the battle with a blast of Dark Side energy. During this brief lull, Krux killed Dree Vandap, then turned his full attention to Crian. Crian, angered at the untimely death of her Padawan, attacked with fury as much as focus. The battle went on for hours, until Crian finally gave in to the Dark Side. In the incredible concentration of Dark Side energy, both Crian and Kaox Krul were completely consumed, blasting the life from the immediate area and causing widespread ecological damage to the planet. Neither was ever found again. (GMR5)

Maruk, Jai

originally born on Druckenwell, this Jedi Master was one of the many that were thrust into positions of military command when the Clone Wars broke out across the galaxy. Maruk was known among the other Jedi and many Padawans as the Hawk-bat, because of his fierce, wild stare. He was among the few Jedi who were on patrol near Vjun when they were intercepted by Asajj Ventress and brought to the remote planet. There, Maruk was attacked and forced to fight in a lightsaber battle with Ventress. The Dark Jedi would have beaten him if Dooku hadn't stepped in and called the battle off. Maruk nonetheless suffered a scarring lightsaber slash that damaged his face. However, Dooku released him so that he could return to Coruscant with a message for Yoda. Maruk raced back to the Jedi Temple in his starship, the *Limit of Vision*, and delivered Yoda's message personally. It was shortly after this that Yoda tried to challenge Maruk's perceptions, when he made a wager on the outcome of the Apprentice Tournament. Maruk had already decided that Tallisibeth Enwandung-Esterhazy - otherwise known as Scout - was unfit for the rigors of being a Jedi Knight. Yoda bet Maruk that if Scout finished in the lower half of the tournament, she would be sent to the Agricultural Corps. If she finished in second, third, or fourth, she could remain as an apprentice. However, if she won the tournament, Master Maruk would have to take her on as his Padawan. Maruk reluctantly agreed, and was more than surprised when Scout emerged as the tournament champion. He accepted her as his Padawan, but was unable to spend much time with her before being assigned to accompany Yoda back to Vjun. However, the little time they did spend together made Jai realize that he actually liked Scout. Their relationship was cut short when the Jedi were intercepted on Phindar by Asajj Ventress and a squadron of assassin droids. The Jedi fought bravely, but they were no match for the Dark Jedi and her droids. Master Leem was struck by a spray of flechette razors before being cut down by Ventress, and Maruk leapt into the fray to try and save her. However, he was no more a match for Ventress than Master Leem. In a battle that lasted just thirty seconds, Maruk was killed by Ventress. With his dying breath, Maruk swore to Scout that he would remain with her forever, at least in spirit. The deaths of the Jedi Master left their Padawans alone, until they were rescued by Yoda. (YDR)

Marut

this *Victory*-class Star Destroyer was part of the Imperial fleet, and was used to raid Alliance training facilities shortly before the Battle of Endor. (XWA)

Mary

this beautiful, blonde-haired woman was part of Raggold's rebellion on the planet Solay, during the weeks following the Battle of Endor. After Raggold's assassination, Mary suggested that Luke Skywalker be named the ruler of Solay, as a representative of the New Republic and the democracy the natives of Solay so desperately wanted. Mary and the rest of the rebel band had but a few days of freedom, for Imperial warships arrived to assist in restoring King Blackart to power. Mary was shot and killed in the initial wave of attacks. (MC89)

Maryb Wastes

a vast, open wasteland found on the planet Maryx Minor. The Ancient Order of the Pessimists located their base beyond the Wastes. (EOE)

Maryx Minor

the Ancient Order of the Pessimists made their home on this desolate world. Maryx Minor is volcanically active, and open lava pits and steaming geysers litter the landscape. Boba Fett tracked the outlaw Abal Karda to this world, completing his bounty hunt. (EOE)

Marzoon Confederacy

this alliance of planetary governments joined the Old Republic some fifty years before the Battle of Endor. They signed a treaty which brought them into the Republic aboard the Chandrilan corvette *Freedom's Messenger*. (DARK)

Mas Amedda

this imposing, blue-skinned Chagrian served as the Old Republic's Vice Chairman, serving under Chancellor Valorum and later under Chancellor Palpatine. He assumed the position of Vice Chancellor less than a year before the Battle of Naboo, shortly after Valorum was first accused of violating the Amended Proprieties Bill. Senator Palpatine pointed out to Queen Amidala that Mas Amedda was another skilled politician who was only working for his own advancement, and was on the payroll of the Neimoidians' Trade Federation. However, in reality, Mas Amedda was quite loyal to Valorum and the laws of the Old Republic. He frequently reminded Valorum of the protocols required by the Galactic Senate, but was unprepared when Amidala called for a vote of no-confidence in Valorum's abilities. Mas Amedda tried to quell the uprising, but the unrest within the Senate pushed the vote to ratification. After Palpatine was voted into office as Chancellor, Mas Amedda remained loyal to the honesty of the Old Republic, a trait which made him unpopular with many Senators and politicians. Over time, Amedda became one of Palpatine's closest advisors, and remained loyal to him throughout the conflict of the Clone Wars. When Palpatine assumed the role of Emperor and instituted the New Order, Mas Amedda remained by his side for a decade. *Mas Amedda was portrayed by Jerome Blake in Star Wars: Episode I - The Phantom Menace, and by David Bowers in Star Wars: Episode II - Attack of the Clones and Star Wars: Episode III - Revenge of the Sith.* (SW1, TPM, IG1, COD, GMR10, IS3, TCG10)

Mas Ramdar

this Dreadnaught was part of the Old Republic's Home Fleet Strike Group Five, which defended the planet Coruscant during the height of the Clone Wars. This ship saw heavy fighting during the First Battle of Coruscant, and was part of the main force that attacked the *Invisible Hand*. However, the *Mas Ramdar* took heavy damage during the battle, and was further pounded by the weapons of the *Invisible Hand* until Anakin Skywalker and Obi-Wan Kenobi managed to infiltrate the Separatist ship. (E3N)

MAS-2xB

this immense, mobile turbolaser platform was developed for the New Republic by Loronar. Standing more than twice the height of an AT-AT walker, the MAS-2xB was an ovoid vehicle which was essentially built around a huge turbolaser. The main body of the MAS-2xB was dedicated to the main turbolaser pulsor, while a small cabin was hung below the body. In addition to the main pulsor, the MAS-2xB was armed with a pair of turret-mounted double turbolaser cannons and a pair of heavy laser cannons mounted on the cabin. The MAS-2xB was equipped with a 4.2FC fusion power core to supply the tremendous amount of energy required to operate the vehicle. The MAS-2xB was protected by two-meter-thick armor plating and six separate shield generators. (EGW)

Masakayan

this Tarro was a Lieutenant Commander for the Alliance. (GG12)

Masalou

this barren world is the second planet in the Baralou System, and lies just outside the planet's Alou asteroid belt. (PG1)

Masan, Rophele

this man worked for Empire Freight Company, shortly after the Battle of Yavin. He had a number of contacts among the smugglers who worked out of Lamuir IV, and could help match up prospective customers to spacers. (TSIA)

Masanya

this modified CR90 corvette was used by the Alliance as a sensor jamming source. Admiral Ackbar placed the *Masanya* near the main fleet, where it could work to disrupt the weapons targetting systems of enemy craft. (CCG11)

Maser

the Imperial Remnant developed short-range, maser-based communication systems during the years leading up to the Yuuzhan Vong invasion of the galaxy. (FH3)

Masgen System

Qatak Qantaras worked for the Alliance in this system, during the Galactic Civil War. (GG12)

Mashi Horansi

a subspecies of the Horansi race, the Mashi Horansi were easily distinguished from the other races by their jet black fur and their sleek bodies. They were also the only purely nocturnal species of Horansi, a trait they have inherited from their ancestors. The Mashi Horansi were excellent hunters, and could be tracked only by the most skilled - and often lucky - of trackers. For this reason, the pelt of a Mashi Horansi was prized by the other races. They mate for life. (PG1)

Ma'Shraid

this Yuuzhan Vong prefect was one of the few female leaders that accompanied the first wave of the Praetorite Vong invasion force into the galaxy. She commanded the warriors who guarded the yammosk on Helska, and commanded one of the first warships to enter the galaxy with prefect Dooje Brolo. (VP)

Mashrang

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Masked Soldiers

in the prophetic visions of the Keganite woman O-Vieve, the Masked Soldiers attacked and subjugated the planet Kegan. Historians later learned that these soldiers were actually the Imperial stormtroopers of the New Order. (FFT)

Masking Putty

this pliable material was used by actors and artists to modify a being's facial structure. (BP)

Masla

this young woman was the daughter of an Imperial officer, as well as a member of the theater troupe which was led by Roons Sewell, during the height of the New Order. Masla found herself falling in love with Roons, partly because of his good looks, but mainly because of the emotion and humanity he possessed and was unafraid to display. Unfortunately, when an Imperial law enforcement team tried to break up the troupe's performances, Masla was shot and killed during a firefight. Her death only hardened Roons' resolve to join the Alliance and exact revenge on the Empire. His first act of defiance came just after Masla's death, when Roons executed her father, who was an Imperial officer at the time. From that point forward, Roons cried out Masla's name every time he went into battle. (SWERS)

Maslak

this was a species of lily which grew in the shallow waters of the planet Somov Rit. Sprouting from the wide, dish-shaped leaf of the maslak was a tall stalk, atop which grew an enormous bulb. The bulb contained seeds, which had wing-like petals that allowed them to be carried on the wind when the plant reproduced. (JVS)

Maso-class Freighter

an out-dated light cargo hauler. (GG9)

Masona, Roth-Del

this dark-skinned, human Jedi Knight was one of the handful of Jedi who survived the initial stages of the Battle of Geonosis. Roth-Del was part of the small group who were surrounded by the droid armies of Count Dooku and his Separatists, just before the Army of the Republic arrived on Geonosis. *Roth-Del Masona* was portrayed by *Leonard Thomas* in *Star Wars: Episode II - Attack of the Clones*. (OWS)

Mason-Branger

manufacturers of shipboard ionization reactors. (SCRE)

Masque Hall

located on Cloud City, this ballroom is the site of a never-ending masquerade party. (GG2, ZHR)

Masquerade

this luxury yacht was owned by Elwis Bontraar during the last years of the Old Republic. When Jennalyn Bontraar was kidnapped, Zascha demanded that Elwis meet them near Yoribuunt in the *Masquerade* in order to make an exchange. (WOA22)

Mass Drive Cannon

this form of starship weapon was considered outdated, though highly effective, during the modern era of the galaxy. (CRO)

Massa

this was a common name used by the Klatooinan race. (UANT)

Massa Family

this criminal syndicate controlled much of the underworld on the planet Ukio, before its leader, Granz Niiliisi, was exiled by the actions of the ThunderForce mercenary unit. (HAS)

Massac Shaloq

this was one of the galaxy's most well-known Priapulins. (GMR8)

Massacre at Myomar

this was the name given by scholars to the subjugation of the planet Myomar by Imperial Grand Admiral Ishin Il-Raz. The planet was later used as a maintenance facility by the Empire. (SWI66)

Massan

see [Polis Massan \(X3\)](#)

Massasai One

this was Luke Skywalker's callsign, during the period following the Battle of Yavin. He used the callsign while on diplomatic missions to other worlds, during the Alliance's search for a new base and new allies. (CSWEA)

Massassi

an alien race brought to Yavin 4 from a planet in the ancient Sith Empire, the Massassi were red-skinned, yellow-eyed humanoids with a primitive culture. The Massassi were later enslaved by Naga Sadow and transported to Yavin 4, where they were transformed by the Sith Lord's dark powers. They became a race of warriors, with grayish-green skin and large, lantern-like eyes. Over the centuries, in the wake of Naga Sadow's death, the altered Massassi became even more primitive in nature, and were comparatively timid

and weak when Exar Kun came to Yavin 4 to seek out a Sith power object. *Note that Dark Lords of the Sith portrays the Massassi as savage, Dark Side creatures descended from the Sith themselves. They were the offspring of Naga Sadow's alchemical magic. They were also red-skinned humanoids. This seems to have been a change of heart for Kevin Anderson, who worked on both sources.* Kun later enslaved them, and made them build the temples that dotted the forest, as focusers of the power of The Force. They were exterminated when Kun, in an effort to defeat the Jedi Knights, consumed their spirits in order to trap his own spirit in the Obsidian Temple during the Great Sith War. Their bodies were destroyed by the Jedi Knights who tried to defeat Kun. Over the intervening millennia, the spirits of the Massassi remained trapped on Yavin 4, until they were released by Anakin Solo and Tahiri Veila, with the help of the Golden Globe. *They are termed "Massasi" in Lost City of the Jedi.* (SW, DA, COTF, DLS, ECH)

Massassi

this was the name given to the warrior caste of the ancient Sith race. (DSSB)

Massassi

this was the language of the ancient Massassi people. (DSSB)

Massassi Ink Rifle

this ancient rifle was originally developed by the Massassi of Yavin 4, although only a few specimens survived to the era of the Galactic Civil War. Its carved barrel was mounted to a horn-shaped stock, and appeared to have been adapted to fit onto a scimitar. Thus, the ink rifle could be used as a long-range weapon or as a melee weapon. (SWGAL)

Massassi Knuckler

this hand-held, four-bladed weapon was developed by the Massassi for close-in combat. The center of the knuckler was wrapped with leather for a better grip, while two curved blades emerged from either end. (SWGAL)

Massassi Station

the Alliance's base on the fourth moon of Yavin. It was named from the race that built the huge temples in which the Alliance stored their fighters and command stations while preparing to battle the first Death Star. (SCRE)

Massassi Tree

a species of tree native to Yavin 4 with a thick-boled trunk and purplish bark, the Massassi tree can grow to heights of nearly 200 meters. The bark of the Massassi tree can be shredded, and the small flowers which grow at branch junctures can be boiled to create a fever-reducing tea. (JS, DA, GG2)

Masse Goskey

this being owned the famous Arms Emporium, which was located in the city of Mos Eisley on the planet Tatooine. It was situated on Paradise Road, just off Spacers Row. (IWST)

Massiff

native to the deserts of Tatooine, this massiff was a smaller variety of the form found on the planet Geonosis. It was believed that these massiffs were brought to Tatooine by a trading ship from Geonosis, which crashed in a sandstorm some 200 years before the Battle of Geonosis. The surviving massiffs were taken in by the Sandpeople of Tatooine, who raised them as guard dogs and companions. The Tatooine massiff was of little use as a sentry, since its sensory systems could not adapt to the planet's whirling sands. Many Sandpeople clans which kept massiffs were considered renegades, since the keeping of off-world animals was a major change to time-honored traditions. (SWDB, AOTC, SWI62)

Massimo

this rugged man was a member of Mirith Sinn's New Republic cell on the planet Phaeda. He was openly suspicious of Kir Kanos, and discovered that Kanos was wanted by Carnor Jax for crimes against the Empire. When Sinn ordered him to back off, Massimo challenged her to a duel for control of the Republic cell. They never got a chance to fight, because Colonel Shev's troops invaded their stronghold, on the

information provided by double agent Tem Merkon. Massimo believed Kanos had betrayed them, until Sish Sadeet discovered that the traitor was actually Tem Merkon. Massimo executed Merkon by stabbing him in the heart. He then led the flight and defense of the base at Collo Fauale, holding on until the Lusankya arrived to defeat the Steadfast. He then flew the Phaeda's Hope to the huge ship, and requested a shuttle to follow Sinn to Yinchorr, where he could apologize for assaulting her. He arrived too late to save Sish Sadeet, but managed to recover Mirith. She then fled the New Republic, joining Grappa the Hutt in an effort to locate Kir Kanos. Massimo followed her, and offered to tell Grappa about her true motives for the right price. Massimo told Grappa that Mirith had been spying on his organization, in an attempt to break up the pirate raids he had been staging on New Republic ships. When Grappa caught Sinn, he had both Mirith and Massimo turned over to the Zanibar for their dealings. (CE, CE2)

Masslines

this song, written and played by the band Red Shift Limit, was banned by the Imperial Board of Culture. It first appeared on the compilation *Limited Warfare*. (GG9)

Mass-nulling Clip

developed to help lighten the load of explorers and scouts, a mass-nulling clip generated a focused field of very-low gravity. This allowed large loads - primarily water and food supplies - to be carried on the back or on a belt clip, without adding additional weight to a being's load. During the early years of the New Republic, pressurization technology was coupled with mass-nulling clips, allowing a week's worth of water to be carried on a being's belt. (TG)

Mass-shadow Mine

this was a sophisticated form of space mine developed by the Confederacy of Independent Systems during the Clone Wars. Mass-shadow mines were essentially proximity mines that could detect the presence of a ship that was passing through a nearby point in hyperspace. When a ship was detected, the mine "exploded", creating a localized point of intense gravity that cast a similar gravity shadow into hyperspace. This mass shadow forced the passing ship's hyperdrive system to shut down, dragging the ship back into realspace. In realspace, the Separatists would then ambush the passing ship. A series of these mines was used during the early stages of the First Battle of Coruscant, to prevent any Old Republic warships from returning to Coruscant and jumping directly into the battle. (LEV)

Masst, Burdek

this man was one of Ordriin Masst's two sons. Along with his brother, Nofft, Burdek ran the repair facility which served Storrd Township and its landing field. (ND)

Masst, Crix

this New Republic General was assassinated on the planet Sinded by Morteos, shortly after the Battle of Endor. He was known to be a brilliant tactician, and unswervingly loyal to the Republic. (WBC)

Masst, Nofft

this man was one of Ordriin Masst's two sons. Along with his brother, Burdek, Nofft ran the repair facility which served Storrd Township and its landing field. (ND)

Masst, Ordriin

this kindly old man operated the landing field which served the Storrd Township, on Seregar, during the height of the Galactic Civil War. (ND)

Mastala

this frigid, rocky world is the third planet in the Garnib System. (PG1)

Mastala

this Corellian Gunship was one of five gunships sent to Bakura by the Alliance, following the Battle of Endor. (TBSB)

Master Coder

this highly-illegal device was developed to bypass security systems. Essentially an electronic chip

imprinted with security codes, the master coder could be used to override voice, retinal, and palmprint security scanners. (TBSB)

Master Control Signal

the transmission signal which guides the World Devastators. (DE1)

Master Fate

a capricious being who blows the winds of the planet Wroona wherever he pleases. There are numerous Wroonian folktales about him. (SWJ13)

Master in White

this was the name given to the leader of the Wookiee Liberation Front, during the height of the Clone Wars. The Master in White was the head of the Five Masters. (LFCW)

Master Jaing

this man was one of the many Mandalorian Neo-Crusaders who survived the Mandalorian Wars and set out to take control of several clans of mercenaries, some 4,000 years before the Battle of Endor. Like Canderous Ordo, Master Jaing was a former shock trooper who remained loyal to the Canons of Honor, but realized that he needed to earn credits in order to survive. Jaing managed to rein in some of the old Neo-Crusader clans, and made a relatively honest living as a soldier for hire. (SWI80)

Master Machinesmith

this was the title bestowed upon those individuals who managed to keep hardware operational on Drexel One. To many individuals, they were also known as wreckers, since they evolved from the original pirates who were loyal to Quarg's father. Among the foremost contributions was the sonic jammer, a device originally used to ambush starships in the Kortein Asteroid Belt. The jammer was taken with them Drexel One, where the Master Machinesmiths used to to disable starships in orbit around Drexel, shutting down their propulsion and guidance systems and forcing the ship to crash into the ocean. This allowed the Machinesmiths to acquire much-needed metals for their continued existence. (MC12, MC13)

Master of Cerements

this individual was responsible for making sure the ancient customs of the planet Necropolis were observed, thereby ensuring that the Curse of Sycorax would not be invoked. Among the traditions were: having pretend "mummies" greet off-worlders who came to Necropolis, in an effort to scare away evil spirits; setting aside a portion of every meal for the dead; and burying all those who die in the cemetery, whole and intact, without cremation or disintegration. (GOF2)

Master of Coins

this was a high-class, private, luxury resort built by Planet Dreams, Incorporated, on the planet Togominda. The Master of Coins was owned and operated by the Lynciro Corporation during the height of the Galactic Civil War. (WOA34)

Master of Etiquette

this was the title given to the individual who worked with the Kuati ruling families to ensure that the laws which control the leadership of Kuat are adhered to at all times. (SLS)

Master of Imperial Projects

this was the title and position held by Bevel Lemelisk, during the height of the New Order. (SWMW)

Master of the Order

this was the title bestowed upon the highest-ranking member of the Jedi Council, during the last decades of the Old Republic. During the years leading up to the Battles of Naboo and Geonosis, Mace Windu held the position of Master of the Order. When Master Windu joined the many Jedi Knights and Masters who assumed military positions during the Clone Wars, the title was given to Yoda, who remained on Coruscant to serve as Chancellor Palpatine's chief military advisor. (YDR)

Master Stroke

this *Imperial*-class Star Destroyer was dispatched by the remnants of the Empire to assist the *Agonizer* in subjugating the world of Adumar, after the Adumari had sided with the New Republic. It was seriously damaged in the assault, which saw the New Republic successfully defend Adumar. (SOA)

Masterblade

this was the term used by the Bladeborn to describe any weapons master who had survived ten or more duels with an opponent who used a lightsaber. It referred to the warrior's skill in defeating the weapon of the Jedi and other Sith devotees, and those few who attained the rank of masterblade were given a tremor sword as an indication of their skill and rank. (KOTOR)

Master-Com

this stocky, humanoid droid served Senator Simon Greyscale aboard The Wheel, during the early years of the Galactic Civil War. Master-Com was patched directly into the computer systems of The Wheel, and monitor virtually every aspect of the station at any time, including security and life support. When Imperial Commander Strom tried to take control of The Wheel on his own, he was forced to destroy Master-Com in order to reach Greyscale. Greyscale, however, revealed that Master-Com was not a single droid. A new and improved version of the Master-Com droid was activated, helping to thwart Strom's schemes. This new Master-Com unit was quite interested in the self-sufficiency of R2-D2 and C-3PO, and arranged for them to be freed after they were placed in storage for later reprogramming. When Greyscale confronted Master-Com about his interest in the droids, Master-Com explained that he simply wanted to have some friends. This new Master-Com unit also perished in a hail of Imperial blaster-fire, when it attempted to open Greyscale's personal docking bay so that the Administrator could escape from Strom. Luckily, it was able to transfer control of the station to a third body, which emerged from hiding to discover that R2-D2 had recordings of all the treacherous activities of Greyscale and Strom. (MC18, MC19, MC20, MC23)

Master-Grav 1000

this form of gravity boots was produced by Corgorlath Leisure Articles, and allowed the wearer to walk on virtually any surface, from 45 to 180 degrees opposite the normal force of gravity. (GFT)

Masterhome

this was the name used by the Anointed People to describe their homeworld, the planet Abonshee. (SWCP, MB, AE)

Masterline-70 OcTerminal

designed and built by Rikhous, this databank access system surrounded the user with displays. It allowed simultaneous access to encryption and decryption routines, analyzers, and other communications and data retrieval systems. They were first produced during the early years of the New Republic. (VOF)

MasterNav

the Alliance's master galactic navigational database system, the MasterNav was developed to assist military operations to enter enemy territory very close to their targets. This provided not only the element of surprise, but it also made military missions safer. (TB, TBSB)

Masterpieces of Expression

this was one of the many exhibit wings found in the Galactic Museum on Coruscant. (CCW)

Masterra

a temperate planet. (DFRSB)

Mastigophorous

the lands that Ebrihim's aunt Marcha owns on Drall, Mastigophorous is a beautiful land of well-tended gardens and groves of trees. The family dwelling is a large affair. In the center is a large white dome, from which extend two dark-tiled wings. The dome itself rises almost 20 meters in height; each of the wings is a full three stories tall. The dome contains a wonderful interior garden, as well as the entry portals to each wing. These portals - one black and one white - are carved with all sorts of monsters and mythical beasts. (AS)

Mastivo

this man was one of Coruscant's most influential importers of rare and exotic wildlife, during the height of the New Order. (ROD)

Mastmot

another name for the furry motmots native to Toola. (GG4)

Maston, Cass

a native of Demar, Maston served the Imperial Security Bureau as the chief field agent assigned to Brak Sector, shortly after the Battle of Yavin. An arrogant and persistent man, Maston had originally been a surveillance agent for the ISB on Genesia, before being promoted to the lead investigator in Brak Sector. Like his military counterparts, General Lacmar and Admiral Trier, Maston was unable to determine the extent of Alliance activity throughout Brak Sector, despite the orders of Imperial Advisor Tilas Magore. (FBS)

Matacorn

a planet liberated by the Alliance during the Galactic Civil War. (HR)

Matagorn

this Imperial official worked as a sub-prefect to Prefect Ursellis. Matagorn began chafing at the increased amount of paperwork the Empire was requiring of him, and once declared Tyionsis Cex was nothing more than High Inquisitor Tremayne's "LAACkey," poking fun at both Cex and the LAACDoc system implemented by the Empire. Shortly after leaving work to start a vacation, pieces of Matagorn started showing up in various cities on the planet Kalandis IV. (GG10)

Matale

this was one of the most powerful families who lived on the planet Dantooine, during the centuries leading up to the Great Sith War. The Matale family was the bitter rival of the Sandral family, and many of the long-standing disputes stemmed from land ownership. The Matale Fields were separated from the Sandral Fields by a small patch of land known as The Grove, which held a certain mystery for the Jedi Knights who lived on Dantooine during that time. (KOTOR)

Matale Estate

this was primary living quarters of the Matale family who owned the Matale Fields on the planet Dantooine, during the generations that led up to the Great Sith War. (KOTOR)

Matale Fields

see Matale Grounds (KOTOR)

Matale Grounds

this was the name of a large, open plain found on the planet Dantooine. The Matale Fields were located north of the Sandral Fields, which were separated by the tract known as The Grove. (KOTOR)

Matale, Ahlan

this man was the patriarch of the Matale family, and lived on the planet Dantooine some 4,000 years before the Battle of Yavin. Ahlan, whose family had been in a feud with the Sandrals for many years, blamed the kidnapping of his son, Shen, on the Sandral family. He claimed that it was in retaliation for the destruction of several Sandral droids that had wandered onto the Matale Grounds. Ahlan went to the Jedi enclave on Dantooine and demanded that the Jedi help mediate the dispute. The investigation revealed that Shen had, in fact, been at the Sandral Estate, but that he had fallen in love with Rahasia Sandral. Despite his misgivings, Ahlan realized that he couldn't control his son's life forever. He reluctantly agreed to a truce with Nurik Sandral, since their children were obviously in love. (KOTOR)

Matale, Shen

this young man, the son of Ahlan Matale, was kidnapped some 4,000 years before the Battle of Yavin. Ahlan, whose family had been in a feud with the Sandrals for many years, blamed the kidnapping on the Sandral family. He claimed that it was in retaliation for the destruction of several Sandral droids that had

wandered onto the Matala Grounds. An investigation by the Jedi Knights revealed that Shen had been a prisoner at the Sandral Estate, but not because of the incident with the droids. Nurik Sandral had discovered that his own daughter, Rahasia, was in love with Shen, and they had been secretly meeting together in spite of the family feud. Nurik had Shen taken captive, but the Jedi Knights intervened and freed Shen. Nurik was forced to admit the kidnapping, and he and Ahlan formed a tenuous truce after learning of their children's love for one another. (KOTOR)

Matalis, Eru

this man was a noted media correspondent and holo-documentarian from the planet Eriadu. For an unknown reason, Matalis held a grudge against the Trade Federation. In order to exact a measure of revenge on the Federation, Matalis "disappeared" and assumed the identity of Havac, several years before the Battle of Naboo. (COD)

Matalok

this Yuuzhan Vong starship was analogous to a picket ship or customs vessel. The matalok was used to defend worldships and other capital-scale vessels. Each matalok was equipped with arrest tentacles that could be used to grab and hold onto an enemy vessel. (SBS)

Matanya A

this orange star, along with its twin Matanya B, were the central bodies in the Belgaroth System. Matanya A was considered the system's primary star. (CCW)

Matanya B

this yellow star, along with its twin Matanya A, were the central bodies in the Belgaroth System. Matanya B was considered the system's secondary star, being smaller than Matanya A. Matanya B was the first of the pair to rise each day, and was also the first to set. (CCW)

Mataou

this desert planet was located in the Anoat Sector of the galaxy, on the edge of the Ivax Nebula. Because of its location in relation to Ison, Mataou served as the primary jump-off for ships traveling Coreward from the outer end of the Corellian Trade Spine to the Ison Corridor. The Mataou Fuel Station also provided refueling facilities for starships moving along the Spine. Much of the planet's economy was based on the sale of ro hypa venom, and the snake wranglers who lived on its fiery surface claimed to be the toughest beings in the galaxy. (WOA33)

Mataou Fuel Station

this space station, located in orbit above the planet Mataou, provided fuel and supplies to ships traveling through the Greater Javin region of the galaxy during the height of the New Order. (WOA33)

Matarcher, Bosbit

this man, a native of the planet Delemede, found himself unknowingly stuck in a time dilation event while in hyperspace. Two centuries before the Clone Wars, he left Delemede on a regular run, but a problem with the relativistic shielding on his ship during a short hyperspace run. Matarcher thought he had been gone just a few hours, but returned from hyperspace to discover that nearly 200 years had passed since his departure. (HNN4)

Matarri

this planet was noted for its sudden, monsoon rainstorms that contained pounding raindrops that could literally kill small animals. (SWI77)

Mateil, Casandra

this woman was one of the best swoop racers on the planet Mana'an, during the era of the Great Sith War. (KOTOR)

Material Synthesis

a Gree technology, material synthesis involves the reconfiguration of matter by requantification of its

nuclear structure. This allows the Gree to take common materials - such as silicon, carbon, and hydrogen - and create rare and valuable isotopes and elements. (SWJ8)

Matha

this Evocii child was orphaned on the moon of Nar Shaddaa, during the early years of the New Order. Matha was rescued by Angela Krin and a group of freelance agents who were working for Vago the Hutt, after she was attacked by a group of vrbllthers. Matha took the group to meet her grandfather, Sorgoth, and the rest of her Evocii clan. (TF)

Mathal

this agent of the Black Sun organization was dispatched to Drongar during the height of the Clone Wars, to confront Admiral Tarnese Bleyd about his part in providing black-market bota for sale to the rest of the galaxy. Bleyd had no intention of bowing to Black Sun, and arranged to have Mathal eliminated. Bleyd lured Mathal into a remote section of his MedStar frigate and challenged him to a fight, a fight that Mathal eagerly accepted. The mercenary never had a chance, as Bleyd quickly killed him in order to avoid anyone stumbling onto their battle. Bleyd then returned Mathal's body to his starship, and arranged to make it appear that the Black Sun agent had left the MedStar. Bleyd set Mathal's ship to fly over Separatist-controlled space, where it was promptly shot down and destroyed. However, the ruse didn't fool the Black Sun spy known as Kaird, who later confronted Bleyd. Unknown to both parties, Mathal had been planning to steal bota for his own profit, a fact that was only revealed during the confrontation between Bleyd and Kaird. (MBS)

Matham

this Imperial stormtrooper was stationed at the garrison in Hullis, on the planet Halmad, during the early years of the New Republic. (IF)

Mathayus

this *Imperial*-class Star Destroyer was commanded by Imperial Admiral Coy during the years leading up to the Battle of Yavin. The *Mathavus* served as Darth Vader's flagship, during a mission to Dargulli to eliminate a possible Jedi Knight. When a distress signal came from an Alliance base near Yorn Skot, Vader allowed Admiral Coy to take his ship and intercept the rebels. Unfortunately for Coy, the Alliance had laid a trap for the Imperials. The ship which was intercepted by the *Mathayus* was a decoy, laden with explosives that were set to go off should the ship's hull be breached. First Officer Atali's team opened the ship up, setting off the explosives and badly damaging the *Mathayus*'s hangar bay. The entire sidetrip had been arranged by Captain Dezsetes, as part of Grand Moff Trachta's plans to take over the galaxy. Vader, however, managed to survive the explosion. (SWI62, SWEB)

Mathilde

one of the strongest nation-states founded on the second-largest continent on the northern hemisphere of Renatasia III. (LCS)

Mathilde

the primary city of the Mathilde nation-state on Renatasia III. (LCS)

Mathos

this was one of a multitude of deities worshipped by the offworld natives of the planet Ansion. (APS)

Ma'thu

this Sullustan tactical officer worked for Nolaa Tarkona, and flew with Raabakyysh against the New Republic fleet during the race to recover the Emperor's Plague. (TEP)

Ma'tien

an ancient Jedi Master. (TOJC)

Matl, Rigard

this man was the leader of Shocker Squadron, charged with defending the Jedi Knight base on Eclipse during the Yuuzhan Vong invasion of the galaxy. He was not Force-sensitive, as many of his squadron-

mates were not, but he was loyal to the Jedi cause. Matl worked with Kyp Durrone and Saba Sebatyne to devise a complete defensive strategy, and later participated in ill-fated defense of Coruscant. He was a former TIE Fighter pilot who hated war with a passion, but found himself fighting in every major battle since the start of the Galactic Civil War. During the evacuation and defense of Eclipse, Rigard's X-Wing was destroyed by Yuuzhan Vong fire, but he managed to eject in time to avoid being killed in the explosion. Despite being extra-vehicular, Rigard still ordered his pilots to regroup and take the battle to the aliens. (SBS)

Matoone, Berl

this man, a moisture farmer and noted drunkard, was brutally murdered on his homeworld of Beheboth, some four years after the Battle of Endor. Darial Anglethorn, the newly-elected peacekeeper of the city of Prosperity, investigated the crime, but disappeared for many days. When she was found by Luke Skywalker, it appeared that she had survived a bomb blast that killed a large group of Tirrith. Matoone's body was recovered from his moisture farm, and Dr. Hower Jerimott was surprised to discover that all of Berl's blood had become toxic, seemingly poisoned from the inside out. Dr. Jerimott and Darial both agreed that Berl's death seemed to have been caused by the Tirrith, but were at a loss as to the motivation behind it. (PH)

Matra VI

the planet on which the Malorm Family were apprehended by Gallandro. (CSA)

Matriarch Spirit of the Sand

see Felid Slin (GMR1)

Matrik

this man was living on Taris, during the era of the Great Sith War, when a bounty was placed on his head. Matrik had done nothing wrong, and spent many weeks hiding in the Lower City until he was apprehended by the survivors of the *Endar Spire*. They helped Matrik fake his own death, then claimed the bounty from Zax. They then gave the credits to Matrik and allowed him to escape. (KOTOR)

Matrin, Quorl

this man, a former member of the Imperial Senate, served as the Imperial Governor of the planet Stenos, during the height of the New Order. He struggled to keep the locals in line, while keeping an eye out for any rebellious activity. When Luke Skywalker found the lost statue of Vol, Rik Duel betrayed him and his Alliance team to Matrin. However, Matrin was unprepared for the actions of the native Stenaxes, who had been searching for Vol for generations. Matrin had paid Duel handsomely to recover the relic, but never expected Duel to shout that Matrin was defaming the god. In anger, the Stenaxes tore Matrin to shreds. (MC70, MC71)

Matrix Armor

this strong material is often used in the formation of starship hulls. It is stronger than durasteel, and can withstand blaster fire better than titanium. (TT)

Matrix, The

this was the name given to the industrial-strength sound system created for the Glow Dome on Adarlon. Over 1,000 separate speakers provide the sound, which could be played from slugs, audio disks, or live performances. Much of The Matrix was coupled to the intricate and intoxicating light show created by Lytos Urtell, further enhancing the hypnotic quality of the SenseLights. (WSV)

Matta

this slave woman was a friend of Shmi Skywalker, and was owned by Dengula the Hutt in Mos Espa. Shmi and Matta often helped each other out, when one got sick and couldn't finish their quota of work. (E1A5)

Mattac

this outlaw tech grew up as a port brat on Nar Shaddaa, and eventually hired on as a technician with a local smuggler. When the smuggler was caught by an Imperial patrol, Mattac was imprisoned and sent

away for incarceration. He managed to escape the brig and make his way to an escape pod, and he blasted away and landed on Genesia. He eventually established an illegal starship refitting operation in Brenn, where he was known for his excellent work and demanding business dealings. (HR)

Mattberry

a plant native to the Forest Moon of Endor, the mattberry produces a sweet berry that is used by the Ewoks to make juice. The juice can also be fermented into a somewhat bitter brew. (ISU)

Matter-Antimatter Reactor

an experimental power source which uses the collision of matter and anti-matter particles to generate large amounts of energy. There are a number of concerns with this type of generator: how to contain the anti-matter without annihilating the container, and how to effectively generate enough energy to create antimatter. (SWSB)

Matthews, Tev

this Alliance Colonel was involved with the Alliance almost from the beginning, serving with distinction during the liberation of Galleefryn II before opening up secret supply routes through the Corporate Sector. However, an information leak allowed data on these missions to reach the Empire, and was eventually captured. Just before capture, though, Tev managed to get his son, Ty, out of the Corporate Sector on a smuggling ship. Tev later died under interrogation. (TBSB)

Matthews, Ty

the son of Tev Matthews, Ty joined the Alliance at the young age of fifteen, eager to support the cause his father so deeply believed in. Ty was adopted by his father's old unit, after Tev was killed while under Imperial interrogation. Demonstrating a skill with circuit repair and an understanding of technology, Ty was eventually assigned as a computer technician aboard the *Home One*. He further distinguished himself while on the Mon Calamari cruiser, and soon found himself on Admiral Ackbar's staff. He earned the rank of Lieutenant, and was later responsible for decrypting the contents of the Imperial message drone captured in the wake of the Battle of Endor. (TB, TBSB)

Matto

this mercenary was noted for his proposal to arm an RM-2020 espionage droid for combat usage. (FTD)

Matri Asteroid Field

this asteroid field was the site of one of Garm Bel Iblis' military bases, used during the height of the Galactic Civil War after the base on Womrik was abandoned. (DFR)

Matukai

this was an ancient philosophy of the Force, distinguished from that of the Jedi Knights and the Sith in its training methods and beliefs. (SWI68)

Matuuke ala giess

this was the name of a raw food, often served rolled up with a variety of vegetables and seasonings. It was not considered very tasty by most humanoid races, and eating it was described as consuming live kouhuns. *Matuuke ala giess* was often eaten with a drink of deuterium-pyro, to chase away the taste. (SWI65)

Matza

this city was located on the southwestern coast of the Encheeko continent, on the planet Rodia. (SPG)

Maugesh

this species of tree grew in the swamps of the planet Gelgelar. (SWJ14)

Mauit'ta

this New Republic Navy Colonel was one of Etahn A'baht's staff intelligence officers aboard the *Intrepid*, during the Black Fleet Crisis. (TT)

Mauler

this *Imperial*-class Star Destroyer was part of the security force protecting Kuat Drive Yards during the early years of the New Republic. It took a heavy pounding from the *Iron Fist*, during Zsinj's attempt to steal the *Razor's Kiss*. (IF)

Maulers

this gang of small-time thugs caused all sorts of problems on their homeworld of Naboo during the Galactic Civil War. (GQRG)

Maungur

this creature, native to the polar regions of the planet Rishi, held a place in the mythology and legends of the planet. According to legend, the maungur was "conflict incarnate," not necessarily evil but representing the chaos which must be addressed by living beings. The name *maungur* meant "a spirit of violent, senseless conflict that cannot be reasoned with" in the language of the Rishii. Standing up to three meters in height, the average maungur resembled a shambling, four-legged beast with flexible, tentacle-like limbs known as *kithaji*. Their sharp snouts ended in a hooked beak, which was used to eviscerate their prey. (SWJ4)

Maur, Dovin

this old man claimed to have survived the birth of the New Order and the destruction of the Jedi Knights at the hands of Emperor Palpatine. He held the Jedi in reverence, and after settling on Lazerian IV, Maur kept secret the location of the Jedi ruins on the continent of Laz. (TSK)

Mavikk Jumka

this Kadas'sa'Nikto was part of a gang that created havoc on the Outland Transit Station during the years leading up to the Battle of Naboo. He was arrested and sent to the Ooov IV prison facility for his part in the crimes, and managed to negotiate a shorter sentence in return for providing information on his partners. For reasons unknown, the Outland police force issued a bounty for his capture, asking that he die a terrible death for his crimes. (BH)

Mavin

this young male was a member of the Five. He killed Vor Childermoss and Leelu after they taunted Suzal and the Five. He used the Black Fireclaw to kill them. Mavin was killed by Wuzzek when Chewbacca freed the creatures from the Menagerie. (CSWDW)

Mavinian Cluster-wedding Organ

this unusual, musical instrument was considered edgy for its time, during the height of the Clone Wars. (TCD)

Mavis

this young girl was the daughter of an Alliance crewman who served aboard the *Republic's Return*. (SWJ11)

Mavrille Street

this thoroughfare was located in the city of Calius saj Leeloo, on the plante Berchest. It was here that Luke Skywalker and Talon Kaarde started to track the possible sources of the clones being produced by Grand Admiral Thrawn. (TLC)

Mavron

this Imperial Lieutenant served under Admiral Pellaeon aboard the *Chimaera*, after the death of Grand Admiral Thrawn. Mavron was sent to chase down any possible leads as to the origin of the pirate attack on the *Chimaera* shortly after the Caamas Incident. He was able to trace the pirates - under the command of Zothip - back to the source of their orders, on Bastion. He also discovered the meeting Moff Disra had with Bosmihi on Kroctar, and discovered that Grand Admiral Thrawn was behind the negotiations. (VOF)

Mavron, Osira

this woman was a minor Imperial Army soldier, but was regularly recognized for her bravery in the face of

battle. During the pacification of Praadost II, she fought against a group of dedicated Alliance forces who seemed to be possessed. When she entered their location and tried to root them out, she discovered that the Alliance soldiers were trying to protect a refugee camp hidden in an underground cave. Osira saw that the Imperial forces were expending huge amounts of ammunition and killing a large number of beings in order to wipe out a group of pitiful refugees. She immediately decided to defect from the Empire, no longer believing that strength and force were the correct tools for governing the galaxy. Once she was accepted by the Alliance, she spent her career teaching commandos about guerrilla warfare and Imperial tactics. (HR)

Maw

this huge beast was one of the Dark Jedi who worked with Jerec. Humanoid in shape, Maw was incredibly massive, loyal to no one but himself, and he had a flagrant disregard for human life. Although large and muscular, Maw was also quite fast in battle. When Jerec interrogated Qu Rahn about the location of the Valley of the Jedi, Maw was injured during Rahn's brief defense. The injuries required that Maw's legs be amputated and replaced with a small repulsor chair. He quickly adjusted to life in the chair, and used it to his advantage when battling an enemy. When injured, Maw would go into a berserker rage, spinning wildly in his chair while swinging his lightsaber. For all his power, though, Maw was defeated by Kyle Katarn during the search for the Valley of the Jedi. (DF2)

Maw Installation

an Imperial base on the inside of The Maw, created by Grand Moff Tarkin and dedicated to the creation of new, powerful weapons. Tarkin intercepted the memos detailing the discovery of the Maw, quietly removing the exploration team and hiding all records from their travels. He then began working on blueprints and staffing assignments, choosing scientists and engineers with no family ties to work in solitude. It was constructed without the Emperor's knowledge, and was operated by 180,000 engineers, scientists, and support staff. It is a conglomerate of asteroids and Imperial construction that houses laboratories, factories, and meeting halls. It was guarded by 4 Star Destroyers under the command of Tarkin's lover, Admiral Daala. The scientists at The Maw created the initial plans for the Death Star and the World Devastator. They were also responsible for the development of the Sun Crusher. However, when Han Solo and Chewbacca accidentally discovered the existence of the Maw some ten years after the death of Tarkin and the fall of the Empire, Daala was completely unprepared for the news. She took her fleet out of the Maw in an attempt to attack the New Republic, but was left undefended by Daala. Han and Kyp Durron managed to escape in the Sun Crusher, with the help of Qwi Xux, and warn the Republic of its existence. The New Republic tried to overtake the base, but Daala returned and destroyed it, rather than let it fall into Rebel hands. Many years later, the abandoned remains of the Maw were cobbled together by Han Solo and a team of engineers, so that the Maw could be used to hide Jedi students during the Yuuzhan Vong invasion of the galaxy. This new space station became known as Shelter, and it was here that many wounded Jedi recovered from their injuries. When Luke Skywalker and his wife, Mara Jade Skywalker, set out for the Unknown Regions in search of Zonama Sekot, they left their infant son Ben at the Maw Installation, under the care of Kam Solusar and Tionne. (JS, JASB, EL1, UF)

Maw Luur

this immense creature was bio-engineered by the Yuuzhan Vong as a waste disposal system. A single maw luur could be placed aboard a worldship, where its vast capillary network absorbed waste materials and digested it, creating metals, nutrients, and air. The maw luur was often fitted into the living exoskeleton of the ship, providing life-sustaining nutrients to all parts of the ship. Many beings who encountered one of these creatures described it as a mating of a Sarlacc and a trash compactor. (EVC, EVR, UF)

Maw Shipyards

this was one of the three primary starship construction facilities that made up the Kuat Drive Yards. Like its companions, the Maw Shipyards was located in a ring of facilities that orbited the planet Kuat. (CCW)

Maw, The

this collection of black holes was located near the planet Kessel. Its existence was one of the galaxy's strangest mysteries, since it seemed improbable that a group of black holes could exist in such close proximity. The greatest minds in the galaxy have been arguing about its conception: was it a freak of

nature, this combination of multiple black holes; or, was it a gateway device created by some lost, ancient civilization. Because of the intense gravity in the area, the Maw was slowly drawing the entire Kessel system into the black holes. (JS, COTF, PH)

Mawan

this race of pale, pink-skinned humanoids was native to the planet Mawan. Each Mawan had two hearts and shimmering, gray eyes. Their blood vessels lay close to their skin, and it was considered a mark of beauty to have a fine tracery of blue veins contrasting the delicate pink color of their skin. (JQ6)

Mawan

this planet was torn apart by a civil war, known to the natives as the Great Purge, some three years before the Battle of Naboo. The capital city was utterly destroyed, and the government it housed was smashed. The survivors fled into the country, but without a central form of government the planet descended into lawlessness. It became a haven for criminals, and the Galactic Senate ignored the plight of the planet in the face of the rising opposition of the Separatists. When attention could be diverted from its other duties, the Senate finally asked the Jedi Knights to send a team to Mawan to help bring the criminal elements under control and form a central government. Yaddle, assisted by Obi-Wan Kenobi and his apprentice, Anakin Skywalker, were sent to the planet about three years before the Battle of Geonosis. (JQ6)

Mawat

this youth, a native of the planet Melida/Daan, was the leader of the Scavenger Young. He was instrumental in digging a tunnel to the spaceport in Zehava, during the struggle between The Young and their elders of the Daan and Melida. He later became one of Nield's chief lieutenants, although it was later revealed that it was Mawat, acting in an effort to cause a confrontation, who supplied arms to both The Young and the elders of the Daan and Melida shortly before Cerasi's death. Mawat wanted to rule Zehava for himself, and believed Nield was weakening under the stress of leadership. Mawat went so far as to place snipers in the buildings surrounding the Hall of Evidence on Glory Street, where Wehutti and Nield confronted each other, in case either backed down. It was one of Mawat's snipers who killed Cerasi and started the firefight. Mawat tried to rally his forces and defeat Nield, but Qiu-Gon Jinn displayed a hologram of Cerasi, recorded shortly before her death, in which she pleaded for peace. Mawat, who had secretly loved Cerasi, threw down his arms and surrendered. (UP)

Mawber, Ref

this Imperial Security Bureau agent worked for Moff Bendor, and was at the head of a network of spies which infiltrated the various criminal organizations on the planet Questal. He was friends with - and worked with - Mar Barezz, during the capture of Alliance agent Tiree. (GCQ)

Mawbo's Performance Hall

this large dance hall was located on the planet Tatooine during the early years of the New Republic. Owned by Mawbo Kem, this building contained a large convention center as well as the main concert hall. It was here that the *Killik Twilight* was to be auctioned off to the highest bidder, some three years after the Battle of Endor. A large portion of the building was damaged when Imperail troops opened fire on the bidders, in an effort to prevent the moss-painting from falling into non-Imperial hands. (TG)

Mawgax

this species of herd beast was native to the moon of Yavin 4, and was believed to have descended from bio-engineered stock. (GQRG)

Mawhonic

a native of the planet Hok, this Gran was one of Tatooine's best pod racers, although he invariably lost races to Sebulba. During the Boonta Eve Classic which was eventually won by young Anakin Skywalker, Mawhonic's green GPE-3130 pod was disabled when the Gran swerved to avoid Sebulba, but crashed into a massive rock formation and exploded. The Gran was believed to have died in the crash, but survived and eventually returned to the podracing circuit. (SW1, TPM, IG1, ETM)

Mawin

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Mawin referred to a dancer or actress. A more archaic form indicated a woman who wore costumes. (GCG)

Mawin

this Cerean woman was one of Ki-Adi-Mundi's four honor-wives, and was the mother of his daughter Slyvn. Like many Cerean honor-wives, she resented Ki's bond-wife, Shea, but lived in a quietly neutral relationship with her. (PTR)

Mawkran

this Mantellian savrip was the leader of a clan which tried to oppose Taxer Sundown, during the years leading up to the Battle of Naboo. Mawkran and his group were part of a once-strong clan that had been decimated by attacks from the villagers. The villagers had been incited by Sundown to kill the savrips, after he blamed his own murders on the savrips. Mawkran rescued Nella Bold after she was captured by Sundown's goons, and tried to attack Qui-Gon Jinn when he tried to locate Nella. Mawkran revealed that the two savrips which killed Baron Sando of Vena had been captured and enslaved by Sundown for his own goals. Mawkran was mistakenly killed by the villagers who later tried to rescue Nella, believing Sundown's claims that the savrips were the cause of all their problems. (LSOM)

Mawkren

this small, reptilian creature is considered to be an exotic pet by many beings. As infants, mawkrens are extremely delicate. In order to mature away from their homeworld, they require an environment where the temperature, humidity, lighting, and diet mirror their natural one. This makes them hard, but not impossible, to breed. many dealers have learned how to use hormonal drips to maintain the babies until they are mature enough. (VOF)

Ma'w'shiye

this M'shento'su'Nikto assassin was once an undercover agent for the Alliance, when he was a sharpshooter for the Eclipse Team's Twilight Squadron. He spent a great deal of time on Karideph with Akul Witig. He also helped defend Dnalvec against Imperial invasion, and was instrumental in the defense of Corint City during the Empire's attack on Pirik. However, shortly before the Battle of Endor, Ma'w'shiye deserted his squadron, turning eleven comrades over to Imperial firing squads. He continued to harass, and even kill, Alliance agents, and was one of the New Republic's most wanted figures. (SWJ4, GG12)

Mawshunba Zee

this Dug was implicated in a scheme to illegally breed wild nexu for illicit purposes by the Galactic Wildlife Liberation Front, during the years following the Battle of Naboo. The bounty was claimed shortly afterward by Jango Fett, who was on Malastare to obtain an audience with the Dug crimelord Sebolto. (BH)

Mawz Dakko

this Gran criminal was a noted pirate and smuggler who worked from a base on his homeworld of Malastare during the years leading up to the Battle of Naboo. After he successfully hijacked several shipments of spice from the Hutts, a bounty was placed on his head to return him to Nal Hutta for "questioning". Jango Fett claimed the bounty shortly after the Battle of Naboo, when he was on Malastare seeking an audience with Sebolto. (BH)

Max

this being served as Thurm Loogg's personal assistant during the height of the Clone Wars, and was primarily responsible for writing and teleprompting the various speeches Loogg gave to the people of Cularin. Whenever Loogg misspoke, or said something that might be offensive, he immediately blamed it on Max. (LFCW)

Max Rebo

born with the name Siiruulian Phantele, this Ortolan was small by the standards of his people. His mother feared that he would waste away to nothing. However, Siiruulian was an excellent musician, and was

discovered by Evar Orbus. It was Orbus who decided to change Siiruulian's name to Max Rebo, trying to make it easier for most humans to remember. Max was best known for his keyboard playing. Max became the de facto leader of the band following Orbus' death on Tatooine, at the hands of Figrin D'an and the Modal Nodes. When Naroan Cuthas found the remaining trio in Mos Eisley, Max was approached to play for Jabba the Hutt. When Jabba offered the band all the food they could eat as payment for employment, Max immediately said yes, despite the fact that his bandmates were not going to be paid in credits. Jabba used the band in his attempt to assassinate Bingo Mchendra, but Droopy McCool discovered the bombs which had been planted in their amplifiers. Using holograms, Max and the Band were able to avoid being killed in the resulting explosion, and returned to Tatooine. Jabba, who stopped being angry when he learned of Mchendra's death, bought new instruments for the band and allowed them to expand. The Max Rebo Twelve was formed, including three musicians hand-picked by Jabba to keep an eye on the rest. When Jabba was killed at the Pit of Carkoon, most of the band members jumped off his sail barge before it exploded, and fled into the desert. Max and Sy Snootles teamed up to play for Lady Valarian as the Max Rebo Duo, and Droopy disappeared into the desert. When Sy decided to go solo, Max joined up with the Alliance, claiming that they had better food than the Empire. He served as a cook in many outposts before retiring and starting a line of popular restaurants called Max's Flangth House on eight planets. (ROTJ, TJP, SWI67)

Max Rebo Band

originally known as Evar Orbus and His Galactic Wailers, the Max Rebo Band was formed after Orbus was killed in a firefight with Figrin D'an and the Modal Nodes. Formed from the trio of jazz-wailers who survived Orbus, the Max Rebo Band consisted of Max Rebo on keyboards, Droopy McCool on various wind instruments, and Sy Snootles as lead vocalist. They were also Mistress Valarian's favorite band, just before the Battle of Yavin. The Devish Labria convinced her that Figrin D'an and the Modal Nodes were better, as part of a plot to get the Nodes to play at the Mos Eisley cantina. This left Jabba the Hutt in a lurch, since he had just hired the Nodes himself, so Jabba ended up hiring the Max Rebo Band. The deal was sealed when Jabba offered Max Rebo a lifetime supply of food as payment, although Max's other bandmates were angry that he had let his stomach speak for them all. The rival bands got into a blaster fight when Fiery Figrin wanted to eliminate the competition, but neither band prevailed. Instead, the Modal Nodes remained at the Mos Eisley Cantina while Jabba took in the Max Rebo Band. By the time the band was hired by Jabba, though, they had added six additional players and a trio of dancing backup singers. Three of these new musicians, however, were actually spies within Jabba's organization, inserted into the band to ensure they weren't going to be a threat to the crimelord's existence. At this point, the band was known as the Max Rebo Twelve. In the aftermath of Jabba's death near the Pit of Carkoon, the band dissolved and its members went their separate ways. Only Max Rebo and Sy Snootles remained together, playing briefly as the Max Rebo Duo before Greeata and Rystall rejoined them. They again adopted the Max Rebo Band as their name, although Sy Snootles eventually went solo. (ROTJ, TME, RJSE, SWDB, SWI67)

Max Rebo Duo

this was the name adopted by Max Rebo and Sy Snootles, after they survived the death of Jabba the Hutt. Of the twelve members who played for Jabba, only Max and Sy decided to remain together when the band broke up, and they played a few engagements for Lady Valarian. Shortly afterward, Greeata and Rystall rejoined them, and they once again went by the Max Rebo Band. (SWI67)

Max Rebo Fan Club

this fan club emerged during the height of the Galactic Civil War, and was dedicated to keeping the fans of Max Rebo and his bands aware of news and happenings. (SWI67)

Max Rebo Twelve

this was the name adopted by the Max Rebo Band when they played at Jabba the Hutt's palace, shortly before the crimelord's death. In addition to the original members Max Rebo, Droopy McCool, and Sy Snootles, the band included Greeata, Lyn Me, and Rystall as dancers; Joh Yowza on vocals; Barquin D'an and Rappertunie on accompanying instruments; and three of Jabba's own henchmen, Ak-Rev, Umpass-Stay, and Dodo Bodonawieedo. (SWI67)

Maxca System

this planetary system was located in Brak Sector. (FBS)

Maxeena Sov'Iya

this female Bothan was a petty crime lord who was also a member of Kothlis' high society. A native of Kothlis, she remained on the planet when her parents returned to Bothawui, taking control of the family enterprises and expanding her business into a small empire. Very few beings knew that she had extensive contacts in the criminal underworld, and she worked hard to keep them a secret. To preserve the secret, she left much of the day-to-day operations of her criminal activities to a Bothan she called Uncle Dravos. (PSG)

Maxim

this Old Republic Senator was accused of corruption about a year before the Battle of Naboo. Chancellor Valorum put off responding to the charges in the face of the Trade Federation's petition to arm their freighters, after the Nebula Front destroyed the *Revenue*. (COD)

Maxim

this man led a scout mission to Kidron, during which Kendrell Shell and Deeka witnessed a slork consuming a rotting corpse. (COG)

Maximort

this was a common name among the Lepi people. (UANT)

Maximum

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XW)

Maximus

this Alliance MC80a cruiser was operative during the Galactic Civil War. It was assigned to recover the hijacked X-Wings which were loaded with the sabotaged R2 units recovered from the *Ars Opus*. (XW)

Maxion

this Sky-Dreadnaught was the primary warship of the Exocron Airfleet. It was commanded by Horzao Darr in the years following the Battle of Endor. (KO)

Maxiti

this Lieutenant in the Pembric Security Legionnaire force was also working for Crev Bombassa. (VOF)

MaxMode Lifter

this underwater flotation lifter was manufactured by Halleycraft, for use in bringing small loads up from the bottom of the ocean. (SWJ1)

Maxo Vista

this male Euceron was a noted athlete, perhaps most famous for winning five events at the Galactic Games on Berrun just before the Battle of Naboo. Among his greatest victories was in the swoop race, where he unexpectedly set a galactic record for the fastest run through a holographic obstacle course. He later served as a Galactic Games official when they were held on his homeworld of Euceron seven years later. After the death of timekeeper Aarno Dering and the discovery a plot to implicate Old Republic Senators in gambling and other felonies, Obi-Wan Kenobi discovered that it was Maxo Vista who had killed Dering and nearly assassinated the Jedi Knights who were on Euceron to help preserve the peace during the Games. Vista was able to capture Obi-Wan and force him to participate in a holographic obstacle course, hoping to kill the Jedi while he himself was well-prepared for the event. Obi-Wan embarrassed him, though, and Maxo Vista was forced to flee Eusebus in shame. Unfortunately for Maxo Vista, the Jedi Knights also discovered that he was behind the rigging of the illegal pod races being staged in the Great Dordon Caves, which were to smash into a crowded part of the city. Obi-Wan and Siri Tachi, also on Euceron, brought Maxo Vista to the Ruling Council for judgement. Further investigation into Maxo Vista's dealing revealed that he had been submitted to membership to the Commerce Guild by Liviani

Sarno, as part of the plan to discredit the Senators who were voting against the Guild. Unfortunately for the Jedi, Maxo Vista was allowed to go free when Big Dividian refused to testify against him. Worst of all, he was never tried for the murder of Aarno Dering. (JQ3)

Max's Flangth House

this chain of restaurants was founded on Coruscant by Max Rebo shortly after the Battle of Endor. Eventually, Max established franchises on seven other worlds. (SWI67)

Maxwell Filters

these automated newsgrid readers filter out unwanted packets of information, leaving the reader with only the information they really want. (TT)

Maxx, Phoggus

calling himself a "self-employed citizen," Phoggus Maxx was a back-alley conman who worked in Nexus City, on Entralla, during the early years of the New Republic. Known as Phoggy, he was known as a man who could obtain restricted or outlawed items in limited quantities. To this end, he called himself the "King of the Back Alley Deals." (SWJ4)

Maya Kovel

this windswept planet, located in the Moddell Sector of the Outer Rim Territories, was the homeworld of the Ayrou race. The atmosphere of the planet was quite thin, and was considered acrid to the taste and smell. It was regularly scoured by intense windstorms, leaving the iron-rich soil and rock exposed to the air. This gave the planet a reddish cast when viewed from space. Where the rock had cracked into chains of rift valleys, a strange lichen took root. Green in color, this lichen would erupt from its seedcase when out of the wind and near water. These seedcases could remain viable for centuries until the correct conditions could be met. (UANT, GMR9)

Mayagil Sector

this area of the galaxy contained the Mayagil System, and neighbored both the Sluis and Seswenna Sectors. (HNN5)

Mayagil System

this star system, located in the Mayagil Sector of the galaxy, containing the planet Clak'Dor VII. (SCRE)

Mayda, Desto

this young man was a student at the University of Garos during the early years of the New Republic, and was a member of the underground freedom fighters led by Carl Barzon. He was named for his father, who was executed by the Empire for being a member of the rebel underground during the early years of the New Order. (SWJ3, SWJ5)

Mayda, Desto

this man was one of the founding members of the Committee of Seven for Garosian Unification. His resolve to fight back against the Empire was hardened when his eldest son, Jos, was shot and killed by Imperial scout troopers while on vacation with his friend, Dair Haslip. (SWJ5)

Mayda, Jos

this young man was the son of Desto Mayda and a childhood friend of Dair Haslip, and planned to attend the Raithal Academy with him. When the Empire arrived to take control of Garos IV, Dair and Jos were exploring the caves of Mount Usca when they came upon an Imperial patrol. The scout troopers attacked, believing them to be members of the rebel underground. Jos was shot and killed before Dair could react, but Dair managed to kill both troopers. Jos' death was the event which made Dair switch his alliance from the Empire to the underground rebels. (SWJ5)

Maydh

this young Ferroan was part of the group that discovered the still-living body of the Yuuzhan Vong priest Harrar, shortly after Nom Anor tried to kill the priest before he sabotaged Zonama Sekot. Maydh agreed to accompany Luke Skywalker to interrogate Harrar, before the Ferroans exacted their own form of justice

to the alien invader. After hearing the Yuuzhan Vong's words, Maydh convinced his elders that Harrar was not a threat, as Nom Anor had been. (UF)

Maygo

this was a name that was common among the Sanyassan race. (UANT)

Mayhem

an Imperial Nebulon-B frigate assigned to collect Habassan slaves near Cificap VIII. The Habassans were rescued by Alliance forces. (XW)

Mayjeln

this modified XS-800 freighter was owned and operated by Ral-Kalei. The cargo bays of the ship were altered to handle up to 115 metric tons of cargo, and there was living space for up to eight passengers. The *Mayjeln* was armed with a turret-mounted quad laser cannon, a turret-mounter double laser cannon, and a single blaster cannon. It was named for a legendary Sullustan explorer. (SWJ4)

Mayjeln

this was a legendary Sullustan explorer, whose daring navigation and high-speed heroics made him a hero to many modern Sullustan pilots. (SWJ4)

Mayli

this was one of the most common names given to female Corellians. (GMR9)

Mayn

this was one of the most common human surnames encountered in the galaxy. (GCG)

Mayn, Lela

this woman, a native of the planet Commenor, traveled to Coruscant during the years leading up to the Battle of Geonosis to pursue an education in architecture. She studied briefly at Coruscant University before discovering the nightlife at the Outlander Club, and never truly graduated before she found herself pregnant. Her daughter, Todra, grew up and eventually joined the Alliance. (SWI75)

Mayn, Todra

this woman, a native of the planet Commenor, served as the leader of the New Republic's Polearm Squadron during the hunt for Warlord Zsinj. She was the daughter of Lela Mayn. She proved herself to be a leader in battle conditions, and was eventually promoted to the rank of Captain during the early stages of the Yuuzhan Vong invasion of the galaxy. She was given command of the newly-commisioned *Lancer*-class frigate *Pride of Selonja* in the wake of the injuries she suffered at the Second Battle of Coruscant. (SOC, FH1, SWI75)

Mayro

this resort world was located in the Corporate Sector. It was here that Authority agents first contacted Torm Dadefferon about becoming an agent and exposing his father. (CSA, SWDB)

Mays, Trad

this young man was a contemporary of Alex Winger, and a native of Garos IV. (SWJ1)

Mayth Duvel

one of Prince Xizor's sublieutenants. (SE)

Mayuril

this company manufactures multi-species dance floors for use on cruiser ships and in casinos. (RM)

Mayvitch 7

this moon of the planet Amador was chosen for colonization by the Immalians, shortly before the Battle of Naboo. The neighboring Yinchorri objected to the settelement, and launched an attack on the moon. They wiped out the entire population, but not before a distress call could be sent to Coruscant. In response, the Jedi Knights were dispatched to put a stop to the Yinchorri aggression. (AOW)

Mazanga

this Dug soldier was a member the bodyguards who protected the crimelord Sebolto during the years surrounding the Battle of Naboo. A bounty for his capture was issued by Senators Ask Aak and Aks Moe in connection with the murder of several of their special assistance. Jango Fett later claimed this bounty during his attempt to locate Sebolto on Malastare. (BH)

Mazara

this female Falleen was the leader of a small rebel movement that sprang up during the years just prior to the Clone Wars, when a manufacturing boom swept the planet. Mazara protested the working and living conditions which resulted from the overdevelopment in Falleen's capital city, arguing that the corporate leaders kept credits and secrets from the masses. She was not a protester by nature, having been trained as a journalist. However, an article she wrote on the Blackwater Systems facility got her into trouble with her editors, who fired her rather than support her work. She took up the cause of the common Falleen, staging small rallies in an attempt to force the workers to see the truth. When Obi-Wan Kenobi and Anakin Skywalker arrived on Falleen during their search for Granta Omega, Mazara was able to provide them with information on getting inside the Blackwater Systems facility. (JQ9)

Mazariyan Citadel

this immense fortress, located in the jungles of the planet Xagobah, was actually a living edifice created from a huge fungus. Distinguished by its black color and organic architecture, the Mazariyan fortress resembled the ancient, stepped temples found on Yavin 4. It was unique from these structures, however, in that it was actually alive. Energy arced from the fortress' exterior, appearing as if lightning was running around it. Thick, retractable spines grew along its lower levels, making it nearly impossible to scale, as these spines could shoot outward to impale intruders. Mazariyan survived by feeding on anything it could draw into its walls, including raw energy whenever necessary. The citadel was usurped by Wat Tambor during the height of the Clone Wars. Tambor had been searching for a place where he could hide from the fighting, and believed that the Mazariyan was remote enough to protect him. To ensure his survival, Tambor altered the genetics of many of Xagobah's plants and fungus, turning them into vicious killers. Unfortunately, nearly three years into the fighting, the Army of the Republic laid siege to the fortress, in an effort to capture Tambor as a war criminal. Tambor managed to escape, however, because his own Techno Union forces had been augmented by General Grievous. The Republic bombarded the citadel, tearing huge chunks of living material from its walls until it was abandoned by the Separatists. (BF5, BF6)

Maze, The

this spacers' bar was located on an unspecified planet in the Mid Rim. (IA)

Maze, The

a hangout frequented by Maarek Stele and Pargo on Kuan. (TIE)

Maze-fly

a swarming insect native to Aduba-3, maze-flies were slow-moving insects which could easily be swatted out of the air. (MC10)

Mazer

this predator was one of the few creatures that existed on the surface of the planet Ryloth. (GCG)

Mazer

a common name given to Twi'lek males, this name referred to a predator that lived on the surface of Ryloth. (GCG)

Mazer Rackus

this Twi'lek, distinguishable by his piercing green eyes, has been a criminal since his childhood days. He stole his first starship - from his father - at the age of sixteen. However, he crashed the ship on an Alliance-held world, and was held for questioning. He was able to convince the Alliance of his "loyalties," and was let go. He maintained a sliver of support for the Alliance. (GG9)

Maze-stalk

this plant, grown on Aduba-3, produced several products which were a staple in the diet of the planet's human population. Once a year, each maze-stalk produced a succulent melon. The flesh of the melon was used in a number of bland dishes, while the husk was fashioned into cloth and other items. (MC9, GMR4)

Mazie

this young Twi'leki female had been living on Tatooine with her family when they were captured and enslaved by Krayn, and forced to work in Krayn's spice processing facility on Nar Shaddaa. Ironically, her family had fled Ryloth in order to escape being caught in a slave raid. Mazie's husband was killed in the slave raid on Tatooine, leaving Mazie alone with her daughter. About four years after the Battle of Naboo, Mazie met Anakin Skywalker in the mines, after the young Padawan was also captured by Krayn. Anakin and Mazie worked together as friends, after both distrusted one another at the start. Mazie later revealed to Anakin that her daughter, Berri, was a domestic worker in Krayn's household, a position she obtained because Krayn favored her beauty. Mazie agreed to help Anakin instigate a slave revolt by making contact with a core group of rebels. Anakin's initial destruction of a group of guard droids emboldened the slaves, and the revolt grew swiftly. In the ensuing slave struggle, and with the death of Krayn, Mazie and Berri were freed. (JQ)

Maziel

this was a common name among the Falleen. (UANT)

Mazong

this Highborn Ansionian was the leader of the Yiwa clan, during the years leading up to the Clone Wars. When Obi-Wan Kenobi and Luminara Unduli, along with their Padawans Anakin Skywalker and Barris Offee, traveled to Ansion to negotiate a treaty between the city-dwellers and the Alwari nomads, Mazong agreed to help them by providing directions to the current location of the Borokii overclan's encampment, but only after the Jedi provided the Yiwa with entertainment. While his directions were fairly detailed, Mazong indicated that the Borokii, like all other Alwari clans, was nomadic and might not be in the place he believed. (APS)

Mazral, Keelii

this woman was a fifteen-year veteran of the ThunderForce mercenary unit, and the old surviving member at the height of the Galactic Civil War. She assumed control of the unit, using her shrewd negotiating skills to obtain the best jobs and fees for the unit. (HAS)

Mazuma

this planet was the headquarters of the Lucre Cosminational Bank. It was here that Han Solo and Lando Calrissian stopped to celebrate their capture of the *Millennium Falcon* prototype from Tharkos and Moff Tarkin. The Alliance base on Mazuma provided them with a reward. *This was an early description of how Han Solo and Lando Calrissian obtained the Millennium Falcon, but it is inconsistent with the fact that the Millennium Falcon is really an old Corellian Engineering YT-1300.* (CSWDW)

Mazumoda

this Worrite thug worked in the criminal underground of Coruscant for many decades, serving as a kind of bodyguard and enforcer to a number of crimelords, but never fully allying himself with any one of them. (CCW)

Maz-Verlin

this was only city established on the planet Vernet. It was surrounded by a wealth of grain silos built to hold the chorba which was grown by the planet's farmers. (SWJ15)

Mazzag

this was a common name used by the Geonosian race. (UANT)

Mazzic

a major smuggling chief during the early years of the New Republic, Mazzic and his outfit were often

described as militant. He ensured that his people were equipped for many combat operations, from hand-held weapons to large assault starships. Mazzic was a tall, muscular Corellian who was deeply suspicious of the Empire, and he took every opportunity to take credits for their work. He had formerly worked as a legitimate shipper for the Corporate Sector Authority, before he discovered the benefits of illegal cargoes and went into smuggling. Five years after the Battle of Endor, Mazzic helped Ellor destroy an unfinished Star Destroyer at the Bilbringi shipyards, just prior to Grand Admiral Thrawn's attack on Coruscant. Shortly afterward, Mazzic was captured by the Imperials and brought aboard the *Chimaera* for questioning. Much to his surprise, Thrawn merely stated that he understood the destruction of the Star Destroyer was simply a retaliation for the attack on the smugglers at the Whistler's Whirlpool on Trogan, and offered to allow Mazzic to leave. Of course, Mazzic had to live with the realization that Thrawn had captured him rather swiftly after the event, and then let him go. Thrawn then used Niles Ferrier to plant a rigged datadisk aboard the *Wild Karrde*, with false information that named Karrde himself as the individual who called for the Imperial raid on Trogan. Ferrier then hinted to Mazzic that Karrde was hiding something, setting up a grand scheme to discredit Karrde in front of the other smugglers. However, Ferrier misspoke about the datacard's contents, incriminating himself and unburdening Karrde of any doubt. (TLC, TTSB)

Mazzoney

a four-armed alien of unknown origins, Mazzoney was also distinguished by the orange hair that grew on his head. He had brown skin, and was extremely muscular and strong. His mouth was filled with sharp teeth, and his face is heavily scarred. He ran a bar in the city of Selkren, on Demophon. (SN)

Maz'zt

this was a common name among members of the Ugnaught race. (UANT)

MB1711-V

this was the identification number of the mining team which supposedly discovered the ruins of the Alderaan Royal Palace within the rubble of the Graveyard. They also claimed to have found a survivor who claimed to be Bail Organa. This was all part of a plot set up by Darth Vader to capture Leia Organa, shortly after the Battle of Yavin. (GA)

MB-450

this was the model number of Luxan Personal Armaments' Penetrator weapon. (FOP)

MB-50

this was the model number of Luxan Armaments' Penetrator sporting blaster. (ROE)

m'Bal, Kyloria

this alias was used by Bria Tharen, when she and Han Solo tried to sell the *Talisman* to Truthful Toryn. The Duros was already aware of the situation surrounding the *Talisman*, and recognized them immediately. (TPS)

MB-RA-7

this protocol droid was used as an art instructor during the last years of the Old Republic. (SWK)

MBR-RX Pacifier

see MRX-BR Pacifier. (ND)

M'Buele, Katya

this woman, a native of the planet Corellia, was a romantic acquaintance of Han Solo's, having served with Solo aboard a smuggling ship in the years after Solo left Imperial service. Several years before the Battle of Yavin, Katya was one of the few smugglers who got paid for their part in the Battle of Ylesia. She re-entered his life years later on Tirahnn, after Luke Skywalker and Leia Organa were nearly captured by Kharys. She agreed to help Solo bring down Kharys, but was killed by a smoke demon before confronting Kharys. (LTA1, RD, MCA1)

M'Buh

this ball of barren rock was the sixth planet in the N'zoth System. It was orbited by four moons. (CCW)

MC Utility Sub

this twelve-meter-long craft was built by the Mon Calamari for use in constructing their floating cities. Each sub is equipped with a cutting laser and four clawed arms for deploying probes or collecting samples. (JASB)

MC-18

this Mon Calamari light freighter measured 23.6 meters in length, and could transport up to five passengers and 50 metric tons of cargo. Like all Mon Calamari designs, the MC-18 was often custom-built, and no two ships were exactly the same. (SWJ13)

MC40a Light Cruiser

this was a Mon Calamari starship design which was a smaller version of the MC80a cruiser. Like all Mon Calamari starships, each MC40a was unique. (XWA)

MC80

this is the baseline Mon Calamari star cruiser. Like all Mon Cal designs, no two MC80s are exactly alike. They were designed as passenger liners. (EGV)

MC80a Star Cruiser

a series of Mon Calamari space cruiser originally designed as a luxury ship, but later overhauled to become Alliance warships. Each of these ships is a hand-crafted work of art, unique from all others. They appear to be organic in nature, because the Mon Calamari built them with sleek, rounded pods and bulges to contain sensor arrays, weapons batteries, and shield generators. Since they were designed as luxury ships, they have a large number of viewports. This was a problem when they were refitted for military duty, as the large number of viewports reduced the ship's structural integrity. To further protect the MC80, the Mon Calamari covered the viewports with hull components and heavy blast doors. These ships were built specifically for use by Mon Calamari crewmen, and required a great deal of refitting for use by other species. These ships are 1200 meters in length and carry a normal crew of 5,156 officers and 246 gunners, with the ability to transport 1,200 troops. It has been rated at 60 MGLT at sublight speeds. They were designed with triply-redundant shielding, and most other systems had at least double redundancy. This made them extremely battle-effective, but required a great deal of maintenance. The MC80a has the following shipboard components: TriLuna 400 MGS Stardrive and Hyperdrive Motivator, 20 ArMek SW-7 Ion Cannon Batteries, Serridge SEAL Shielding System (rated at 240 SBD), 6 Front-mounted Phylon-Q7 Tractor Beam Projectors, 48 Taim and Bak XV9 Turbolaser Batteries, Plat Dromma Targeting Computer, 6 Fighter Bays (Y-wing Squadrons, 2 X-wing Squadrons, and 1 A-wing Squadron). (SCRE, COTF, RASB, DESB, CHRN)

MC80b

this Mon Calamari star cruiser improved further upon the MC80 and MC80a designs, adding more powerful shields and heavier hull reinforcement. It was designed as a bridge between the primarily civilian MC80 and MC80a cruisers and the MC90 military cruiser. The MC80b measured 1,200 meters in length, and was armed with 48 turbolasers linked in four groups of twelve. Twenty ion cannons were linked in groups of four. Four squadrons of starfighters were housed in the ship's docking bays. (EGV)

MC80B

see MC80b (UF)

MC90 Cruiser

this was the first truly military starship designed by the Mon Calamari. They were more modular than the MC80-series, designed to be more consistent with other, non-MC-class starships. The ship's displays were given multiple wavelength settings so that other species could read them. The MC90 had an improved drive system, increased shielding, and better maneuverability. The power generators were upgraded, and interior cargo space was expanded for carrying more starfighters. The *Defiance* was the first MC90 to see action, during the first Battle of Calamari. These 1,255-meter ships were manned by

5,860 crewmen and 605 gunners, and could transport up to 1,700 troops. They were armed with 75 turbolaser batteries, 30 ion cannon batteries, 8 tractor beam projectors, and 6 proton torpedo/missile tubes. (DE1, DESB, JASB)

MCC-40Z

this Mon Calamari sublight engine design was used on many Mon Cal luxury liners. (RM)

Mcgrrrr, Crysta

this woman was Opun Mcgrrrr's wife. (SWJ11)

Mcgrrrr, Hethra

this Corellian was known as being the founder of the Black Hole Pirates, and was the father of Opun Mcgrrrr. (SWJ11)

Mcgrrrr, Opun

this burly man, known as "The Black Hole," was the son of Hethra Mcgrrrr, although he obtained most of his status from his mother's name. Opun was the owner of the Holiday Towers hotel on Cloud City, until Jabba the Hutt took control in a bloody coup. Mcgrrrr then stole the accounting droid CZ-3 from Jabba's townhouse on Tatooine, during a stay at the townhouse as one of Jabba's guests shortly before the Battle of Yavin. Mcgrrrr hoped to take the data from within CZ-3's brain and use it to blackmail Jabba. Unfortunately, Mcgrrrr didn't know that the droid had been equipped with a miniature transceiver rig, which recorded a number of his criminal doings. Later, the Squib named Mace Windu obtained the droid, and it was later sold by Aguillea at the Jawa Traders store. Mcgrrrr ordered his underling Tols Vengra to recover the droid, which was later destroyed by Zutton. (SWJ11)

M'challa Order

this group of beings was known as scholars within the Empire. Han Solo, Lando Calrissian, and Lobot posed as members of this order in an effort to gain a copy of the Caamas Document from the data-library on Bastion. (VOF)

MCI-100

this was a model of magnacuffs produced by Loris Syndicated Securities. (GG10)

MCI-200

this was a model of Loris Syndicated Securities magnaharness. (GG10)

McKumb, Drub

an old buddy of Han Solo's, he suddenly showed up on Ithor, brainwashed with yarroch into delivering a message to Han. Drub was a long-distance cargo hauler when Han knew him, but they hadn't seen each other since they met on Ord Mantell, just prior to the Battle of Hoth. McKumb then told Solo that Jabba the Hutt had put a great deal of money on Han's head. (COJ)

M-class Fighter

this large starfighter was developed by the Alliance from the design of the BTL-A4 Y-Wing fighter. The M-class fighter had three engines, each apparently taken from salvaged Y-Wings and mounted on an M-shaped fuselage. The central portion of the fuselage housed a small cargo compartment behind the main cockpit. The front of each wing was swept forward to a point, further emphasizing the craft's M shape. At the tip of each wing was a heavy laser cannon. (AVS)

M-class Starship

a passenger liner (HSR)

McPherson

a moisture farming family on Tatooine. They were friends with Ariq Joanson, and agreeing with his ideals. (TME)

McQuarrie, Pharl

this Alliance General was a native of the planet Ralltiir. McQuarrie and Jeroen Webb played an instrumental part in helping the rebel cell on Ralltiir get word to Princess Leia Organa that the Empire was building a new superweapon. He later fled the planet after the Empire subjugated it, and joined the Alliance. His knowledge of logistics and planning made him an integral part of the planning and establishment of Echo Base on Hoth. (CCG9, SWI74)

MCS

this computer manufacturer specialized in the production of mainframe units, but went out of business during the early years of the New Order. (SPG)

MD (Emdee) droid

the designation of Industrial Automaton's series of medical droids. These droids were roughly humanoid in stature, and were based marginally on the 2-1B series. As with most forms of droids, there are different classifications of medical droids based on their programming: * MD-O droid: diagnostic droids which perform patient examinations and diagnosis. They are equipped with various medical examination implements, such as thermometers, ultrasounders, and x-rays. * MD-1 droid: laboratory technician droids which conduct all sorts of lab test to analyze and isolate diseases and viruses. * MD-2 droid: anesthesiology droids which administer anesthesia and monitor vital functions during surgery. * MD-3 droid: pharmaceutical droids which analyze, prescribe, and prepare the medicines necessary to combat and prevent disease and infection. They are readily available to most pharmacies, but have been stolen and used by illegal drug dealers. They were also used by the Empire to administer experimental drugs to improve troop loyalty and performance. * MD-4 droid: microsurgery droids which are equipped with miniature vibroscalpels, clamps, and optical sensors used to perform delicate surgery. * MD-5 droid: small, mobile general practitioner droids usually assigned to spaceships when a living doctor is too expensive or unavailable. They can administer first aid and perform simple surgeries. (TLC, JS, DFRSB, FOP, EGD)

MD-10

this series of medical droids was produced by Industrial Automaton, and was one of the most technologically advanced model produced during the early years of the New Republic. (TNR, EGD)

MD-5

an evil Imperial droid working with Trioculus, Emdee has a wide variety of skills, including medical knowledge. He is programmed to obey Trioculus' every command. (GDV)

MD-5 GP

another name for the Industrial Automaton MD-5 medical droid. The 'GP' stood for 'general practitioner.' (SWJ13)

MD-6

a series of medical droids produced by Industrial Automaton for use by the Empire. (TNR, EGD)

MD-7

a series of mobile, emergency medical droids developed by Industrial Automaton. They were produced in small quantities, and never really left the prototype stage. (BTS, TNR, EGD)

MD-8

this series of medical droid prototypes was produced by Industrial Automaton in small numbers and used in small sectors. (TNR, EGD)

MD-9

this series of medical droid prototypes was produced by Industrial Automaton in small numbers and used in small sectors. (TNR, EGD)

Mdel

this Nociv was one of the elder leaders of his people, during the Galactic Civil War. His skin displayed the

largest number of whorls, indicating that he was the wisest of all the Nociv. When Darth Vader attacked Kadril with pacifog, in an effort to seize all its kunda stones, it was Mdel's dying wish that the Nociv join Luke Skywalker and Han Solo in fighting against the Imperial stormtroopers. (LAT3)

MDF Motivator

this droid motivation device was produced by Merendata for use in the EV-series supervisor droids, but early versions of the motivator were flawed. Droids implanted with flawed MDF motivators tended to be malicious, and often went rogue. (AIR)

Mdimu

this Etti man served as Thrackan Sal-Solo's chief of communications, after Sal-Solo was named President of Ylesia and Commander in Chief of the Peace Brigade. (Y)

MD-OC6

this MD-series droid, known to its many acquaintances as simply Doc, was believed to have coined the name Bartyn's Landing for the primary settlement on the planet Lamaredd, many centuries before the Galactic Civil War. Doc was the chief medical droid for the expedition that located the Lamaro System, and the regular memory wipes that were administered eventually gave the droid a curmudgeonly personality that many beings found quaint. Because he was a droid, Doc could practice medicine at any hour of the day or night, and didn't need sleep or sustenance. Thus, Doc became completely independent, and served Bartyn's Landing loyally for the next several centuries. Doc became a fixture in the day-to-day management of the Landing, and assisted with the operations of the Outer Rim Oreworks installation on Lamaredd. (GMR7)

MDS-50

this handheld medical scanner, produced by Synthtech Medtech provided a wide range of diagnostic capabilities for a small device. (GFT)

MDS-500

this was a model of datapad produced during the last decades of the Old Republic. The MDS-500 was a durable platform, and many survived well into the era of the New Republic. Jacen Solo found a working model on the planet Coruscant, after the Yuuzhan Vong had begun reforming the planet to resemble Yuuzhan'tar. (T)

M'dweshuu

this ancient star is located in the center of the Si'Klaata Cluster. It suddenly exploded at some point many millenia before the Third Battle of Vontor, causing great changes on nearby planets. (GG12)

M'dweshuu Nova

the remnants of the M'dweshuu star, it was discovered by Nikto scientists some time before the Third Battle of Vontor. It hurls great amounts of radiation into the nearby space, creating many uninhabitable worlds and altering life on others. Among the worlds altered by the Nova was Kintan, and produced the five races of Nikto. The impact of the Nova and the radiation it produced gave rise to the Cult of M'dweshuu. (GG12)

MdZ-BLK

this droid was built from a various of parts and pieces, but was at its core an MdZ-series automaton. The auto-balance legs were maintained, and other components added on as needed. The droid was considered unusable by its first owners, being quite stubborn and almost immune to memory wipes. Later, Blockhead (as he became known) was employed by Darion Seville as a gladiator droids, and was forced to fight against protocol droids for Seville's amusement. This formed a deep-seated hatred of protocol droids in MdZ-BLK's memory core, and resolved Blockhead to kill Darion Seville. She was saved by her son, Yearo, who ionized MdZ-BLK and sold it to Gorbu the Hutt. blockhead succeeded in killing Gorbu before finding employment with Aimi Loto. Aimi recognized Blockhead as an individual with rights, which made Blockhead quite happy. As an Alliance saboteur, Blockhead took great pleasure in using protocol droids and remote explosive devices. (CRO)

MdZ-series Droid

this series of droids was built on an advanced locomotive base, and employed auto-balance legs that allowed it to operate in any position. The design was quickly copied by both Industrial Automaton and Cybot Galactica. However, the MdZ's poor body was an inferior knock-off of the S12 design, and the overall performance of the droids suffered. Eventually, the MdZ series was discontinued. (CRO)

Me

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "fiery" or "hot". (GCG)

Me dwana do bata

this Huttese phrase translated roughly into Basic as "I have work to do," and was used in marketplaces whenever a being had to sell something. (E1A14)

Meade, Jessica

known as Jess, this young woman was a starpilot who assisted Jann Tosh and the droids, R2-D2 and C-3PO, in returning Mon Julpa to Tammuz-an. She first encountered the group on Tyne's Horky, where they were pursued by Yorbo, Zolag, and IG-88. Jess managed to rescue them from Yorbo and Kreb Zellock, then agreed to transport them to Tammuz-an. She later became one of Mon Julpa's closest advisors, but eventually left that position to return to the life of an interstellar trader. (DCAR, SWDB)

Meahonon, Ishale

this red-haired woman was an Imperial scout who served on the *Wanderer*. When the *Wanderer* crashed on Isis, Ishale was able to reprogram the navigational computer on the Handree to get the Imperials back to the planet Miser. Once she had programmed the computer, and realizing that Alliance agents were on board, she tried to destroy the computer so that the Alliance wouldn't learn of the Naval base on Miser. (IC)

Mealbread

this was a processed bread product manufactured on Corellia during the early decades of the New Republic. It could be formed into chips, sticks, or a variety of other shapes. (EL2)

Meandering Star

this modified YT-1300 light freighter was owned and operated by Piret Akarias. (OS2)

Mear

this 2.5-meter long, six-legged herbivorous mammal is native to the planet Gacerian. They have large horns and sharp hooves, which serve as a more-than-adequate defense. They live in the mountains of the planet, eating the minimal vegetation there. They are excellent climbers. (PG2)

Meastrinnar

the inhabitants of this world opposed the New Order. (CRO)

Meat Droid

this was a derogatory term used to describe the clone troopers of the Grand Army of the Republic. (MBS)

Meatalo

created in the Moridebo District of the planet Metellos, this meat-and-lard dish was formed into shapes that resembled fruit, before being roasted or baked. (CCW)

Meatlump

this was a processed meat product, manufactured on the planet Corellia during the early decades of the New Republic. (EL2)

Meatlumps

this gang of small-time thugs caused all sorts of problems on their homeworld of Corellia during the Galactic Civil War. (GQRG)

Meatvine

this thick vine, native to the planet Threfal, was known for its fleshy pulp. When cut into pieces, the meatvine could be consumed as a foodsource. (GMR9)

Mec, Prestor

this slave worked in the radioactive elements mines of Sabrix. He discovered that Boss Denedin was skimming off the top of the profits from the mine, and exposed the embezzlement to his superiors. Unfortunately for Mec, Denedin's replacement had him eliminated shortly afterward, in an effort to ensure that no ambitious miner screwed up his plans. (GG11)

Meccamitta, Garven

this man worked as Dean and Chief Surgeon at the Rhinnal State Medical Academy during the height of the New Order. Arrogant and self-assured, Doctor Meccamitta was a genius among geniuses who often rolled his eyes at any being who had to ask him a question. Meccamitta also somewhat mad, often worrying that sick patients were bringing rare or alien contagions to Rhinnal. (CCW)

Meccha

this was one of the major cities located on the planet Drall. During the early stages of the Yuuzhan Vong invasion of the galaxy, riots spread throughout the city after the New Republic approved a plan to use the Centerpoint Station repulsor as a weapon against the Yuuzhan Vong. (JE, CCW)

Mecetti House Guard

this was the name of the combined army and navy maintained by House Mecetti of Tapani Sector. (LOE)

Mecetti Purge

this era of history within the Tapani Sector occurred more than twenty years before the Battle of Hoth. House Mecetti virtually exterminated House Pelagia, and would have gone on to conquer other Houses if the Empire hadn't stepped in to take control of Tapani Sector. In the end, House Pelagia was able to smuggle out the younger brother and sister of Theus Paddox, thereby giving House Pelagia a chance to rebuild. (TSIA, LOE)

Mechanical Liberation Front

this fanatical organization, founded during the last decades of the Old Republic and led by Jarred Sneel during the height of the New Order, staged many violent hit-and-run assaults against droid manufacturing corporations. The membership of the MLF was formed from a variety of highly-skilled technicians and mercenaries, all of which believed that droids should have certain unalienable rights in the galactic community. Rather than stage peaceful demonstrations, however, the MLF planted bombs in the manufacturing plants of corporations like Industrial Automata and MerenData. They were perhaps best-known for their attempt to "free" a shipment of Vindicator XM-15 "brilliant" missiles near Havridam City, on the planet New Bakstre. Fourteen MLF members were killed in the operation, which also destroyed more than 2,000 square kilometers of the city, when the missiles were detonated due to the activists' ineptitude. (FTD, HNN5)

Mechanical Universal Labor Eliminator Droid

developed by Les Tech and known by the brand name of PackTack, this droid was designed to pack and carry equipment for scouts and explorers. Known in sales brochures as the 41LT-R, many scouts simply called it the MULE. These equine automata were equipped with a heavy lifting claw, a large storage bay, and a small repulsor engine. (GG8, EGD)

MechBlaze Tracking Corporation

this manufacturer created several grades of tracking devices, including the Observer. (CFG)

MechGill

this is a form of personal rebreather used by scouts and explorers to extract oxygen from most liquid mediums. (GG8)

Mechis III

a planet which is home to some of the galaxy's finest droid specialists. The rogue IG-88 droids fled to Mechis III after escaping from the Holowan Laboratories, and their high-speed computing power allowed them to outsmart the planet's defense systems. They sent several IG-like viruses into the defense computer, creating IG nodes throughout the planet. Each node communicated with the existing droids, instructing them to eliminate all organic lifeforms. Once entrenched on Mechis III, the IG-88s plotted their take-over of the galaxy. After the droids were eliminated, organic life returned to Mechis III to reprogram the security systems and restore the planet's normal activities. An unexpected windfall was the fact that the IG-88s had repogrammed the manufacturing lines to be twice as efficient as they were under previous routines. (DS, TBH)

MechMiner

this was the name given to any small, track-driven vehicle which was used in a variety of mining operations. Usually a single-person vehicle, a MechMiner could do the work of a dozen beings in excavating a site. (SWJ15)

Mechno-arm

this was a generic term used to describe a cybernetic prosthesis that replaced a being's natural arm. Often, the term was used whenever a prosthesis was not covered with artificial or imitation flesh, allowing the mechanisms of the prosthesis to be viewed at all times. (NEGW)

Mechno-chair

a Neimoidian invention, the mechno-chair was a mobile platform on which a being of stature could sit and travel without moving on its own. Produced by the Affodies Crafthouse of Pure Neimoidia, the chair was supported by four, heavy-duty legs which were controlled by a droid brain that was controlled by a small switch on one arm. It was gyroscopically balanced, and its laser-etched surface mimicked the shell of a sovereign beetle. The ownership of a mechno-chair was a status symbol among the Neimoidians, as it was not a very practical mode of transportation. (TPM, COD)

Mechro-II

this was a model of droid brain developed by Kalibac Industries. (FTD)

Mecht

this male Seaan was a former Imperial slave who joined the Alliance and became a member of Red Hand Squadron. (RD)

MechTech Illustrated

this technical journal published a wide variety of articles about new technology in the galaxy. (RPG)

Mechu-deru

this was one of the many ancient Sith forms of Force magic, which could be used to infuse a mechanical object with Dark Side energy. It was believed to have been lost by the era of the New Order, but Roganda Ismaren discovered several ancient scrolls which documented its usage. She passed most of this information onto her son, Irek. (GMR5, NEGC)

Meckgin

see Eve of Meckgin (SWI66)

Mecolar Briddlings

this small delicacies were used as a topping on many gourmet salads. (SESB)

Mecrosa Order

this society of assassins and expert poisoners was rumored to be led by Sith disciples, although that was never proven. The Mecrosa Order was sponsored by House Mecetti of Tapani Sector millennia before the Battle of Yavin, providing the Order with a base of operations on the planet Nyssa. The Mecrosa Order was eventually destroyed by the combined forces of the Jedi Knights and House Pelagia, but the legacy of the Order survived through the millennia. At the height of the Galactic Civil War, the Order was re-

established by several young House Mecetti nobles who had been groomed from their youths to be assassins and poisoners. None of the leaders of House Mecetti were aware that the Mecrosa Order had been reborn, and its members worked to ensure their secret. Many historians and certain holoviod producers insinuated that the Mecrosa Order maintained a cadre of Sith magicians at its core, but this has never been proven. (PGT, LOE)

Med Runner

this was the name used by most spacers to describe the SoroSuub *Sprint*-class rescue ship. (TBSB)

Medal of Alderaan

developed by an Alderaanian survivor and first awarded to Luke Skywalker and Han Solo in the wake of the Battle of Yavin, this medallion was commissioned by the Alliance to honor those beings who displayed exceptional bravery and heroism in battle. (JKG)

Medal of Conspicuous Gallantry

this award was given by the Empire to distinguished Imperial Navy pilots who served above and beyond the call of duty. (HR)

Medal of Destiny

a sixth-level award given to Imperial pilots. (TIE)

Medal of Honor

this Imperial award was given to those cadets and newly-commissioned officers who acted above and beyond the call of duty during their missions. Because every young, up-and-coming officer was being held to an exceptionally high standard, it was rare that the Medal of Honor was given out for simply earning a commission. (WOTC)

Medal of Honor

this New Republic award was given to those servicebeings who performed above and beyond the call of duty in battle. (JE)

Medal of Loyalty

a fifth-level award given to Imperial pilots. (TIE)

Medal of Order

a fourth-level award given to Imperial pilots. (TIE)

Medal of Progress

a third-level award given to Imperial pilots. (TIE)

Medal of Redemption

a first-level award given to Imperial pilots. (TIE)

Medal of Unity

a second-level award given to Imperial pilots. (TIE)

Medal of Valor

this was the award given to those military individuals who performed above and beyond the call of duty, or showed conspicuous gallantry under fire, for the Army of the Republic, during the Clone Wars. (SHPT)

Medallion of Honor

this award was given by the Old Republic to those individuals who distinguished themselves during the Clone Wars. (DOE)

Medbed

see Athakam II Med Unit (GFT)

Med-Beq, Achk

this man was a noted criminal who was imprisoned at the CoCo Penetentiary during the years leading up to the Clone Wars. Shortly before the Battle of Geonosis, Achk Med-Beq escaped from the prison, along with Dannl Faytonni and Lloollulon, before disappearing into the crowded Coruscant streets. Like Faytonni, Med-Beq wore the stolen uniform of a Republic soldier, all the better to attract the ladies and ward off unnecessary intrusion. The only thing that belied the truth of his uniform was the spiderweb of tattoos that spread outward from his left eye. *Achk Med-Beq was portrayed by Ahmed Best in Star Wars Episode II: Attack of the Clones.* (OWS, HNN5, SWDB, SW175)

MedCo

this pharmaceutical company produces many varieties of hypodermic injection systems. (CFG)

MedCorps

see Medical Corps (PJSB)

Meddun

this Nikto mercenary worked out of Mos Espa, on the planet Tatooine, during the last decades of the Old Republic, and attended the Boonta Eve Classic podrace which was won by Anakin Skywalker. (YJC6)

Medeon Holovar

this was the name of a distinguished Xexto individual. (UANT)

Medepiest

this planet and its inhabitants tried to resist Imperial invasion, but were summarily defeated. Their struggle became known as the Medepiest Uprising. (CRO)

Medepiest Uprising

this was the name given to the unsuccessful rebellion of the planet Medepiest against Imperial control. (CRO)

Medevac

designation of the Alliance's group of *Lambda*-class shuttles used to transport wounded from battle sites. (XW)

Medi-Aid

this was the name of an ambulance service in the city of Griann, on the planet Teyr. (SOL)

Mediator

this Mon Calamari cruiser, considered the first of the new *Mediator*-class battle cruisers, was dispatched by the New Republic to mediate the dispute between Rhommamool and Osarian, shortly before Nom Anor and the Yuuzhan Vong invaded the galaxy. It was commanded by the Mon Calamari Commander, Ackdool. After Nom Anor launched a pre-emptive strike at Osa-Prime, then claimed it was over-eager Rhommamoolians who launched it, Ackdool promised Anor sanctuary aboard the *Mediator*. Nom Anor flew to the ship, but without any intention of staying. He remained in a small A-Wing while pretending to be in a diplomatic shuttle. Nom Anor left his shuttle in the hold of the *Mediator*, where it exploded in a nuclear blast that vaporized much of the cruiser. (VP, HT)

Mediator-class Battle Cruiser

this Mon Calamari warship was developed for use by the New Republic, and first saw duty during the dispute between Rhommamool and Osarian. (HT)

Medic Guide

this was the title given to the doctors and nurses who worked in the Medical Circle on Kegan, during the last decades of the Old Republic. (FFT)

Medical Circle

this section of the primary city on the planet Kegan was dedicated to maintaining the health of the planet's population. (FFT)

Medical Cocoon

a portable device for transporting injured people. (SME)

Medical Corps

this branch of the Jedi Knights was similar in many respects to the Agricultural Corps. The MedCorps was comprised of students of The Force who were in training during the Old Republic, and provided treatment and consolation to the sick and infirm of the galaxy. Underlying this humanitarian goal was the idea that Jedi Padawans needed to understand that fragile nature of living beings, and that the will of The Force was the guiding principle in the life and death of all beings. Unlike the AgriCorps, the MedCorps maintained only a few dozen students and their instructors at any given time. (WOTC, PJSB)

Medical Diagnostic Systems, Incorporated

this producer of computer hardware and software was based on the planet Kothlis, and specialized in medical applications for their products. During the Old Republic, MeDiS was one of the top three companies in the industry, but lost ground as more nimble corporations branched out to produce sophisticated medical droids. (SPG)

Medical Frigate

a Nebulon-B frigate outfitted exclusively for transporting and caring for wounded and convalescent personnel, these ships have 745 beds, up to 80 medics, and 30 medical droids (2-1Bs and MD models). Fifteen bacta tanks are also available on the frigate, along with five operating theaters. (ESB, RASB)

MediCorps

see Medical Corps (RESB)

Medicron

this was the term used to describe any regular medical publication that could be accessed on the HoloNet, during the last decades of the Old Republic. (MBS)

Medicrystal

this specialized form of kunda stone was developed by the Kadrillian race for use in medical applications. (LAT3)

Mediglobe

this is the name used for the underwater bubble which contains a Gungan hospital. (SW1)

MeDiS

see Medical Diagnostic Systems, Incorporated (SPG)

Medis, Varen

this man served the Empire as a Commander in the Imperial Security Bureau. Medis was stationed on the planet Byss, in the Deep Core, where he made sure that nobody escaped the planet. (PH)

Mediscan 21

this was a basic, handheld medical scanner produced by Cryoncorp during the early years of the New Republic. (GUN,SWJ4)

Medisensor

a small device used to monitor a person's health (TB)

Meditation of Immersion

this Fallanassi technique involves stilling one's mental and physical state to a profound level, allowing nearly direct contact with the White Current. While in this state, some Fallanassi can become invisible, while others can project images around them which have vivid clarity. (TT)

Meditative Canyon

located on the planet Ambria, in the shadows of the Tiernvael Mountains, the Medtitative Canyon was discovered by the Jedi Master Thon, during the years leading up to the Great Sith War. It was also located near the site on which an ancient Sith obelisk was believed to have been erected. Despite this proximity to a Dark Side nexus, Master Thon and his students found that the Canyon offered them a place of peace and tranquility, where they could find spiritual solace from the rest of the galaxy. The Canyon itself was just over a kilometer in length, and as much as a kilometer deep at certain points. A surging river swept through the base of the Canyon, sometimes spanning the Canyon's half-kilometer width. At one end of the Canyon, this river tumbled over a steep waterfall. Despite its connection to the Light Side of the Force, the Meditative Canyon was almost devoid of life, with just a few neeks crawling along its rocky sides. (PJSB)

Medjector

this small, needle-like device is found in most medkits. It can be loaded with a medicinal cartridge, and the solution inside can be administered to a patient. They are simple to use. (SWJ10)

Medjev, Markre

this Jedi Knight studied the Force at Luke Skywalker's Jedi praxeum on Yavin 4, during the early stages of the Yuuzhan Vong invasion of the galaxy. Markre later helped the Jedi by scouting for the aliens on Bothawui, in the wake of the Battle of Fondor. During the final stages of the battle against the Yuuzhan Vong, after the living planet Zonama Sekot agreed to help bring about an end to the conflict, Markre was one of several Jedi Knights were bonded to seed-partners and provided with Sekotan starships. Markre was ultimately one of the handful of Jedi Knights to survive the conflict with the Yuuzhan Vong. (BP, SWI57, UF)

Medkit

a small, medical, first-aid kit. (CPL)

Medlifter

this repulsor-equipped vehicle was used by the Grand Army of the Old Republic to transport injured clone troopers and Jedi Knights away from the battlefields of the Clone Wars, and carry them to the closest medical facilities. (MBS)

Medpac

see medkit (SWJ8)

Med'soto Architecture

this architectural style, popular during the height of the Old Republic, was characterized by bright lights, chrome accents, and tiled floors. Dexter's Diner, located on Coruscant during the last decades of the Old Republic, was a primary example of this style of architecture. (CCW)

Med-splint

this small, repulsor-supported transport was designed to carry an injured being from the site of their injury to an ambulance. It was little more than a flat surface and an engine, with a small force-field generator which provided a way to immobilize broken limbs. (TDR)

MedStar Nineteen

this was the name of the MedStar frigate, under the command of Admiral Tarnese Bleyd, which was dispatched by the Old Republic to support the Rimsoo facilities on the planet Drongar, during the height of the Clone Wars. After Bleyd's death, the ship was turned over to Admiral Erel Kersos. The traitor Klo Merit made a trip to the MedStar shortly after Bleyd's death, and set off a series of charge that exploded in the ship's lower levels, crippling the ship's ability to act as a mobile hospital and relay to Coruscant. (MBS, MJH)

MedStar-class Frigate

this was the term used to describe the series of medical frigates that were used by the Old Republic to supply their remote bases and outposts during the Clone Wars. Developed by Kuat Drive Yards, the

MedStar-class vessel was a self-contained dispensary, and traveled back and forth from a primary supply base to the planets it provided with all manner of drugs and materiel. Within the hull of one of these ships were state-of-the-art xeno- and bio-medical facilities that rivaled some of the best groundside hospitals of the Old Republic. Because these ships were excessively expensive, only a few were commissioned by the Old Republic. However, as the Clone Wars ground on, the need for more *MedStar*-class vessels forced the Republic to order more. (MBS)

Medtech Industries

this corporation was considered a trailblazer among medical product manufacturers, and was best-known as the producer of the FX series of medical droids. Shortly after the Battle of Yavin, Medtech relocated their headquarters to the Deep Core, but they went bankrupt shortly afterward. (EGD)

Medth

a planet under Imperial control during the height of the Galactic Civil War. (PP)

Meduza

an alien creature composed of gelatinous, green flesh topped with a number of bulb-tipped stalks, the meduza is minimally sentient. The creature obtains its food by stinging its prey with one or more of the upper stalks, producing an electric shock. The meduza then covers the inert victim and begins the digestion process, absorbing the victim into its body. (TME)

Medx homunculi

this species of clever mammal was once native to the jungles of Gravlex Med. Resembling thirty-centimeter-tall humanoids, the Medx homunculi moved through the trees with a chittering form of speech that many races found grating. The Anx were fond of telling stories of human visitors to Gravlex Med who came upon an Anx, a Shusugaunt, and a Medx. The humans immediately discounted the Anx and Shusugaunt as simply beasts, and tried to communicate with the Medx. This allowed the Shusugaunt to plot to kill the human, although the Anx eventually stepped in to stop the murder. (GMR7)

Medxec

this term was used on the planet Coruscant to describe the executives of major health-related organizations and hospitals, during the last decades of the Old Republic. (HNN5)

Mee

this was one of the many species of scalefish which inhabited the oceans of Naboo. (IG1)

Mee cha

this Huttese phrase translated roughly into Basic as "today." (E1A14)

Mee jewz ku

this Huttese term meant "good-bye" in the Basic language. (GMR5)

Meeda Odd

this was a distinguished Lannik individual. (UANT)

Meego

this Necropolitan owned Meego's Starship Emporium. Meego was a typical used-starship salesman, always looking to sell the least spaceworthy craft for the highest prices. After Hoole had put money down on a ship that would get himself and Tash and Zak Arranda off Necropolis, Meego claimed to have sold it to another buyer by mistake. (GOF2)

Meego's Starship Emporium

this starship warehouse was located on the planet Necropolis. Owned by Meego, it was this shop that D-V9 decided was modern enough to provide Hoole with a new starship. (GOF2)

Meejen

this was the name of a noted Spinner individual. (UANT)

Meek

this small creature, native to the planet Atzerri, was a relative of the moochers which were native to Abregado. (EGP)

Meekad

meaning "judgemental", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Meekeef

a member of Obigon's crew, she is the *Null Space's* communications officer. (HTSB)

Meeknu

this clan of Jawas established and maintained an extensive salvage operation on the planet Raxus Prime, during the last decades of the Old Republic. (SWDB)

Meeko Ghintee

this Muttani criminal was hunted down by Jango Fett, shortly after the Battle of Naboo, after he escaped from the prison facility on Oovo IV. Ghintee had been serving a life sentence for murder and larceny, and made it as far as the Outland Transit Station before Jango Fett caught up with him. After a reckless flight from the gladiator pits to the station's hangar bays, Meeko nearly escaped again. However, Jango managed to disable the weapon's systems on Meeko's ship and captured him once again. Meeko was returned to Oovo IV, with a second life sentence added to his existing prison time. Meeko again staged an escape attempt, this time by signing onto a work crew that was mining ore from Oovo IV's rocky surface. Unfortunately for Meeko, he was intercepted by Jango Fett as he fled the prison in a mining vehicle. Scared for his life, Meeko tried to shoot Jango down, but the bounty hunter was too fast. Instead, Jango shot and killed Meeko before he could complete his escape. (GMR10, BH)

Meeks

according to a story that circulated on the HoloNet following the Battle of Endor, Lando Calrissian once portrayed a Ronin Jedi Knight in order to obtain a set of statuettes from a timid race of beings known as the Meeks. The statuettes turned out to be forgeries, even after Lando was forced to save the Meeks from a marauding rancor. It was later, when Lando tried to sell the statuettes, that he realized the Meeks had been more clever than he expected. They had used the fake statuettes to lure him to their settlement, knowing that he would defeat the rancor despite his own plans. (T20)

Meeks Fees

this male Gran was a small-time criminal who worked for Sebolto during the years leading up to the Battle of Naboo. A bounty was issued for his capture by Gorga the Hutt, who indicated that Meeks was a "double-crossing back-stabber" who deserved to die. The bounty was claimed by Jango Fett, when the bounty hunter traveled to Malastare to meet with Sebolto. (BH)

Meela

this young woman was Professor Oron's daughter. She was kidnapped and held for ransom by the Dark Jedi student Durrei, who planned to exchange her for the Kashi Mer artifact discovered on Tuulab. (SWJ6)

Meela

see Meelawindermort (UANT)

Meela Ocean

this was the northernmost of Aram's two oceans. (FBS)

Meelawindermort

this Squib, who preferred the nickname Meela, was a noted individual in the history of the planet Skor II. (UANT)

Meelto

this Rodian gunslinger was killed in a duel with Uul-Rha-Shan. (CSA)

Meen Burtak

this male Gran was a member of the RavinsBlud syndicate during the years leading up to the Battle of Naboo. He was known as a death stick addict who could be manipulative and intelligent when he wasn't doped up on drugs. He was also an informant to Jaw-knee Rise, which prompted Brine Eyes-Li to issue a bounty for his capture. The bounty was claimed by Jango Fett, when the bounty hunter traveled to Malastare to meet with Sebolto. (BH)

Meena Tills

this Mon Calamari served as a Senator to the Old Republic, working with Tundra Dowmeia to represent thei rhomeworld during the height of the Clone Wars. Tills and a group of five other beings were kidnapped from the Galactic City Spaceport and held hostage by an armed gang led by Nuriin-Ar, until the clone commandos of Omega Squad were sent in to rescue them. It was later learned that Senator Tills wasn't the primary target, just a convenient diversion for the possible killing of N'zaet Nir. (SWI81, SWDB)

Meendee ya

this Huttese phrase roughly translated into Basic as "I believe" or "I think." (E1A14)

Meenon

this Senali was the ruler of his people, some twelve years prior to the Battle of Naboo. The Senali preferred not to use titles, and Meenon was actually more of a figurehead than a true ruler. King Frane of Rutan accused Meenon of forcing Prince Leed of Rutan to stay on Senali, despite the fact that he had reached his sixteenth birthday. Meenon protested, claiming that Leed had acted on his own. He implored Qui-Gon Jinn and Obi-Wan Kenobi to make Frane understand the situation, which quickly escalated when Frane imprisoned Meenon's daughter, Yaana. Meenon, generally a peaceful man, threatened to retaliate if Frane persisted. When it was discovered that Leed was, in fact, acting on his own, the Jedi also discovered that Leed's brother, Taroona, had the skills to rule in his place. After getting all parties to talk to one another, King Frane realized that Meenon had been truthful and that Leed truly enjoyed Senali. Frane freed Yaana and allowed Leed to return to Senali, and proposed that Taroona marry Meenon's other daughter, Drenna, to help solidify the new-found peace between the two worlds. (SP)

Meen-tris

this was one of the many Eickarie familiess that made up the Sav-ro clan on the planet Kariak, during the height of the New Republic. Centuries early, the Meen-tris family was part of the combined forces which destroyed the Cro-sal-trei tribe. The family guarded the secret knowledge of the Cro-sla-trei fortress's third watchtower entrance for centuries, until Su-mil used it to help the Imperial stormtroopers of Aurek Company gain access to the fortress, which was under the control of the Warlord. (FB)

Meep Erdles

this was the name of a noted Pa'lowick. (UANT)

Mee'r

this continent was the most populated of the three land masses on the planet Draenell's Point, and was the location of its governmental seat and the planet's primary spaceport. (GMK)

Meerak

this Fyodoi youth was one of Kalor's sons. (PG2)

Meergolo

this name was common among the Kerestian people. (UANT)

Meerian

this race of short, silver-haired humanoids was native to the planet Bandomeer. As a people, the Meerians are a slow, deliberate race with a primitive society that was unprepared to deal with the Old

Republic survey teams that first encountered them. While the Republic recognized the Meerians as a people and as the true owners of Bandomeer's resources, the Meerians were never given full control of the mining operations which were established on the planet. Instead, the Meerians merely shared in the profits. The Meerians evolved over time with adapt to the smoggy conditions brought on by excessive mining operations. Their noses and lungs work together to filter out particulate matter and certain toxic chemicals. The hair of the Meerian individual is actually formed from metallic elements. (RF, WOTC)

Meerian

this was the native language of the Meerian race. (WOTC)

Meerian Hammerhead

an alien race encountered by Luke Skywalker in the Mos Eisley cantina. *Might this be a reference to the Ithorians?* (SWR)

Meerian Vine

this was a species of lush, tropical vine. (GMR8)

Meerka

this was a common name among the Phindian race. (UANT)

Meet, The

this was a generic term used to describe Ithorian Herd Meets. (GMR4)

Meewalh

this female Noghri served as Leia Organa Solo's bodyguard, during the period following the Battle of Duro. It was Meewalh who discovered Leia after she was hit with the wave of Force energy that accompanied her son Anakin's death at Myrkr. Meewalh remained loyal to Leia, continuing to guard her for the duration of the Yuuzhan Vong invasion of the galaxy. (EVR, SBS, FH1)

Meewit

a small, screeching creature native to Tatooine. (TJP)

Meex

this Alliance soldier accompanied Leia Organa, Luke Skywalker, and Han Solo to Kiva, in an effort to exposed Project Starscream. Meex managed to avoid being consumed by the biological weapon known as Eppon. (GOF6)

Megadeath

pseudonym used by Dyyz Nataz. (DE1)

Megaflame Gun

this ancient weapon is similar to a flamethrower. (SH)

Megalith

this immense statue was at the center of the Er'stacian culture. The Megalith was revered as the maker of the Er'stacian people, and the source of their deep-seated cultural division. The Er'stacians believed that they could not be at peace until one clan took full possession of the Megalith, which they referred to as the Venerable One. Thus, every Er'stacian clan was almost continually at war with every other clan. Mace Windu, at the urging of the Jedi Council, traveled to Er'stacia to negotiate a peace among the clans, before they committed genocide. However, in order to appease the dim-witted Er'stacians, Master Windu was forced to destroy the Megalith. He left the Er'stacians to figure out which of the thousands of pieces of the Megalith each clan would claim. (T13)

Megaphone Disk

a handheld circular plate which projects the user's voice into a louder sound. (HTTE)

Megatome

this was an Imperial measurement of the power of a blaster cannon. (REV)

Megavegiton Ale

this alcoholic beverage is favored by Yarblok Yemm. (POT)

Megiddo

this planet, the third world in the Endor System, was once mined for its ores by the Empire, during the construction of the second Death Star. However, after the Battle of Endor, the mining operations were abandoned, and the glaciers which covered Megiddo quickly obliterated any trace of them. (GMR9)

Megonite

this moss, found on the planet Phelarion, was a heat-sensitive species that was harvested for the Empire by Lady Tarkin. The moss had intense explosive properties when heated, and could be manipulated into detonation devices. It had to be harvested by workers with special boots and gloves that kept the megonite cold. Storage and transportation facilities required refrigeration equipment. (CSWEA, EGC)

Mehar Grot

an Alliance Commander who saw action during the Galactic Civil War. (RASB)

Mehlohtt

this man was the Supervisor of the Imperial Mining, Limited, outpost on Alluuvia, before the base was destroyed by the combined forces of the Anguilla and the Alliance. (OE)

Mei Tran

this was a noted Gossam individual, distinguished in the history of the planet Castell. (UANT)

Meido

this native of the planet Adin was a former Imperial supporter who was elected to the New Republic's Senate by his people, during the initial stages of Adin's membership in the Republic. Although Leia Organa-Solo doubted that his election was fair, she nevertheless was forced to recognize his position. Like others of his race, Meido was a thin being with a crimson face which sported thin, white lines that grew brighter as he angered. Meido had two fingers on each hand. He admitted to supporting the Empire during its height, but proclaimed that he was in support of Leia's Republic. When Dolph bombed the Senate Assembly Chamber, it was Meido who supported Leia's attempts to investigate the bombing. However, he was really manipulating her into a position where the official investigation would not meet his expectations. Meido called for an independent investigation, with himself as chairman, claiming that the official search was too slow and somewhat biased. This fit into Dolph's plans perfectly, for it allowed Dolph to plant more incriminating evidence against Leia and Han Solo. In the aftermath of the bombing, Meido's Senate position was officially voted on, and he was granted full Senatorial status. He then brought forth circumstantial evidence that linked Han Solo to the Senate bombing. He voiced strong opposition to Leia's rule, and condemned her for leaving the Republic to find Dolph on Almanian. However, after Dolph's plans were exposed, Meido admitted his part in the plan and was very apologetic to Leia. (TNR)

Meido Lycris

this was the name of a noted Vodran individual. (UANT)

Meimonda, Dana

this woman was a native of Dakshee, where she performed as a classical actress. When the Empire subjugated the planet, she and her husband fled to Esseles, where she became a socialite and entertainer for the Imperial troops there. Unknown to them, she was also a spy for the Alliance, having established her loyalties during the flight from Dakshee. She used her position as an entertainer to get close to the local Imperial leaders, and her information was vital in the downfall of Esseles' planetary governor and the local sector Moff. (HR)

Meir Wine

this intoxicant was developed on the planet Sullust, around the time of the Battle of Naboo. (EOS)

Meirana

this Tarasin female was the Irstat-Kes of the Hiironi tribe until her mother was killed by a kilassin. Meirana was slightly older than her sister, Dariana, and was named Mother. Within a day of these events, Meirana died of a mysterious illness, and Dariana was then named Mother in her place. (LFC)

Meirm City

this is the capital city of the planet Sriluur, located on the Copper Coast of the Meirm Sea. Much of the city is covered with a coppery- fog during the early morning hours, a mixture of sea spray and chemicals that can harm the skin of sensitive species. This mist leaves behind a copper-colored dust if not washed away before the midday sun, coating everything in sight. (SWJ6, CRO, SSR)

Meirm Sea

this highly-acidic body of water is found on the planet Sriluur. (GG12)

Meirm Speeder Emporium

this repulsorvehicle dealership was owned by Torsha Dawun, and was located on the outskirts of Meirm City, on Sriluur. (SSR)

Meis

this Imperial Navy Captain was one of Han Solo's commanding officers during his first year of service, before being dishonorably discharged for freeing Chewbacca. (THG)

Mejgiss

this was the largest city on the planet Morado. (SWJ13)

Mekebve

the pollen of this plant is dangerous to mammalian species. When inhaled, it causes intense allergic reactions to mammals, rendering them incapacitated while their respiratory systems try to eliminate it. Reptilian species seem to be immune to its properties. (TBH)

Mekel

this man was one of the many ancient Dark Jedi who were stationed on Korriban, many millennia before the Battle of Yavin. Mekel was one of the many apprentices who were training under Uthar Wynn when a group of Jedi Knights managed to infiltrate Korriban. The Jedi were searching for clues to the whereabouts of Darth Malak, and were accepted as apprentices alongside Mekel. Mekel resented the intrusion, and spent as much time trying to sabotage his fellow apprentices as he did studying. When the former Master Jorak Uln captured Mekel and the Jedi in the tomb of Tulak Hord, Uln pitted them against each other in a devious competition. After the Jedi managed to escape from Uln and defeat him in combat, they let Mekel go free. Mekel could let go of his jealousy, however, and turned on the Jedi. In a brief fight, the Jedi dispatched Mekel as well. (KOTOR)

Mekith

this toxic ball of rock was the second planet of the Prakith System, located in the Deep Core region of the galaxy. It was orbited by a single moon. (PH)

Mektiss Risohr

this was the name of a noted Sluissi individual. (UANT)

Mekto

this is the Tahlboorean name for a huge arachnid that inhabits the caves of the planet Tahlboor. The mekto are carnivorous, and will actively hunt warm-blooded creatures for food. Like most spiders, it then wraps its victim in webbing for later consumption. (DRPC)

Mektrun Cluster

this is a galactic sector which contains the Veron System. (PG)

Mekuun

an ancient House family, they maintained a vast manufacturing business, creating weapons and repulsorlift vehicles. (ISB, COJ)

Mel tassa cho-passa

this Huttese phrase roughly translated into Basic as "I was cleaning the bins." (E1A14)

Melaan Nar

this was one of the many Yuuzhan Vong who were members of Doman Nar. A midlevel member of the Intendant caste, Melaan Nar took offense to the actions of Von Shul some four years after the Yuuzhan Vong launched their invasion of the galaxy. Supreme Overlord Shimrra, eager to re-establish his place as the leader of his people, used their grievances to prove that their generations-long travel between galaxy had led the Yuuzhan Vong to forget their gods. (UF)

Melaana

this city, the capital of the planet Soterios, was located in a huge canyon formed by an ancient ocean. The walls of the canyon were dug out to form dwellings, while its floor was irrigated for farmland. It was often referred to as the Old City, since much of the population has moved on to New Melaana. (PGT)

Melamor, Dimitri

this alias was used by the Jedi Knight Darrin Arkanian. He used it when he first approached Corwin Shelvay. (GG9)

Melams, Lom

this man was a Colonel in the Alliance military, and was the commander of outpost DVL-181 during the height of the Galactic Civil War. (HAS)

Melan

this was one of the many family names used by the Bothan people. It translated loosely to "moon" or "night". (GCG, WOTC)

Melanah

this was one of the most common names given to female Corellians. (GMR9)

Melanani

a famous dressmaker whose designs command top credit throughout the galaxy. (SE)

Melanncho

the Issori name for the intense sadness suffered by the Odenji race. At one time in Issori history, the Odenji were nearly wiped out by a epidemic outbreak of the condition. (SWJ5)

Melas

this Sarkan male was exiled from his homeworld of Sarka for showing an interest in other alien species. However, before he was forced to leave Sarka, Melas stole a fortune in gems and metals. He missed his family and friends, and turned to smuggling to distract his attention. He was fond of smoking an Essoomian gruu pipe in order to heighten his awareness. (CCG9)

Melasaton

the natives of this planet were rescued from a famine by the work of Jenna Zan Arbor, during the last decades of the Old Republic. (DH)

Melashi

meaning "sandy beach", this was a common female name among the Mon Calamari race. (GCG)

Melbulb

this was a common vegetable that was grown on the planet Corellia. (MJH)

Melchett

one of the seven major clans of Ammuud. (CSA)

Melchi

this aging Herglic spent much of his early career running a small transport company, based on the planet Pelagon, during the last years of the Old Republic. He was off-world when the Empire swept in to destroy the Jedi Knights on Pelagon, and returned home to find that House Pelagia had been virtually wiped out by House Mecetti. He took command of the damaged medical frigate *Benevolence* and began coordinating a relief effort to save Pelagon. House Pelagia recognized Melchi's efforts by officially naming him the ship's Captain, and he took up the role of supplying Tapani Sector with medical support during its struggle to throw off the Imperial yoke. The Great Council funded a complete refit of the *Benevolence*, and Melchi found himself in command of a state-of-the-art, floating medical facility. Unknown to the other noble Houses, though, Melchi used his status as Captain of the medical frigate to travel throughout Tapani Sector and gather information for House Pelagia. (LOE)

Meldark

this man claimed to be the best information broker on Level 35 of Nar Shaddaa, during the early years of the New Order. He spent much of his time at the Dark Melody bar, where he overheard a great deal about the spice known as tempest. (TF)

Meld-fighting

this was the name given to the unique form of battle meditation developed by the Barabels of the Wild Knights. When a group of Knights was connected via the meld-fight technique, a single being focused the concentration of all members in the meld, giving them an incredible cohesion of effort. (SBS)

Melee

this young girl was born to parents on the desert world of Tatooine. Growing up, she was a friend of young Anakin Skywalker. Like their friend Seek, Melee believed that Anakin's homemade podracer would never fly. *Melee was portrayed by Megan Udall in Star Wars: Episode I - The Phantom Menace.* (SW1)

Meleenium

found only on the planet Af'El, meleenium is the primary component of durasteel. (GG4)

Melen Toobo

this being was placed in charge of the Coruscant Wildlife Management Department during the last decades of the Old Republic. He was known for his failed attempt to domesticate several Coruscanti Ogres by giving them the lobotomies, a plan he called The Program. He tried to refit their brains with cybernetic replacements, in the hope of creating a small workforce of "organic droids." After several failures, the success of the individual known as Friendly emboldened Toobo to begin full-scale conversion, although Friendly turned out to be a fluke. Subsequent conversions resulted in ogres that were uncontrollable, and had to be turned off in order to prevent widespread damage. The Program was abandoned, and Toobo moved on to other obscure work. (WOTC)

Melford

this city, located on the northern coast of Lianna's Anai continent, Melford was the site of an Imperial Star Academy. It is often considered the prettiest city on the planet. (ML)

Melford Star Academy

this satellite of the Imperial Academy was located in the city of Melford, on Lianna. On the planet, it is also referred to as the First Star Academy. (ML)

Melida

this people was one of the two major factions which inhabited the planet of Melida/Daan. Throughout the history of their planet, the Melida had seen the Daan as feral beasts, and used a legacy of perceived wrong-doings to continue their civil war. The older members of both societies fought to avenge losses sustained centuries before, using their children as laborers in munitions factories while they killed each

other in battle. They had been involved in a war with the Daan for thirty years before Obi-Wan Kenobi and Qui-Gon Jinn traveled to their planet to rescue Tahl, who had been captured by the Melida. (DOD)

Melida Council

the main governmental body ruling over the Melida people during the years leading up to the Battle of Naboo. (DOD)

Melida Liberation Force

this was the primary body which provided leadership to the Melida during their civil war with the Daan. (DOD)

Melida/Daan

this planet was divided by an intense civil war some twelve years before the Battle of Naboo. Named for the two factions that fought for its surface, Melida/Daan was a rugged world of rocky hills and scrub vegetation. The two factions each named the planet after themselves during the thirty-year struggle, and the Old Republic elected to use both names when it catalogued the planet. (DOD)

Melida/Daan Unified Congress Building

this edifice, located in the city of Zehava, became the base of the government formed by The Young after they defeated the elders of the Daan and the Melida. Before the end of the war, the building had been used by the leaders of both the Daan and the Melida, in an attempt to jointly rule the planet. Their inbred differences kept them from forming a cohesive government, and the building remarkably survived three years of fighting before The Young defeated them. (UP)

Melihat

manufacturers of dedicated energy receptors and fisheye transducers. (SWSB, TT)

Melina

this given name was commonly given to female human children throughout the galaxy. (GCG)

Melinz

this is an unimportant Core world. (CRO)

Melios Purl

this being lived on the planet Tatooine during the height of the New Order. (GQRG)

Melisma

this female Ryn was one of Droma's sisters. She was part of the group of Ryn which got transported to Gyndine, trying to outrun the Yuuzhan Vong attack. During the New Republic's evacuation of Gyndine, Melisma and three others from her family were allowed to leave the planet on the last rescue ship, and set out on their own to find Droma. They were then stranded on Ruan and forced to work for Salliche Ag, which was claiming that they were helping the refugees out by giving them places to live in return for labor. However, Gaph, another of Droma's kin, worked with R'vanna to forge transport documents and get them off Ruan. They hoped to reach Abregado-rae, but were stranded on Fondor by the crew of the Trevee. (JE)

Melk

this reptilian rodent was native to the planet Zelos II. Covered with scales and armed with sharp teeth, swarms of melk patrol the Great Zelosi Sea in search of prey. (TFNR)

Melcrawler

this noxious creature was native to the planet Sullust, and gave off an awful odor when dead. (MBS)

Melleod

this was a common name used by the Qwohog race. (UANT)

Meller & Dax

manufacturers of MT/191 dropships used by the Empire. (ISB)

Melli

meaning "pretty", this name was common among Gungan females. (GCG)

Mellona

this woman was the Baroness of House Pelagia during the period leading up to the Battle of Endor. She rejected several lucrative marriage offers from suitors in other Houses, but just manipulated the men like toys and followed her own plan. (TSIA)

Melloon

a slang word used by Dash Rendar to refer to swoop gangmembers. (SE)

Melne, Dren

this man was a native of Selton, on the planet Naboo, and served the Royal Naboo Security Force shortly before the Battle of Naboo. He held the rank of Lieutenant and was a starfighter pilot within Bravo Squadron. Like his wingmate, Essara Till, he had spent some time away from Naboo in order to gain skills with other starships. They never met while off-planet, but a relationship developed between them after they both returned to Naboo. They tried to keep their personal relationship outside their professional relationship, but Dren was something of an incurable romantic. Shortly before the Battle of Naboo, Dren was offered the chance to work for the governor of Agamar, assembling a new fighter contingent to protect the planet. When Essara chose to remain on Naboo, Dren was forced to act on his own. During the defense of station TFP-9, he revealed that his loyalties had shifted toward Captain Sorran's forces and their mysterious employer. Dren used his piloting skills to attack Echo One, and chased the harried trainee across the heavens in an effort to break her will. Dren also hoped to have Essara order her pilots to stand down, so that several N-1 starfighters could be captured for analysis. Essara was forced to disable his Naboo Police Cruiser with a pair of torpedoes. When Essara continued to defy Dren, and even locked her missile launchers on his ship, Captain Sorran decided that Dren was unable to deliver the N-1 fighters as promised. In return for his failure, Sorran opened fire on Dren's ship and destroyed it, killing Dren in the process. (SFT)

Melodese

this was the native, spoken language of the Melodie race. (PH)

Melodian

this was the native language of the Melodie race. (EGP)

Melodie

this race of intelligent, amphibious humanoids inhabited the warmer climates of Yavin 8's equatorial mountains. They hatched from eggs that were laid by elder Melodies and guarded by Melodie youths until they emerge, starting out life as air-breathing beings which resemble human children. At the age of twenty, all Melodies underwent a transformation - known as the Changing Ceremony - in which they metamorphosed to become an amphibious creature. The metamorphosis could only take place in a ceremonial pool on Yavin 8, and involved the Melodie changing into a mermaid-like creature that was destined to live out its life in the pools of Yavin 8. Their legs merged to form a fish-like tail, and they grew gills on their ribcages. As newborn children, and as newly-transformed adults, the Melodies consumed trico mush until they could digest the silver-backed fish. As a people, the Melodies were unassuming unless provoked, which often happened when a traveler was stranded on Yavin 8. The Melodies valued their privacy, and chose to remain anonymous to the rest of the galaxy. If provoked, Melodies could prove to be skilled hunters, and used their natural ability to move about in the water to track and kill their enemies. Some eighteen years after the Battle of Endor, the Melodies decided to make their presence known, after Anakin Solo befriended the young female known as Lyric. (LW, AE, PH)

Melodium

a musical instrument played by Talon Kaarde. (TFE)

Melody Friendship

this association of musicians and agents was formed during the last decades of the Old Republic, to

address the security needs and concerns of artists traveling throughout the galaxy during the increasingly dangerous times which led to the Stark Hyperspace Conflict and the Clone Wars. (HNN5)

Melody Lake

this deep body of water was located on the slopes of Sistra Mountain, on Yavin 8, and was the ancestral home of the Melodie race. (EGP)

Melon Droid

this was a common term used to describe the buzz droids of the Confederacy of Independent Systems, since the droids had a shell that split open - like a ripe melon - when they attacked a starship. (SWI81)

Melona

this was the seventh month of the Tapani local calendar, which mapped almost directly to the Coruscant local calendar. (PGT)

Meloque

this Ho'Din was a scientist who was studying the unusual environment of the planet Caluula, when it was attacked and captured by the Yuuzhan Vong some 25 years after the Battle of Endor. Meloque had spent a great deal of time among the Yuuzhan Vong, and had learned not only their language but many of their customs. When the Galactic Alliance needed to infiltrate Caluula, Meloque continued to play her role as scientist, and went so far as to obtain an identification lumpen for herself and her companions. Among her team were Han Solo, Judder Page, and Kyp Durron. She was dismayed to learn that the winged-stars were dying mysteriously, and even more dismayed to learn that Wraw had been inserted onto the team to verify the efficiency of a new strain of the Alpha Red virus. Meloque railed against Wraw and the callousness of the Galactic Alliance, but was unprepared for the realization that a group of Yuuzhan Vong Shapers had fled Caluula, more than likely carrying the Alpha Red virus back to Coruscant. (UF)

Meloria

this woman, a former Jedi Knight, grew up on Corellia some thirty years before the Battle of Naboo. She was identified as a potential Jedi within months of being born, and was whisked away to Coruscant for training. However, as she grew older, Meloria became bitter about havign ben taken from her family because of her "predestined fate," and never fully embraced the Jedi Orer as her family. Her prowess with the Force manifested itself in her amaingly fast reflexes, and she found enjoyment only in the more physical aspects of her training. After accidentally killing an innocent bystander during a mission to bring a bounty hunter to justice, she abandoned the Jedi Order and fled to Drall, swearing never to use the Force again. To ensure that she kept this vow, Meloria placed herself into a cryogenic chamber. Preserved for eternity, Meloria maintained a belief that the Force would revivie her, if her skills would be necessary to do a greater good. (CCW)

Meltdown

this alcoholic beverage is similar to a Reactor Core. It is made from Spice Liquor and Lum. (GG9)

Meltdown Cafe, The

a well-kept dining establishment in the Corellian sector of Nar Shaddaa's spaceport. It is one of the three most popular hangouts for Corellian spacers, and is known as a great place to get a meal. (DE2)

Melvar

this was one of the most common human surnames encountered in the galaxy. (GCG)

Melvar

a native of the planet Kuat, Melvar was a former Imperial Navy General who aligned with the Warlord Zsinj shortly after the Empire's defeat at Endor. He was one of what many New Republic Intelligence officers called "patriotic psychopaths," those Imperial officers so dedicated to the Empire that they became unstable and had to be removed from power before they could hurt their subordinates. His fanatic support of the Empire impressed Zsinj, who took him under his wing after Melvar was kicked off the Destabilization task force he was worked on because of his ardor for the Empire. Later, Melvar had platinum blades implanted in his fingers, in place of his fingernails. He took some time to get used to

them, as evidenced by the amount of scarring which was present on his face. Melvar was killed on Dathomir by Gethzerion when she used the Dark Side of the Force to eliminate an entire platoon of Imperial stormtroopers and their officers, who were poised to bring Han Solo to Zsinj. (IF, CPL, CTD)

Melvirre

this spacer was an associate of Caira's, during the Galactic Civil War. (SSR)

Melvosh Bloor

a Kalkal academic, Bloor was a professor of Investigative Politico-Sociology at Beshka University. He came up with the idea of writing an investigative paper on Jabba the Hutt, and petitioned the university for funding. P'tan interrupted, however, and claimed that he should go instead of Bloor, since Bloor was an untenured junior professor. The board agreed with P'tan, and Bloor was forced to remain at the university. When P'tan failed to return on time, the university sent Bloor to Jabba's palace on Tatooine to determine whether or not P'tan was still alive, and to continue the study of Jabba and his crime ring. However, Bloor was waylaid in the tunnels by Salacious Crumb. Crumb brought Bloor before Jabba, in an attempt to humor the Hutt. However, Bloor was a pure academic, not a comedian, and the only joke he knew was one that Jabba had already heard. The Hutt fed Bloor to his pet rancor. (TJP)

Melx

this fair-haired boy joined the Khuiumin Survivors, shortly after the destruction of the original Khuiumin pirates. He served Jacob Nive as communications officer aboard the *Backstab* during the Alliance mission known as Operation Elrood. (OE)

Mem

this was Dev Sibwarra's nickname for his mother, Ydra Kilwallen Sibwarra. (TBSB)

Membe

this Aqualish was a member of a swoop gang that worked on the planet Tatooine, during the height of the New Order. In the aftermath of Luke Skywalker's escape from Mos Eisley, Membe became increasingly nervous with the growing number of Imperial troops in the area. (WOA6)

Membibi

this small creature, native to the rocky outcroppings found on the planet Ansion, fed almost primarily on insects. Its four-legged body was hairless, with a whiplike tail and a drooping neck that allowed the membibi to keep its snout near the ground. (APS)

Memcha-Badawzi

this young Twi'lek female was the daughter of crimelord Abdi-Badawzi. She was spoiled as an only child, and was born on Socorro. Shortly before her eighteenth birthday, she fled the planet in an effort to find her own way. She found work as a spice smuggler, and later joined the Alliance as a fighter pilot and marksman. However, she was captured by the Empire and sent to Vizcarra. During the transport, she was forced to share a cell with an albino Wookiee named Syychi. Memcha saw the Wookiee's resignation to her lot in life, and began speaking of freedom. Her words inspired both of them, and they arranged to have the slaves on board the ship revolt against their Imperial captors. After overtaking the ship and freeing the slaves, Memcha and Syychi fled to Neftali to meet with Abdi-Badawzi. Memcha's father placed her in charge of the Cordel Cove starport on Neftali, with Syychi as her second-in-command. Memcha, like her father, had an unusual skin coloration, with a deep sable pigment to her flesh. (BSS)

MEMD-2

this series of multi-environment mining droids was produced by Industrial Automaton during the New Order. These huge machines measured twenty meters in length and stood eight meters tall. MEMD-2 droids moved about on a pair of heavy-duty treads, which allowed them to navigate virtually any solid terrain. These automata were usually deployed in large groups, making quick work of the extraction and recovery of ores and metals in remote locations. MEMD-2 droids were equipped with a pair of beam drills and a cutting laser to remove unwanted rubble, and they had four heavy lifting arms to gather in their finds. (FBS)

Memit Nadill

this ancient Jedi Master was Empress Teta's most trusted advisor, during the series of unification wars that brought together the seven systems she ruled. Nadill was a regal, green-skinned humanoid with several small tails sprouting from the back of his head. His chin was strong, and was dominated by a large, bony curl at the end. A number of short horns studded his skull. He and Teta believed that both Odan-Urr and Jori Daragon were correct in predicting the imminent Sith attack, and began readying their own forces. Nadill rallied the Jedi to his cause, and led the Jedi forces that defended Coruscant from Naga Sadow's warriors. When Gav Daragon broke Sadow's concentration, Nadill realized that much of the attacking force was illusory - Sith magic kept it and the real warriors going. They were able to dispel the illusions and turned the tide of battle. Nadill fought with the Force, eliminating the Sith threat from Coruscant. (GAS, FOSE)

Mem'Kabarr

this dense forest was located on the planet Almania. (EGP)

Memnii

this is a Caamasi term which describes any memory that becomes strong and almost tangible to them, such as the birth of a child or meeting someone famous. Because of the strength of the memnii, which some Caamasi describe as nearly holographic but much more tangible, they can also be shared with others through the mingling of genetic material. This ability to pass memnii seems to fade after three or four generations of separation. The Caamasi also discovered that they could share memnii with Jedi Knights who became their friends. (IJ)

Memorial Corridor

this expansive hallway was created in the Imperial Palace on Coruscant after the Galactic Civil War was ended. It contained a large number of holographic statuary depicting the heroes of the Alliance, and was located just outside the main Senate Chamber. A large sign was hung in the corridor which proclaimed the number of days since the New Republic had fired a shot at an enemy. The sign was removed in the days following the Yevethan Purge, when Republic ordered the Fifth Battle Group to blockade Doornik-319. Behn-kihl-nahm ordered the sign removed until the conflict was over. (BTS, SOL)

Memory Bone Chamber

this room is a sacred place to most Trandoshan males. It is in these chambers that the males store the bones of their victims. The first bones many males place in their chamber are those of their father, whom they must kill and eat in order to move up in the social structure the Trandosha. The bones of other opponents are stored for remembrance and reflection. Each chamber is lit with a collection of sacred candles, to highlight the many conquests to whatever gods the male worships. (MA)

Memory Capsule

produced in the wake of the destruction of Alderaan, Memory Capsules were used by the survivors to leave small gifts in the asteroid field found where the planet used to be. Survivors, in a ritual that became known as Returning, would bring the capsules with them. They would fill the capsules with items to honor their dead, and eject them into the asteroids. (BW)

Memory Droid

produced by SoroSuub, this stationary automaton was developed to store astonishing amounts of information. They were also quite portable, lacking any form of locomotion but easily moved from location to location. Three black memory cores surround the droid's outer surface, each with a Kraren XI Superprocessor to help it manage the information it contained. These droids required constant cooling, and were given built-in heat-dissipation systems. (EGD)

Memory Flush

also called a memory wipe, this procedure involves erasing the accumulated data and programming in a droid or computer. (SW)

Memory Moth

this species of flying insect was native to the planet New Holstice. Memory moths were believed to be

almost immortal, and they were capable of repeating a short phrase with patterned beating of their wings. It was for this reason that the inhabitants of New Holstice used memory moths when they created a wondrous monument to the Jedi Knights. A new moth was added to the display when a Jedi was killed, and the Jedi's name was whispered to the moth as it was released. In this way, the moth kept the memory of the Jedi's sacrifice alive for all to see. (RBJ)

Memory of Ithor

this New Republic Interdictor cruiser was one of the many ships assigned to General Wedge Antilles and the *Mon Mothma*, during the final stages of the New Republic's battle against the Yuuzhan Vong. It was commanded by Pash Cracken at the time. During the final stages of Operation Trinity, the *Memory of Ithor* took massive amounts of damage from Yuuzhan Vong warships. Most of the crew as able to evacuate before the ship exploded in a mighty fireball. (FP)

Memory Plaque

this ancient information storage device was used several millennia before the Battle of Yavin. These crystalline plates were impregnated with data storage devices, and could contain relatively huge amounts of information. However, the technology to read the information was lost over time as newer mechanisms for data storage were discovered. Only a few universities and archaeological corporations managed to save plaque readers for modern use. (SWJ15)

Memory Rod

a long, plastic device which houses a huge number of data chips, a memory rod is an outdated form of communication. (LCF)

Memory Stone

found on the planet Ventooine, these unique stones were used to absorb audio information for later playback. (LTA5, MCA2)

Memory Wall

found near the New Republic's Naval base on Coruscant, this huge wall is carved with the names of the brave individuals who gave their lives during the Galactic Civil War. (TT)

Memory Wipe

this was the term used to describe the regular erasure of certain parts of a droid's computer memory. Ostensibly, a memory wipe removed all personality quirks and provided a clean code base on which to upgrade a droid's programming. Many droid owners used memory wipes to maintain stability in their droids. Most intelligent droids feared memory wipes, since they deprived them of "life." (SW, WOTC)

Memory-plastic

this form of plastic was developed for the medical industry, where it was used to create sutures for small wounds. In addition to retaining a given shape, memory-plastic was also biodegradable, and would dissolve in a week's time if kept clean and free from germs. (MJH)

Memo-wire

an out-dated form of data transmission, memo-wire is a thin wire which has been specifically modified to hold encrypted data. It can be wound into spools and transported quite easily, although it required a bulky reader to recover and view the data. (HSL)

Mems Ocean

this was the second-largest body of water on the planet Bacrana. (FBS)

Mem-stik

any small computer data storage device, mem-stiks are inserted into a mainframe. Information can be routed to the mem-stik via operator commands; or, by tagging the data with the code 8730837, it will automatically be stored on the mem-stik. The average mem-stik will hold about 14 Bz of data. In order to remove the mem-stik and transport the data, it must be connected to a portable power source. (CFG)

Menagerie, The

this collection of unique galactic creatures was maintained by the Five. It was contained within the confines of the Hellhoop. Chewbacca was once placed in the Menagerie, when the Five thought he was just a large beast. He escaped, and liberated the other creatures, including the Force Demon Wuzzek. (CSWDW)

Menahu

this was the native language of the Menahuun race. (UANT)

Menahuun

this race of furred humanoids was believed to have been extinct by the xenoscientists of the Old Republic. However, the Menahuun race managed to thrive on their homeworld of Lamaredd, evolving over many millennia before the arrival of offworlders nearly destroyed them. The planet Lamaredd was discovered by the crew of a starship dispatched by Outer Rim Oreworks, which had to crashland on the planet. The survivors of the crash, led by Hugo Bartyn, eventually prospered in their settlement of Bartyn's Landing, and began to consider the Menahuun as pests and nuisances. Many Menahuun were killed for sport, and those that managed to escape the predation fled into the wilderness. Their once-peaceful existence shattered, the Menahuun began building up their collective strength, hoping one day to take back their homeworld from the settlers. During the 500 years leading up to the Battle of Yavin, their civilization had decayed into a competitive tribal society which came as a result of their struggle for survival. The Menahuun chose to re-emerge shortly after the Battle of Naboom after chafing under the predations of Guthur Bartyn. The average Menahuun stood just over a meter in height, and their bodies were covered with wiry fur. Their long limbs and hands with opposable digits allowed the Menahuun to move swiftly through the trees. (UANT, GMR7)

Menarai Mountains

see Manarai Mountains. (HNN5)

Menas Neyrr

this was a noted individual from Koorivan history. (UANT)

Mendacian Funeral Urns

these urns were used by the Klang and Krung dynasties to hold the vital organs of their dead kings. Urns from the young Krung dynasty are considered priceless. (TJT)

Mendarn Arms

manufacturers of starship weapons systems, including the Dar-2 ion cannon. (HTSB)

Mendegar

this was the name of the bounty hunter who was originally known as Nell Wenn. Nell assumed the alias after her boyfriend was killed in an explosion that was meant for her. Under the guise of Mendegar, she earned a position as an Imperial bounty hunter and took contracts which were brought against her former employers on Deysum III. After wiping out the corrupt officials who destroyed her life, Mendegar was hired by Captain Kullan Velerinden as a hired gun. Rumors told of a romantic relationship between them, but Mendegar maintained a strictly business relationship with Velerinden. (SWJ15)

Mendicat

a scrap mining and refining station under Imperial control during the Galactic Civil War, it fell out of its orbit and was destroyed when Sulamar misprogrammed its computer tracking system. The station fell into a star, and Sulamar barely survived himself. After fleeing the remnants of the Empire, Sulamar twisted the story of *Mendicat* to puff up his false General's rank. He claimed that he commanded a huge massacre at the station, claiming it a victory for the Empire. (DS)

Mendo

this Nagai warrior was one of many who trained under Lumiya on the planet Kinooine, during the months following the Battle of Endor. He was killed by the Iskalonian Kiro, who was on Kinooine with Luke

Skywalker to investigate the loss of an Alliance scouting team, infiltrated Lumiya's stronghold to rescue Dani. (MC96)

Menendahl Cybertronics

this electronics manufacturer produced a variety of high-tech pieces of cyborg interface devices. (GFT)

Menerai

see Manarai Mountains (SWI70)

Menges

this native of Trualis remembered the trouble caused by Adalric Brandl when he became a Dark Jedi. When Adalric returned to Trualis, Menges tried to kill the Dark Jedi by attacking the Kierra when it was docked near Kovit. (TFE)

Mengjini

this planet was the site of a New Republic HoloNet relay station that was attacked by the Vengeance group after the revelation of the Caamas Document. (SOP)

Menias

this searing ball of rock was the innermost planet of the Metellos System. (CCW)

Menise

this woman was an acquaintance of Del Hunter's, living on the planet Kabaira during the height of the Galactic Civil War. (SWJ7)

Menkooro Whiskey

an interstellar bourbon, Menkooro was considered the perfect accompaniment to brualiki. According to an old saying, "If you had some brualiki, you could have brualiki and Menkooro... if you had some Menkooro." (DFR, TLC)

Mennaa

this was one of the larger cities found on the planet Mrlsst. (HNN4)

Mennaalii System

site of a pirate attack on an Alliance convoy forced out of hyperspace to avoid an asteroid field. (XW)

Menndo

meaning "poor", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Menndo

this Rodian bounty hunter worked for the Empire as an assassin, and was often employed whenever a high-ranking political official needed to be eliminated. (REB)

Mennia

this city, located on the planet Genesia, was the location of the Nalmar estate. (FBS)

Mennis

this was the Snivvian word for "symbol." (HNN5)

Mennotor

manufacturers of projectile weaponry and neural inhibitors. (CCG3, GG10)

Mensio

Luke Skywalker used this alias to infiltrate the Cavrilhu Pirate base in the Kauron System's asteroid belt. He claimed to have been sent by Wesselman to deliver a shipment, filling in for Pinchers who was supposedly ill. (SOP)

Menstar Motors

manufacturers of repulsorlift vehicles, such as the 22-series patrol scooter. (GG7)

Mentis Qinx

this being owned a series of docking bays in Mos Espa, on the planet Tatooine, during the last decades of the Old Republic. Young Boba Fett, having fled the Battle of Geonosis in his father's starship *Slave I*, bluffed Qinx and his administrative droid into performing a number of repairs and upgrades to the ship without paying for them up front. (BF4, BF5)

Mentop

this was the term used to describe those beings who served as psychiatric and spiritual advisors to the Grand Army of the Republic, during the height of the Clone Wars. Their primary mission was to ensure the mental health and stability of the multitudes of clone troopers that were produced on Kamino. (TCD)

Mepha'as Prime

this Outer Rim world is reputed to have some of the galaxy's best gambling establishments. It supports a large number of fancy casinos and gaming halls, and also has a number of racing tracks and event arenas. (SWJ5)

Mephilis Corporation

this small corporation produced a wide range of protective gauntlets for use by military and paramilitary organization, more than 4,000 years before the Galactic Civil War. (KOTOR)

Mephitis

this planet is the homeworld of the Mephitisian race. It is characterized by the intensely offensive ambient aroma. The Mephitisians have no noses, and are "immune" to the atmosphere's effects. (GCQ)

Mephitisian

this purple-skinned humanoid race is native to the planet Mephitis. They have four arms which are incredibly dextrous, and their black eyes are covered by clear membranes that protect them from the noxious atmosphere of the planet. They have no noses, but instead have two horn-like projections coming from the tops of their heads. These horns are sensitive to air movements and vibrations. Their mouths are protected by flaps which extend from their upper lips. (GCQ)

Mephout

the males of this alien race were known for their incredibly short tempers. This was the primary reason that all Mephout politicians and diplomats were females. (SWJ11)

Meplin, Chils

this man served as the Prex of the Corporate Sector Authority during the height of the New Order. He was investigated on charges of corporate espionage by Fiolla, after the office of the Auditor-General discovered he had been selling CSA secrets to the Empire. Meplin's scheme was convoluted, as he used Commex as a front for his actions. Naven Crel nearly caught up with him, but was killed on Abo Dreth by Akeeli Somerce, who was working for Meplin. Fiolla agreed to continue Crel's investigation. (SWDB, OWS)

Mepps

this was an expression of welcome used by many alien races. (MC58)

Meqli Likarin

this was the name of a noted Caamasi individual. (UANT)

Mer

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Mer Stodiz

this Sullustan was one of the founders of the Verga Mer Mining Company, along with Verga Nus. The pair had to deal with a number of setbacks during the years following the Battle of Naboo, primarily the poor economic conditions brought about by the Clone Wars, but they managed to keep VMMC a profitable business. (LFC, WOTC)

Mer, Duttres

the short, squat, gnarled human governor of Rafa IV, Duttres Mer was working with the Tund Sorcerer Rokur Gepta to try and find the Mindharp of the lost Sharu race. They have learned about the Bearer and the Emissary, and have set up Vuffi Raa to be the Emissary. Mer and Gepta sent Osuno Whett to the Oseon System to find a gambler who fits the description of the Bearer. When Lando Calrissian arrives on Rafa IV, Mer and Gepta realize that he is a perfect candidate for the Bearer. They arrest him on trumped-up charges of transporting mynock into the system and illegal landing, then allow him off the hook if he'll help. Gepta offers Lando a load of life-crystals as well, which Duttres Mer is reluctant to part with. When Lando returns with the Mindharp, Mer keeps it for himself. He thinks that its purpose is to control the minds of others, and he begins to use it, thinking that he can control even Rokur Gepta. Unfortunately for Mer, the Mindharp simply drains the life energy from Mer as it begins the transformation of the Rafa System necessary to return the Sharu. Mer is "melted" into the Mindharp and never seen again. (LCM)

mer-9

this protocol droid worked in Rordan's Spaceship Parts and More as a translator and assistant to Bren-Aarica Rordan. Mer-9 was actually a New Republic espionage droid placed in the store to monitor the activities of the Corporate Sector Authority and the pro-Imperial factions in the city of Verena, on Kirima. (TSK)

Merahassa Bansa

this is a series of navigation computers which made extensive use of optical fiber and tracking. (CFG)

Merai

this Mon Calamari was one of the Commanders of the Separatist armed forces, serving under Count Dooku during the Battle of Kamino. Considered one of the greatest Mon Calamari commanders of his time, Merai was offered a chance to win the struggle for Kamino by the Corporate Alliance. A datafile containing the coordinates of the main reactor for the Kaminoans' cloning facility had been captured, and Merai was offered the chance to destroy it. Success would mean that the supply of clone troopers would be cut off, all but ensuring a Separatist victory. With little background and no supporting evidence, Merai had to act on gut instinct. The Battle of Kamino began well for the Separatists, until Merai's ship was shot down. This only hardened his resolve to act, and Merai himself took the *Shark* out to destroy the reactor. However, the information proved to be false, and Merai found himself surrounded by Jedi starfighters. Rather than worry about the reactor, Merai drew the Jedi away from his forces, allowing them to continue to pound the defenses of the Kaminoans. When the battle appeared lost, Merai sacrificed himself to allow his ships to escape. In a last-ditch effort, he flew the *Shark* into the midst of the hyperspace rings used by the Jedi Delta-7 *Aethersprite* fighters, destroying many while giving his forces the opportunity to retreat. (OWS, RDK)

Merak

this native of the planet Alderaan was one of the few who were off-planet when the Death Star destroyed the world. He later joined the Alliance, and served with Stevan Makintay. They helped orchestrate the first rebel uprising in Arginall City, on Makintay's homeworld of Hargeeva, and Merak became good friends with the merchant Grathal. Later, Merak returned to Hargeeva to confront Ketrian Altronel with the truth behind Mak's disappearance. (SWJ8)

Merakai

this planet is one of the primary Khil colony worlds. The Imperial Navy destroyed the city of Chrenda there, after the Khil stages a demonstration at a TIE hangar. (GG12)

Merasska

this was a common name among adult Codru-Ji. (UANT)

Merast, Thulian

this Imperial Navy Captain was in command of the Star Destroyer *Eradicator* during the early years of the New Republic. Captain Merast was assigned by Moff Kentor Sarne to patrol the Kathol Rift. Merast and his crew were killed when the *Eradicator* was destroyed by an intense lightstorm at the edge of the Rift, during the search for the *FarStar*. (E)

MeraStel

this major Darpa Sector conglomerate grew in power and wealth during the New Order. They kept costs low by employing alien labor at minimum wages. When the Faceless began attacking Imperial operation on Esseles, the non-Human workforce of MeraStel went on strike after hearing allegations of Imperial pro-Human stances. The strike brought the corporate giant to a virtual standstill, as only droid labor was left to continue working. The strike was ended when Kanno Sebak negotiated a truce with Hall President Ralle. (SWJ9)

Merasy

this Nova-Drive #3-Z freighter was originally owned by Iep Tumu, before he was forced to turn it over to the authorities on Brentaal. The ship was then sold to the Khil trader Geld Bernar, who modified it before selling to finance some investments. It was purchased by Vacasor, who barely kept the ship running. One thing remained constant for the *Merasy*, and that was that each of her owners was a poor mechanic, and never had the ship upgraded. (SS)

Merced, Lee

this Socorran was one of the two founders of the Caelli-Merced Syndicate. (BSS)

Merced, Rondale

this man took over for his brother, Lee, in managing the Caelli-Merced Syndicate on Socorro. He later passed control of the Syndicate to his nephew, Pret Swain. *Note that The Black Sands of Socorro also claims that Rondale founded the Caelli-Merced Syndicate with Vance Caelli.* (BSS)

Mercenary Guild of Coyn

this was the foremost guild of Coynite mercenaries working in the Elrood Sector of the galaxy, at the height of the New Order. Its roots were founded by Arl'Toral many thousands of years before the Battle of Yavin, and the Guild was officially affiliated with the En'Tra. (PG3)

Mercevian Nagua

this legendary galactic pirate developed many assault and infiltration strategies which were still in use during the height of the New Order. One of the infiltration methods Nagua developed was adopted by the Alliance during the Galactic Civil War. An agent would enter a building on legitimate business during the day, then find a storage area or other quiet place to hide out until the building closed. This required patience, since many employees tended to work late, so an agent couldn't just pop out without making sure everything was clear. Nagua was also credited with devising the pirate assault tactic known as The Dagger. Also named the Mercevian Nagua Maneuver, this assault required a saboteur to board the target ship and either disable it or seize control outright, then deliver it to the pirate fleet. (ML, PP)

Mercevian Nagua Maneuver

see Dagger, The (PP)

Merchant

a game piece from the strategy game of Firepath. (CSWDW)

Merchant Quarter

this section of Cloud City was inhabited by the various independent merchants who worked on Cloud City. (GG2)

Merchantate

this was the name used by the Ithorians to indicate the business leaders aboard their herdsips. Each merchantate had a vote in the council which governed commerce aboard the ships. (GA)

Merchant's Row

this was one of the many locations aboard the Outland Transit Station where one could find any number of shops and stores, catering to a variety of needs. The name was something of a misnomer, since it encompassed several streets and thoroughfares surrounding the gladiator arena located at the heart of the station. (BH)

Merchant's Square

this large, open area dominates the city of Drev'starn on Bothawui, and is the location of the Combined Clans Center Building. It was here that Drend Navett and Klif touched off one of their Vengeance riots, following the revelation of the Caamas Document. (SOP)

Merciless

an Imperial frigate operating during the Galactic Civil War. (XW)

Merciless

the *Imperial-I* class Star Destroyer responsible for eliminating the space station Kestic near the Bestine System. (MTS)

Merciless

this was one of the two massiffs owned by Kedar Blackgate, on the planet Sacorria. (CCW)

Mercy

an Alliance *Lambda*-class shuttle, the *Mercy* was used to rescue the escapees from the *Hampton*. (XW)

Mercy

this Alliance Nebulon-B medical frigate was part of the fleet during the Battle of Endor. It was attacked by five Imperial spacetroopers following the destruction of the second Death Star. The spacetroopers had hidden inside a captured Star Destroyer until it was hauled to Alliance spacedock. (TBSB)

Mercy

this highly-modified Dreadnaught was outfitted by the Alliance as a medical vessel during the last years of the Galactic Civil War. It had been captured while it was still under construction at an Imperial shipyard, and refitted with 4,250 bacta tanks and accommodations for more than 6,000 patients. Ward 114 was set aside for those Alliance agents who worked for the Special Operations division, allowing them to recover in privacy. The *Mercy* was protected by a pair of assault frigates and a squadron of Corellian gun ships. (RAG)

Mercy, Bruce

this space pirate worked with three other pirates: the Polydroxol enforcer Morph, the Conjeni pilot Durquist, and the Arachnoid mechanic Ptak-Sok. Mercy's own ship, the Black Widow, was a command ship of sorts. Mercy and his band tried to steal the location of the Fool's Gold from the Chikarri mechanic Plako, but were beaten to the legendary ship by a group of freelance adventurers. (TSK)

Merdeth

this enormous creature was native to the planet Geonosis. Resembling a gigantic shell that moved about on hundreds of legs, the average merdeth was larger than a star freighter. The head of the merdeth was protected by armor plating, and was surrounded by a mass of eight tentacles that were used to draw its prey into its mouth. Although they moved slowly, merdeths were impossible to stop, and they consumed any organic material that came within reach of their tentacles. Often, a merdeth was accompanied by a swarm of mips. While the mips often fed on the ichor found in the merdeth's body, they also provided benefit to the merdeth by locating food and attacking any creature that tried to kill the merdeth. (GORW)

Mere

this humanoid species of amphibians was native to the planet Maramere. The Mere lived mainly on the land, in wonderful cities they built on the rocky outcroppings of the planet, but could breath underwater when necessary. Tall and well-muscled, Meres had orange skin which turned to green at the limbs, and their smooth-scaled skin was dotted with spikes on the tops of their heads and shoulders. (CRBN)

Meredex Atmosphericers

this small corporation produced a variety of emergency shelters and survival devices, during the height of the New Order. (GFT)

Mereel

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Mereel, Jaster

this Journeyman Protector from the planet Concord Dawn was an ugly youth who had killed another Protector in the line of duty. Even though the other man was a corrupt law enforcer, Mereel was imprisoned and forced to stand trial. He was found guilty of murder, and exiled from the planet. Over the years, Jaster eventually found a home with the remnants of the Mandalorian Shock Troopers, who took him in and trained him to be one of their best mercenaries. When Jaster was elected the leader of the Mandalorian Mercs, it was believed that Vizsla decided to split off from the group and form the Death Watch. In response, Jaster declared that his followers were the only True Mandalorians left in the galaxy. Vizsla tried to destroy the True Mandalorians on Concord Dawn, but Mereel and a small force managed to survive, thanks in part to the efforts of young Jango Fett. The Mandalorians regrouped, but Jaster felt pressure from hard-liners like Montross to eliminate the Death Watch and re-establish the superiority of the Mandalorians. It was during this time that Jaster created the Codex, the new tenets and canons of the supercommandos who followed him into battle. Years later, during a mission to Korda 6, Jaster discovered that the request for aid had been a ruse created by Vizsla and the Death Watch. Vizsla lured the Mandalorians to Korda 6 and nearly eliminated them. Jaster and a handful of mercenaries survived, only to find that Montross had decided to take control of the Shocktroopers for himself. Montross fled, and Vizsla shot Jaster dead as he lifted off from the planet. Boba Fett later recovered Mereel's Mandalorian armor, using it as his own distinctive garb. For this reason, many rumors claimed that Boba Fett was actually Jaster Mereel. Boba Fett himself never set the record straight, preferring to cloud his true identity whenever and wherever possible. (EGC, VD2, SWDB, JFOS, NEGC, SWI80)

Merek

this species of herd beast was native to the Forest Moon of Endor, and was believed to have descended from bio-engineered stock. (GQRG)

Merel Sector

this area of the galaxy is contained in the Outer Rim Territories. (GG9)

Merellis

see Marellis (NEGC)

Meremew

this was a small creature that lived on the Forest Moon of Endor. (ECAR)

MerenData

a small corporation, MerenData built espionage droids from 3PO protocol droids. They were one of the original non-voting Contributing Sponsors of the Corporate Sector Authority. (RASB, CSA)

MerenData Termina

this corporation produced the TX-1118 assassin droid. *This may be a typo in the Arms and Equipment Guide.* (AEG)

Merenzane Gold

a subtle, sweet-tasting alcoholic beverage that has been brewed in the galaxy for thousands of years. Depending on the vintage, it can be quite expensive. It was the favored beverage of Kardue'sai'Malloc, who consumed it under the alias of Labria. (TME, TBH)

Merew, Elisha

this woman, a native of Ganlihk, was Jasten Merew's mother. (COG)

Merew, Jasten

this boy, a native of the planet Ganlihk, befriended a colony of ludos. When he told his parents about his "singing friends," they thought he had discovered an imaginary playmate. They followed him one night, however, and discovered that he had actually befriended an entire colony of ludos. (COG)

Merew, Locris

this man, a native of Ganlihk, was Jasten Merew's father. (COG)

Merex

this Borlorian lost his fortune in a card game with Jabot, unaware that the man was secretly working with Dereth to ensure their victory. (GFT)

Merf

this humanoid Freelite was a member of the band that captured Luke Skywalker and Leia Organa on Vorzyd 5. (CSWEA)

Merglyn

this given name was commonly given to female human children throughout the galaxy. (GCG)

Merglyn

this woman was a noted gunrunner, who worked with Havor during the last decades of the Old Republic. Both were killed when they tried to run weapons to the planet Kiffex, being shot down by the Guardians of Kiffu. Hidden within their cargo holds was the Jedi Knight Aayla Secura, who was trying to reach Volfe Karkko. (OWS, DRKN)

Meri

an alien race native to the planet Merisee, in the Elrood Sector, the Meri were blue-skinned humanoids with webbed hands and a prominent brow ridge. They were highly dextrous, and were graceful and coordinated in all movements. The Meri descended from a race of warriors, living on their own continent and separated from the Teltiors. During the period of history known as "The Joining," the two continents were joined by a finger of mountains, and the two races were able to discover each other. However, instead of friendship, the Meris offered the Teltiors war, and the two races battled for a thousand years before Merisee was discovered by the Old Republic. Realizing that their own struggle was nothing compared to the galactic struggle, the Meri and the Teltiors eventually united to form a single group called the Loag. By the time of the Galactic Civil War, they had become a peaceful people who preferred farming and healing over fighting. They developed a society in which they co-existed peacefully with the Teltiors. They also seem to have an innate ability to predict the weather. (PG3, AE)

Merian, Liana

this Alderaanian woman served as one of her homeworld's two Senators to the Old Republic, during the period leading up to the taxation of trade routes in the Free Trade Zone and the Battle of Naboo. She worked with Agrippa Aldrete during this time, and was known for her efforts to bring peace to the Republic, using Alderaan as an example. (IG1, CCG13)

Merich, Erland

a native of the planet Socorro, this man was an expert at survival. He had to true skills as a hunter or scout, and made his mark by selling Trauger Gas to bounty hunters and weapons manufacturers. In this way, his tribe became wealthy and powerful. Merich had several deformities - primarily in his hands and limbs - from spending time in contact with the deadly gas. (BSS)

Merich's Bend

this smuggling base was located on the third moon of the planet Aurea, during the height of the Galactic Civil War. The smugglers who worked out of Merich's Bend were predominantly in favor of the Alliance, and many ran weapons and supplies for local rebel cells. The Empire raided Merich's Bend shortly after the Battle of Hoth, wiping out large portions of the installation and routing the Alliance personnel there. (SWJ15)

Merick

this Bith was considered one of the galaxy's foremost experts on torture, during the last decades of the Old Republic. It was rumored that Merick and Bavo once broke a Zabrak subject with their techniques. (T7)

Meridian

this transport ship was dispatched by Hiram Drayson - under the alias of Harkin Dyson - to recover the remains of the Qella discovered by Kroddok Stopa and recovered by Joto Eckels. It was a sleek, black-hulled sprint designed with speed in mind. (TT)

Meridian

this world was the sector capital of the Meridian Sector, and was the homeworld of the Grissmath race. The Grissmaths eventually destroyed themselves and the planet, which is now nothing more than a charred, radioactive wasteland. (POT)

Merikon

the Empire maintained a training facility on this planet, during the height of the New Order. (SWJ14)

Meril Power Station

this power-supply depot was located adjacent to Capital City, on the planet Omman. It was here than the Ramesh clan of Hutts brutally assassinated a member of the Tribunal of the Society of the Black Bha'lir, hoping to topple the guild and eliminate its threat to the Hutt control of the system. Unfortunately for the Ramesh, Black Bha'lir retribution was swift and deadly. (SWJ12, BSS)

Merilang-1221

this device was a full-spectrum numerical analyzer, and was designed to process incoming transmissions for any numerical encryption. (VOF)

Merilli

this woman was one of the female members of the Church of the Dark Side, and served as Grand Admiral Syn's spiritual advisor during the years following the Battle of Endor. Merilli was trained by Sariss during her time with the Church. Merilli died at Kashyyyk, when Syn's flagship *Fi* was destroyed by Admiral Ackbar and the New Republic. (SWI66, WOTC)

Merin, Jerth

this alias, used by Jered Pole as part of Operation Starbird, was a professional gambler who traveled to Goroth Prime in order to discuss the creation of a gaming syndicate on the planet. In this way, Lieutenant Pole managed to catch the ear of Imperial Governor Marsh Limoth, and gained a measure of respect with the Imperials. (GSE)

Merinda Niemeh

this Sullustan female served as a starfighter technician and leader of the ground crew of the Alliance's Eyrie Base. At one time, Merin was the chief technical advisor to the High King of Hargeeva, where she helped the King bring his palace up to Imperial standards. She became friends with Stevan Makintay during this time, and it was Merinda who tracked him to an Imperial penal colony after the King had Stevan imprisoned. Merin later followed Stevan into the Alliance. (SWJ8, SWJ10)

Meris Gen

this was the name of a noted Rodian bounty hunter. (UANT)

Meris I

this hot, rocky planet was the first world in the Meris System. (PG3)

Meris II

this was the second world in the Meris System, located in the Elrood Sector. It was a hot jungle world that was generally inhospitable to offworld life, although it supported many unique plants and strange, heat-

resistant bacteria. This bacteria has been studied for possible commercial uses, but no specific products have been marketed. (PG3)

Meris III

this jungle world, the third in the Meris System, was home to a large number of specialized plants and animals that have been researched and examined for use in the pharmaceutical industry. Among the drugs created from Meris III's lifeforms was an antidote for the Taren Plague. It was orbited by a single moon. (PG3)

Meris V

this cool, rocky world was the fifth planet in the Meris System, located in the Elrood Sector. It was unexplored, but promised a vast supply of ores yet to be discovered. It was orbited by a pair of natural satellites. (PG3)

Meris VI

this frigid, ice-covered planet was the sixth world in the Meris System. Its atmosphere was barely breathable by humans, although the violent storms that swept its surface prohibited colonization. (PG3)

Merisee

this planet, the primary world in the Merisee System of the Elrood Sector, was known as the "breadbasket of the Elrood Sector" because its agricultural production provided foodstuffs to most of the sector. It was the homeworld of two races, the Meri and the Teltior, who had been separated from each other for many millennia until volcanic activity caused seismic shifts in the planet's surface. In a period known as "The Joining," a finger of mountains was formed between the two continents of the planet. This allowed the two races to finally encounter each other, leading to a series of civil wars. The fought for a thousand years before the New Republic located the planet, and the warring parties realized that their feud was miniscule compared to the rest of the galaxy. It enjoyed a free government even at the height of the New Order, and its enlightened leaders strived to keep it that way. The planet's beautiful plains and sweeping vistas hide a dark side to the planet: the Loag. The Loag are a band of mercenaries that survived being wiped out by the old Jedi Knights. The survivors fled to Merisee and hid, silently biding their time to gain revenge. Merisee was orbited by two moons, Tola and Meriso. The average day on Merisee lasts 24 standard hours, and its year lasts 315 local days. (PG3, OE)

Merisee Agra

a city on the planet Merisee, Merisee Agra was the site of one of the planet's three major starports. Much of the planet's cargo, including shipments of toz and Utozz, pass through Merisee Agra. (PG3)

Merisee Dispatch

a city on the planet Merisee, Merisee Dispatch was the site of one of the planet's three major starports. It was located just outside the capital city of Caronath, and was the primary access point for the medical facilities on the planet. (PG3)

Merisee Grand Medical Facility

this was the finest hospital found in the Elrood Sector, and was located in the center of the city of Caronath, on Merisee. In addition to its fine doctors and nurses, the Facility was home to the Sector's finest mental rehabilitation asylum. (PG3)

Merisee Hope

an alias used for the Pulsar Skate, it was employed when Mirax Terrik brought Gavin Darklighter to Coruscant, as part of the New Republic's plan to infiltrate Rogue Squadron into the society there. The real *Merisee Hope* is a slaver ship that traditionally brought exotic slaves to a brotherl on the outskirts of the Invisible Sector. (WG)

Merisee Prime

a city on the planet Merisee, Merisee Prime was also the site of the planet's largest starport. It was located just outside the capital city of Caronath. (PG3, OE)

Merisee Prime Pharmaceutical

based in the city of Caronath, on the planet Merisee, this was the primary producer of drugs in the Elrood Sector. Many of the new and unique drugs produced by MPP were derived from unusual lifeforms found on the planet Meris III. (PG3)

Meriso

this was the second of two moons which orbited the planet Merisee. (PG3)

Merkat

this planet is the primary world in the Merren System, and serves as the Inner Rim's endpoint along the Harrin Trade Corridor. (TSK)

Merkel

this modified Action V transport was owned and operated by Saadoon-Kauldi, and served as the crimelord's base of operation. The hull of the ship was painted with a matte-black finish, making it almost invisible to the naked eye. The interior of the ship was refitted to allow the Kadri'Ra to inhabit the holds, and other areas were modified to accommodate passengers and bodyguards. A small squadron of Z-95 Headhunters were maintained in the main hangar, and additional armament took the form of six turret-mounted turbolasers, four quad-laser cannons, and a tractor beam projector. (BSS)

Merkin, Talos

this aging Alliance starfighter pilot was known to his comrades as Pops. He had trained on Y-Wings, and served as Gold Five during the Battle of Yavin. He died during the first trench run against the Death Star. *Note that this contradicts the Star Wars Customizable Card Game, which indicates Pops was the nickname of Davish Krail.* (JPL, CCG)

Merkon, Tem

this old man roamed the streets of Phaeda's main starport city, collecting information on the movements of the Imperial troops garrisoned there in the wake of Grand Admiral Thrawn's death. He funneled information to Mirith Sinn and her New Republic forces, but he also provided information to Colonel Shev on the rebellious cell. In short, he provided information to the highest bidder. It was Merkon who first brought Kir Kanos to the attention of Mirith Sinn, shortly before he sold them all out to Shev's forces. Merkon hid Kanos from Shev's troops before he realized the price his secret would command. He then worked hard to remain in the good graces of both sides, but let it slip that he knew Mirith Sinn would move her Republic forces to Collo Fauale in the wake of Shev's attack. This alerted Sish Sadeet to his duplicity, and the Trandoshan tracked him to a meeting with Carnor Jax himself. Sinn and Sadeet confronted Merkon with their evidence, and Merkon tried to escape their wrath by offering them half of the credits he collected for the information on Kanos' whereabouts. In anger, Sinn's agent Massimo drove a knife into Merkon's chest, killing the old man. (CE)

Merkuni Drives

this starship manufacturer produced the *Trenchant*-class cruiser during the last years of the Old Republic. (AIR)

Merkur

this clanless Bothan male had an entrepreneurial spirit, and was an excellent mechanic. He fled Bothawui after earning enough credits for a flight to Kothlis, and started repairing old landspeeders to make ends meet. Over time, he had acquired several speeds of his own, and started Merkur's Cab Service in the city of Tal'cara, shortly before the Battle of Yavin. (SPG)

Merkur's Cab Service

this taxi service, owned and operated by the Bothan Merkur, catered to the needs of the citizens of Tal'cara, on the planet Kothlis. (SPG)

Merl

this man owned a popular cantina known as Merl's on Centares, during the height of the Galactic Civil War. It was during this time that Merl worked as a fixer for the Osaji Syndicate, and helped set up Osaji

Uhare's base on the planet. Sometime afterward, Merl was confronted by Valance the Hunter, who demanded information on the whereabouts of Tyler Lucian. After Merl gave Valance all the information he had, about how he had been providing rations to Lucian while keeping his location a secret. Valance shot him dead so that no one else could discover Lucian's location. (MC29, WOA32)

Merle

younger of the two cooks aboard the *Courteous* who plays sabacc with Lando Calrissian. (LCS)

Merlie

this medium-sized farm animal was native to the planet Qiilura. The farmers of the planet raised merlies for food and other needs, including wool. In order to cut down on heating costs during the winter, most families even brought their merlies indoors, adding their body heat to small rooms. This also protected the merlies from roving packs of g'dans. The pungent odor of the merlies also acted as an insect repellent. The average merlie stood about a meter at the shoulder, and their bodies were covered with thick ringlets of woolly fur that was thick with natural oils. They were somewhat intelligent, and their green eyes were considered almost human by many farmers. (RCHC)

Merlist

this was a more Basic-friendly name for the planet Merlist. (LOE)

Merl's

this popular cantina was located on the backwater world of Centares during the height of the Galactic Civil War. It was owned by a man named Merl, who employed a Gotal named Uri and a Sakiyan known as Glocken to keep the cantina safe. (MC29, WOA32)

Mermen

extinct ocean-dwelling inhabitants of Calamari. (DA)

Mermyn

a swarming creature. (SE)

Mern

this is the thirteenth symbol in the Aurebesh script, and represents the Basic letter "m". (SWM)

Mernip

this creature was genetically developed by the Yuuzhan Vong, and bred in small pools. (EVC)

Mero-Nepp Ores

this mining and refinery operation was active during the height of the New Order. (AIR)

Merqs

this Alliance medical officer held the rank of Captain, and was in charge of the medical facilities maintained by the Nishr Taskforce at Nishr Base Seven during the Galactic Civil War. (ROE)

Merrejk

this Commander in the Imperial armed forces was an accomplished spy and scout. He often posed as an independent starship captain, flying regular runs in the Outer Rim Territories, using this disguise to gather intelligence on the activities of the Alliance and other criminals. (CCG11)

Merrick and Kalb Industries

this was the largest mining megacorporation operating in the Tapani Sector's Expanse region during the height of the New Order. Merrick and Kalb was headquartered in the House Reena province at this time. Unknown to the leaders of House Reena, MKI had made several deals which brought the Empire into Tapani Sector. (PGT, LOE)

Merrick, Ace

this Alliance X-Wing pilot was killed when his Rascal Squadron destroyed the Arah asteroid mining

operation supporting the V38 project. A squadron of V38s attacked his flight group, killing him during the ambush. (RA2)

Merricope, Shyla

this woman served as the Diktat of the Corellian System, during the years leading up to the Clone Wars. She was in complete agreement with then-Senator Garm Bel Iblis, when the Corellian System closed its borders to the Old Republic, in an effort to avoid the firestorm of separatism which was sweeping the galaxy. (HNN4)

Merrik

a human native of M'haeli, Merrik employed Mora to modify some swoops for him. He wore a prosthetic eyepiece to minimize the damage he suffered in a battle. After Leia Organa and Ranulf Trommer revealed Governor Grigor's dragite mining operation, Merrik sacrificed himself in order to allow Mora and Leia to escape with Trommer. The group had set charges within the mines, and when they exploded, they destroyed Merrik as well as the entire mining complex. (ROC)

Merril

this man was known as the most tyrannical Sergeant of the Cloud City Wing Guard, during the last years of the New Order. Utris M'Toc had named him a sworn enemy because Merrill looked down at his troops with disdain. (CCG9)

Merrilet Gorron

this Devaronian trader was a known associate of Ulicx Vinaq. (GG10)

Merriweather

this immense, boat-shaped bulk cruiser was the command ship used by the Tofs during their invasion of the galaxy, some months after the Battle of Endor. (MC107)

Merrk's Weapons Shop

this arms dealership was located in the main concourse of the Pegg starport, on the planet Antared VII. (GMH)

Merr-Sonn Industrial Equipment

this heavy machinery manufacturer was a subsidiary of Merr-Sonn Mil/Sci. (CSA)

Merr-Sonn Mil/Sci

this conglomerate was one of the original Signatory Sponsors of the Corporate Sector Authority. (CSA)

Merr-Sonn Munitions

this was probably the largest and best-known subsidiary of Merr-Sonn Mil/Sci, which was originally established to manufacture grenades, mines, and other forms of explosives. Over time, Merr-Sonn branched out to produce hold-out blasters and grenade launchers. Merr-Sonn's products were well-received in both the military and civilian markets, and the corporation's total sales were only surpassed by those of BlasTech. Merr-Sonn Munitions was originally founded more than 4,000 years before the Clone Wars, and rose to prominence during the Great Sith War when it provided cortosis-based alloys to the Sith and weapons to their Mandalorian mercenaries. During the era of the New Order, Merr-Sonn was able to remain independent, and maintained this independence well into the era of the New Republic. (RPG, ISB, CSA, NEGW)

MerrWeapons

this arms manufacturer is a subsidiary of Merr-Sonn Mil/Sci. (CSA)

Merry Havoc, The

this was the term used by Palleus Chuff to describe one of the many facial expressions used by Jedi Master Yoda. Chuff was a noted actor whose portrayal of Yoda in *Jedi!* made him famous across the galaxy. (YDR)

Merry Miner

this carry ship was used by Jaina and Jacen Solo to maneuver a stylus ship into position over Helska, during the New Republic's first attempt to destroy the Yuuzhan Vong invasion force. Although they went without notifying the Republic, the Solo children managed to use the stylus ship to pierce the icy crust of Helska and launch a warhead that would begin freezing the planet, in an effort to destroy the Praetorite Vong's yammosk before it could begin coordinating an assault on the New Republic's fleet. (VP)

Mers, Lawra

this woman was a Major with the Alliance, shortly after the Battle of Yavin. In her position, she was in charge of coordinating dozens of Alliance strike teams and agent group across the galaxy at one time, and was the primary commander of the team that secured the Black Ice. After the Empire traced the *Black Ice* to the Alliance base on Fangol, Lawra proposed a plan to ram the *Black Ice* into the Imperial torpedo sphere dispatched to wipe out the base. The plan worked, although Fangol had to be evacuated and abandoned. (BI)

Mersel Kebir

this Dreadnaught was the flagship of Rendili's homeworld defense fleet during the height of the Clone Wars. It was under the command of Jace Dallin until some six months before the First Battle of Coruscant, when Dallin openly voiced his support for the Old Republic. His officers remained loyal to Rendili, which had sided with the Separatists, and mutinied before he could turn the ship over to Jedi Master Plo Koon. The mutineers, led by Lieutenant Mellor Yago, took Dallin and Plo Koon hostage, hoping to force the remaining Republic fleet to return to Coruscant. (RDR)

Merson

this planet was one of many that were ravaged by the conflicts of the Clone Wars. Some seventeen months after the Battle of Geonosis, clone troopers of the Grand Army of the Republic were dispatched to Merson under the command of Jedi Master Ronhar Kim. The intelligence provided by the Old Republic was faulty, and the troopers were ambushed as soon as they arrived. Within a few days, the natives had reduced the unit's strength by sixty-four percent, forcing them to retreat or be annihilated. Unfortunately, their starship support was unable to rescue. The Captain of their transport, Gilad Pellaeon, found himself under attack, and was forced to defend his ships before he could go planetside. Unknown to most everyone involved, the Merson Pirates had been augmented by Separatist forces, who had been dispatched by Count Dooku himself. Dooku had received orders from his own Master, Darth Sidious, to wipe out the mission to Merson, after hearing of Ronhar's plans to test the Galactic Senate for midichlorians. (RBL)

Merson Asteroid Belt

this field of space debris, located just outside the orbit of the planet Merson, was infamous for the pirates who used it as a base of operations during the last decades of the Old Republic. Known as the Merson Slavers, these pirates preyed most often on ships of the Republic itself, but were not picky about which ships they ambushed. Because of this, and because the Merson Asteroid Belt crossed several well-traveled hyperspace lanes, starships had to drop out of hyperspace and drift past the belt in order to avoid being captured by the pirates. (MC24, RBL)

Merson Slavers

this feared group of slavers were once foiled by Obi-Wan Kenobi, when they tried to hijack a pleasure cruise some years after the Clone Wars. It was believed that the Merson were affiliated with Zygerrian Slavers at the time. They operated from a base which was hidden within the Merson Asteroid Belt, from which the slavers took their name. (MC24, HNN4)

Mertan

when Talon Karrde first located Jorj Car'das on Exocron, Car'das played the part of an elderly man. He confused Karrde with another man by the name of Mertan. (VOF)

Merte

this *Lambda*-class shuttle was used by the Alliance to rescue a group of smugglers from an Imperial ambush, shortly before the Battle of Endor. The smugglers had agreed to help supply the Alliance for the

coming battle, and were under Imperial attack. The Alliance managed to defeat the Imperials and get the smugglers to safety. (XWA)

Merthian Lung Infection

this mild disease causes the victim to have a wheezing cough and a runny nose for several weeks. This disease was made up by Roark Garnet, who had made a bet with Hawk Carrow that Imperial tax investigator Mothra would ignore their cargo if Garnet faked having a contagious disease. (SWCP)

Merthyog Communications

this small starship manufacturer won a contract with the Empire to build the II-xC broadcast ship, which was used to maintain and supplement subspace relay stations. (TA)

Merumeru

this Wookiee was one of the elders who led the city of Kachirho, during the last decades of the Old Republic. Merumeru was also a member of the Kachirho clan, which gave him added power and stature among his fellow Wookiees. (VD3)

Merzok

this was a common name among the Yinchorri race. (UANT)

Mesa

this man served the Alliance Navy as a Captain, and was the Chief Logistics officer who secured Haven base on Arbra and was placed in charge of protecting the fleet while it was in orbit around Arbra's sun. Captain Mesa and his team monitored the Kerts-Bhrq field generators which formed a pyramid around the fleet, protecting it from the sun's heat and radiation. (LTA5, WOTC, MC58)

Mesa 291

an abandoned lidium mine on Bothan's Planet. Tiree once tried to recruit support for the Alliance on Bothan's Planet, and used the old mine as a staging point, until he was discovered by Mar Barezz. The lidium was stripped from the mine, leaving the mine empty except for the plasma fires that ravage its lower levels. (RPG)

Mesa Flats

this was one of the most remote sections of Tatooine's deep desert. (TG)

Mesan

this female Senali was married to Jaret, and became a member of the Banoosh-Walore clan. (SP)

Mesarc

this was one of the most predominant currencies exchanged on the planet Aargau, during the last decades of the Old Republic. (BF3)

Mescue

the Imperial modified CR90 corvette that was dispatched to intercept the *Haven* shuttle group before Admiral Zaarin could capture Emperor Palpatine. It was assisted by the *Imperial-I* class Star Destroyer *Vanguard*. (TIE)

Mesdri'starn

this city was located on the eastern continent of the planet Bothawui. (SPG)

Mesh Trap

developed for use by bounty hunters, the mesh trap was a weave of electrified fibers that could be hidden beneath leaves or other light material. When a being stepped onto the mesh trap, it triggered the electrical power and stunned the being, rendering them numb and easy to capture. (ROD)

Meshakian

this alien race is known for its beautiful jewelry. (VOF)

Meslinger

this xenobiologist spent part of his career researching the ibliton creature native to Randorn 2. (COG)

Mesobanis Timer

this was one of the primary components in the MX9 blaster rifle. Regular adjustment of the timer ensured that the weapon operated at its peak performance level. (LFCW)

Mesonics

manufacturers of focalized explosive charges. These explosives were hard to use, because they required detonators that fire at triple frequency intervals. (TFE)

Mesoriaam, Barid

a human who served as one of Bria Tharen's Intelligence operatives during the early days of the Alliance. He was later captured by Jabba the Hutt and tortured for information on the Rebel Alliance, which he was carrying in a small datadot hidden in his mouth. Jabba tortured him for days at his Mos Eisley townhouse before Muftak and Kabe tried to break in. They discovered Barid, who entrusted the datadot to them for delivery to an unspecified Mon Calamarian. Barid probably died under torture, but Muftak and Kabe delivered the datadot. They received a large reward and two travel vouchers for passage off Tatooine. (TME, RD)

Message Cube

a device which is virtually unsliceable, a message cube can be keyed to the recipient's body chemistry, fingerprints, or voice. The outside of the cube is used to display the recipient's name, address, or a short message or code phrase. The cube can be hollow, used for delivering small data chips or other physical media, or it can be built around a tiny holoprojector. Cubes which contain holovids can be set for single viewing or repetition. (AC)

Message Pod

a device similar to a hyperspace courier tube in that it is used to leave a message for recovery. It differs from the courier tube in that it has no propulsion system. (COTF)

Message to Spacers

known as a METOSP (pronounced "MEE-tosp"), this was a communications channel on which starship pilots obtained general notices and up-to-date information on starports across the galaxy. These were one-way transmissions, as the pilot couldn't reply to the METOSP. The information on the METOSP allowed starship pilots to land their ships without mishap, providing weather data, traffic patterns, and other pertinent information. (PSG)

Message Wafer

a flat, rectangular card which contains a message. When the wafer is received by the designated recipient, he or she creases the card in the center and cracks it open along the crease. The card can then be folded for standing on a flat surface. The card contains a set of special crystals which will replay the sender's message with video and audio output. When the message is complete, the wafer disintegrates in a flash of light. (JS)

Message, The

this was the name used by those Yuuzhan Vong Shamed Ones to describe the story of Vua Rapuung and his friendship with Anakin Solo. The story told of how the Jedi Knights worked with the Shamed Ones to expose the heretical theories of Mezhan Kwaad, along with the information that the Yuuzhan Vong gods might not be as powerful as the priests had led their civilization to believe. The Message was passed from Shamed One to Shamed One, with never more than three individuals being in contact at one time. This ensured that, in case one Shamed One was arrested for spreading The Message, no more than a few other individuals could be arrested as well. This allowed The Message to spread throughout the galaxy, becoming a force that the Yuuzhan Vong commanders were hard-pressed to deal with. When Nom Anor adopted the personage of Yu'shaa, the Shamed Ones began spreading The Message with earnest, and it began to reach the ears of more powerful individuals. Nom Anor twisted the basic story to meet his own needs, inventing the Rainbow-eyed Enemy to represent the powerful Yuuzhan Vong

establishment. The Message was altered to bring the Jedi Knights more to the forefront, and eventually became known as the Jedi Heresy to all castes of Yuuzhan Vong. (FH1, FH2, FH3)

Messenger

this courier ship was owned by Core Courier Service during the early days of the New Republic, and was piloted by Taryn Clancy and Del Sato. The ship was a modified Ghtroc Class 720 freighter, armed with a double laser cannon and equipped with redundant shielding. The interior of the ship had been modified for courier duty, and could accommodate ten passengers and 135 metric tons of cargo. (TFE, SWJ7)

Messert Mines Corporation

this mining operation established a number of settlements on the planet Nurstin during the last century of the Old Republic, hoping to cash in on the dense concentrations of corthel in the atmosphere and cortheum in the planet's crust. Messert was also the first corporation to begin mining on the planet Essowyn. (GMK, PG!)

Messtin

Captain Hawra claimed to have a brother named Messtin on Dakot Seven, when he was approached by a group of Alliance agents who had infiltrated the Imperial outpost on Lotide. Hawra, in fact, did not have a brother, but used the name as a way to get the agents to blow their cover as academicians from Dakot Seven. (BI)

Mestapol Zephyr

this was a model of light combat starfighter. The Zephyr measured 50 meters in length, and required a pilot to operate. It had room for two additional passengers and up to 300 kilograms of cargo space. (POC)

Mester Reef

this was an immense coral reef, located on the planet Calamari. It was here that Danni Quee first saw Jacen Solo for what he truly was: not a Jedi Knight, not a Solo, just Jacen Solo. (DW, FH2)

Mestra System

this Minos Cluster system once held planetary bodies, although all of them have been destroyed. In their wake stretches one of the galaxy's largest asteroid fields. It has been estimated that over 100 trillion pieces of rock exist in the field, with many of them being large enough to rival small moons. The Mestra System has been mined for the abundant duralium ore found in the asteroids. The system is owned and controlled by the Minos-Mestra Corporation. The asteroids are mined for their wealth of usable ores and minerals. The asteroid belt circles the system every 611 local days, as measured from the asteroid Javis-12. The average "day" in the system lasts about 45 standard hours, which is the median rotational period of the largest asteroids. There are a large number of rumors and legends which describe ancient troves of weapons, treasures, and artifacts that are hidden within the asteroids, although no one has yet brought forth physical proof. (GG6)

Mesyl Rant

this was the name of a noted Umbaran individual. (UANT)

Meta-ceramic

this was a form of strong, woven material that could be used to create diplomatic pouches that protected their contents from damage. It was originally developed by the Trade Federation, during the last decades of the Old Republic. The Federation interwoven computational circuitry with the meta-ceramic, creating a pouch that also served as a computer, which could display its message on its surface. (YDR)

Metal Borer

this species of insect was known to inhabit spaceports and shipyards, feeding on the hulls and exterior components of starships. This trait made the metal borer a nuisance to port owners and ship owners alike. (YDR)

Metal Man

this is the Togorian term for a droid. (GG4)

Metal Parasite

this unusual creature was a common pest native to Balmorra. Little more than a pair of long, double-jointed legs connected to a ravenous mouth, metal parasites fed on exposed metals. They favored factories and buildings, where heavy metals were readily available. An infestation of metal parasites could seriously undermine the structural integrity of a structure in a few days. (EGP)

Metal-crystal Phase Shifter

MCPS for short, this device alters the structure of a material and allows manipulation of the material at a molecular level. It was designed to penetrate a starship's protective shields and alter the metallic structure of the hull, turning it to powder. The MCPS was developed at the Maw Installation, but was never implemented, as the prototype was destroyed when the New Republic attacked the Installation, and all technical records were lost in the battle. (COTF)

Metalmite

this species of small insect makes a loud humming noise when it swarms together. Metalmites are composed mainly of metals themselves. They use biological enzymes to dissolve raw metals, then consume them for nutrients. Metalmites live in broods, with each brood led by an empress or queen. Each brood has a different pitch to its humming, and rival broods often go to war against each other. They can cause a lot of damage to any installation which is made of metal, or has metallic components. Drend Navett and Klif managed to get a swarm of them into the Drev'starn shield generator power station by surreptitiously placing them on the clothing of maintenance workers. The Bothans were forced to call them in - as they were acting as exotic pet dealers - to contain the infestation. This allowed them to further their plans to take out the generator. (VOF)

Metalorn

this remote planet was best-known as the corporate headquarters for the Baktoid Armor Workshop. During the height of the Clone Wars, however, the forces of the Grand Army of the Republic were able to regain control of the planet, removing the Separatists from power. In the years following the Clone Wars, the Empire either nationalized existing factories or built new ones on Metalorn. Much of the planet's surface was destroyed by environmental damage from strip-mining and pollution, forcing the Empire to re-establish its factories beneath the surface. (HNN4, MC30, ROF)

Metalsmiths' Guild

this group of extremely-proficient metal crafters was native to the planet Vandelheim, which was known for its deposits of valuable ores. The Guild was originally formed about 3,000 years before the Galactic Civil War, when the independent prospectors Vandel and Helm first discovered the planet and its mineral riches. The prospectors and their families settled on Vandelheim, and their small settlement served as the basis for the Guild. (EGC, PH)

Metalwood

this species of tree grew on the planet Kuras III, reaching heights of 30 meters or more. They were named for their unusually smooth bark, which resembled sheet metal in feel and coloration. The roots of this tree obtained food by refining raw ores through a unique form of photosynthesis. These ores were metabolized and deposited in the bark of the tree. (PG3)

Metarie

this given name was commonly given to female human children throughout the galaxy. (GCG)

Metarshi

this species of herding herbivore was native to the planet Alk'lellish III. (TBSB)

Metatheran Cartel

during the last century of the Old Republic, the Trade Federation was led by three alien races: the Neimoidians, the Filordi, and the Caarites. Both the Filordi and the Caarites were unprepared for the Neimoidians' plans to blockade the Naboo System, and decided to break off their relationship with the Trade Federation. Together, the two races formed the Metatheran Cartel, and begin making plans to wrest control of Cularin from the Federation if the blockade of Naboo should fail. When the Federation

was defeated at Naboo and was faced with the loss of their trade charter, the Metatheran Cartell assumed control of Cularin. The Cartel made a serious effort to eliminate piracy in the system, and placed a number of restrictions on trade and commerce. (LFC)

Metellean

this was the term used to describe the human inhabitants of the planet Metellos. (CCW)

Metellean Steep

this strange creature resembled a tiny humanoid. Its triangular head was topped with a pair of eyestalks. A carnivorous amphibian, the steep was protected by tough, rubbery hide and a wide mouth that was filled with needle-like teeth. (CCW, WOTC)

Metellos

this star was the central body of the Metellos System. (CCW)

Metellos

this planet, the primary world in the Metellos System, was known as the "Coruscant that wasn't." It was believed that Metellos was colonized before the formation of the Old Republic, presumably by explorers from nearby Coruscant. Like Coruscant, Metellos's surface was completely urbanized. Much of the cityscape, however, had degenerated into overcrowded shacks and hovels over the centuries leading up to the Battle of Endor. The rich and powerful lived in floating cities that never came into contact with the surface. On the surface of the planet and beneath, rampant overpopulation limited the amount of habitable area to the barest minimum. Metellos was the fourth planet in the Metellos System, and was orbited by three moons. The average day on Metellos lasted twenty-four standard hours, while its year encompassed 361 local days. The few remaining natural bodies of water were used as septic systems for the urban areas, and only a small pocket of desert wasteland remained unblemished. (SWI64, CCW)

Metellos System

this star system, located near Coruscant, was one of the first systems subjugated by the revived Emperor Palpatine after the Battle of Endor. (DESB)

Metellos Trade Route

this was one of the first hyperspace travel routes to link the Core Worlds to the Koornacht Cluster. It was discovered during the last decades of the Old Republic, and opened up the many worlds of the Koornacht Cluster - like J't'p'tan - for exploration and colonization. At its peak, the Metellos Trade Route stretched from the Core Worlds to the planet Orooturoo, in the Farlax Sector. However, most of the worlds located along the route were of little commercial value, and the Metellos Trade Route saw little traffic. (WOTC, CCW)

Meteor

this was one of the Alliance's Nebulon-B frigates, active during the height of the Galactic Civil War. (XVT)

Meteor Racer

this was one of the many starships that were trapped on Coruscant when the Yuuzhan Vong attacked the planet. Along with some 600 other independent starships, the *Meteor Racer* fled as soon as the first wave of attacks began. (SBS)

Meteor-class Aerial Fort

this was an Adumari warship, capable of atmospheric flight. The Adumari warship carried several smaller craft, including the *Blade*-class fighters. (SOA)

Meteor-class Q-Carrier

this drop ship was developed for use by the Mandalorian Mercs during the centuries leading up to the Clone Wars. These beetle-shaped vessels were carried to a battle site in the holds of Mandalorian Dungeon Ships, and could rapidly deploy troops planetside without being damaged. Each Q-Carrier was armed with rotating twin blaster cannons on either side of its cockpit, which was modeled after the helmets of the ancient Mandalorians. Four stout landing gear allowed the Q-Carrier to make high-speed

landings without jostling the crew or its complement of troops. After the Mandalorian Civil War, production of the *Meteor*-class Q-Carrier was halted, since there were very few Mandalorians left to need them. (SWI80)

Methane Fix Cantina

this cantina was located on the Dune Street, in Mos Eisley on Tatooine, during the height of the New Order. (IWS1)

Methane Sifter Ramjet

produced by Bepin Motors, this 15-meter-long hovercraft was designed for use on gaseous planets where the atmosphere was laden with methane, ammonia, and similar gases. Completely enclosed, the Ramjet used twin scoops to collect atmospheric gases and compressed them into fuel cylinders during flight. These gases were then burned to provide propulsion. This allowed the Ramjet to continually replenish its fuel, allowing for extended flights. It required a pilot and co-pilot to operate, and could carry a single passenger and up to 150 kilograms of cargo. (GFT)

Methanogen

Grannans need to breathe this gas in order to survive. It was found in the proper quantities on the planet Polneye. (SOL)

Metharg's University

an institute of higher learning, Metharg's University maintained an oceanographic institute on Trieron. (PG1)

Metharian Nebula

this nebula was located near the Elrood Sector, and was the home of a number of star systems. (PG)

Metharian Nebula Territories

this backwater section of the galaxy contained Elrood Sector and the Metharian Nebula. (OE)

Methnap

this cetacean was domesticated by the ocean-going ranchers of the planet Chad. They are the calm, distant cousins of the tsaelke and cy'een, although they are also less intelligent. They measure 12-15 meters in length, and are sometimes used as mounts. (SWJ10)

METOSP

see Message to Spacers (PSG)

Metrobig City

this was the largest city on Skor II. (HR, HNN4)

Metrobig Interplanetary Blastport

this spaceport was located in Metrobig City, on the planet Skor II, during the last decades of the Old Republic. The spaceport was initially attacked and overtaken by Separatist forces during the height of the Clone Wars, but an assault force led by Jedi Master Mace Windu liberated it from the Separatists. It was later learned that the Separatists had planned to use the Metrobig Blastport as the base from which they would launch an operation to disperse proximity mines across the Rimma Trade Route. (SWI69)

Metrocab

this robo-hack was jointly designed by Go-Corp and Utilitech. It measured six meters in length, had room for up to four passengers, and could attain speeds up to 300 kilometers an hour. Its computer brain was linked to a main database of the local roads and alleyways, and a Central Learning Chip gave the Metrocab the ability to learn and remember shortcuts based on the time of day and regular traffic patterns. The armor plating which covered the Metrocab's exterior was primarily designed to keep swoop gangs and criminals from breaking into the vehicle to steal its earnings, but also served to keep passengers inside until they paid their fares. (CSA, SWJ14, EGD, AEG)

Metron Burner

this Corellian YT-1300 freighter was owned and operated by Bama Vook, with assistance from his son, Chup-Chup and the navigation droid LE-PR34. Vook also owned a modified Z-95 Headhunter, which had a cockpit with enough room for two beings. (E1A2)

Metropolitan Shuttle

a small repulsorlift craft used to travel in cities. (JS)

Metta Drop

this area of the Tatooine desert was part of Jabba the Hutt's pod racing course, and presented racers with a repulsorlift jolt after the winding obstacle course of Jag Crag Gorge. The Drop was a sheer wall of rock that rose some 20 meters in the air. Whenever a pod racer crossed over the Drop, it immediately plummeted downward until its repulsors kicked in and leveled the craft out at the bottom. (TPM)

Metternich

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XW)

Mettier, Lag

this man served the Alliance's ground support teams at Echo Base, on Hoth, and was a good friend of Dack Ralter. However, in the wake of the battle, Mettier was captured and imprisoned by the Empire. He later was one of the many prisoners held by Ysanne Isard aboard the Lusankya, and was part of the group her clone left in the Xenovet facility on Commenor. There, he was rescued by Rogue Squadron and returned to the New Republic. (IR)

Mev

one of the four moons orbiting the planet Ambria. (TOJC)

Mexeluine

this planet was located in the Anoat Sector of the galaxy, where it intersected with the Yarith and Javin Sectors in the area known as the Greater Javin. This planet was one of the first to profit from the presence of Figg & Associates, offering cheaper spaceport rates than Gerrenthum to attract visitors and traffic. (WOA33)

Mexnean

this Berrite con-man was famous (or infamous) for his scams and petty thievery. He often assumed female characteristics, although information gathered by New Republic Intelligence agents points out that Mexnean is actually a female. She was believed to have provided various crimelords with information she stole from her victims, some of which has compromised New Republic actions. (GG12, WBC)

Meydhu

this being was a weapons smuggler who made a living selling outdated blasters to primitive civilizations in the Outer Rim Territories, during the last years of the New Order. (GUN)

Meynin

this smuggler found an outlaw tech on Rampa who used a vast army of MSE-6 utility droids to repair his ship. (FTD)

Mezdec

this man was one of the leaders of the Typha-Dor resistance, during the years leading up to the Clone Wars. Along with wife, Shalini, Mezdec rallied people from throughout the Uziel System for her crusade against the invasion plans of the Vanqors. Operating from a base on the moon known as TY44, Mezdec was the resistance's chief communications officer. Mezdec claimed that it was Samdew who had been planning to undermine the group's efforts by transmitting the exact location of their base on TY44, just before Obi-Wan Kenobi and Anakin Skywalker arrived in the Uziel System to mediate a cease-fire. Mezdec claimed that he had awakened to find Samdew at the communications station, and shot him with a blaster to stop him. In the ensuing firefight, Rajana shot Samdew in the chest, killing him instantly. It

was later revealed that it was Mezdec, not Samdew, who was the traitor, and that Mezdec had tried to kill Samdew to cover his tracks. Four other members of their group were killed when the fire systems activated in their quarters, shutting down their oxygen supply. Their deaths were also attributed to Mezdec. When the Jedi exposed him, Mezdec quickly escaped from TY44 and fled back to Typha-Dor, where he insinuated himself in the command structure of High General Bycha. Only the timely arrival of Obi-Wan and Anakin on the planet allowed Mezdec to be revealed as the true saboteur, and Bycha had him arrested and placed into custody for later questioning. (JQ7)

Mezerel

this was once of the many names given to Duros females. Among the Duros, it meant "eclipse". (GCG)

Mezhan Kwaad

this female Yuuzhan Vong was the Master Shaper who was chosen by Master Yal Phaath to investigate the source of The Force within a Jedi Knight's body. Like many Masters, Mezhan had undergone a great deal of unique bodily alteration, including the placement of eight tool-like fingers on one hand, in order to help her in her role as a Shaper. What her superiors were unaware of was that Mezhan was one of a growing minority of Yuuzhan Vong which did not necessarily believe the Yuuzhan Vong were the preordained rulers of the known universe. She did not believe in the existence of the Yuuzhan Vong gods, and took the position to investigate the Jedi because she believed she could prove her beliefs by mapping out the systems of a human. She got her chance when Tahiri Veila was captured on Yavin 4, and Mezhan worked with her apprentice, Nen Yim, to accurately map out the human nervous system. Despite their success, the Shapers were unable to isolate the source of the Force. When Anakin Solo and Vua Rapuung rescued Tahiri, it was revealed that Mezhan had once been Vua's lover. Their love was forbidden under Yuuzhan Vong law, and Vua had broken off their relationship in order to further his own career as a warrior. Mezhan, in a jealous rage and fearful that he would slander her, infected Vua with a disease that left him a member of the Shamed Ones. She admitted this after being discovered as a heretic, and was vilified when it was revealed that she had not discovered the basis for the Force. Before she could escape Yavin 4, though, Mezhan Kwaad was decapitated in a battle with Anakin Solo and Tahiri. Among those Shapers who were relegated to the ranks of the Shamed Ones, Mezhad Kwaad's actions proved that the Jedi Knights were not the evil creatures they were made out to be. Stories of how Tahiri survived her torture began to circulate among the Shamed Ones, starting an underground cult that worshipped the Jedi Knights, not the old Yuuzhan Vong gods. (EVC, FH1)

Mezza

this older Ryn was stranded on the planet Duro, during the Yuuzhan Vong invasion of the galaxy. She had taupe fur, highlighted by red-orange splashes and a blue tail. She and many other Ryn distrusted SELCORE and its ability to help the refugees fleeing the Yuuzhan Vong. She led a large clan of Ryn while stranded on the planet, and spent a great deal of time arguing with Romany and his smaller clan. However, after the Yuuzhan Vong attacked Duro in an effort to take the refugees as sacrifices, Mezza and Romany worked together to get as many refugees off the planet as possible. (BP)

Mezzicanley Wave

this was the name of the effect when matter reached its fourth stage, after a material had passed through the vaporous stage and began to re-solidify at incredibly cold temperatures. The wave itself was a fuzzy, distorted glow which appeared as the material re-solidified. (VP)

Mezzileen

this legendary being was once the Supreme Chancellor of the Old Republic. He was once quoted as saying the planet Coruscant was "...an incandescent organ of life, visibly vibrating with the pulses of billions." (CCW)

Mezzine, Chyan

this alias, used by Gara Petothel, was used to gain access to the New Republic during her tenure with Apwar Trigit. Chyan was a communications officer aboard the New Republic frigate *Mother Sea*, and intercepted a number of important transmissions for Trigit's use. Some of the information was eventually used to destroy Talon Squadron. The New Republic discovered the alias and put out a warrant for the

arrest of Gara Petothel, but believed she was killed when Trigit was killed along with the *Implacable*. (IF, SOC)

MFB-4 Mobile Repulsor Base

this repulsor-equipped, mobile command base was custom-built by the Empire for use on outpost worlds. Measuring some 200 meters in length, the MFB-4 required a crew of 30 and four gunners. It could transport up to 120 support staff and 300 troops, along with 150 metric tons of supplies. This allowed the MFB-4 to remain on active patrol for several weeks before requiring re-supply. The MFB-4 was armed with a turret-mounted heavy turbolaser and four supporting laser cannons. (OE)

MFCR-200

this is the designation of one of Lardanis Survival Systems' portable power generators. The MFCR-200 was favored by smugglers and Alliance personnel because of its small size and reliability. (CCG4)

MFTAS

this weapons targetting technology, known as mutli-frequency targetting and acquisition system, was developed for use in some of the more sophisticated suits of powerer armor. (SWJ3)

MG1-A

this was the designation of a modern proton torpedo launching system developed for the Old Republic during the height of the Clone Wars. Each torpedo had a range of some 3,000 meters, and could accelerate to speeds of 20,000 kilometers per hours when fired. These torpedoes were unaffected by energy fields, allowing them to pierce most starship shielding systems. (JT)

M-g2

Seinar Fleet System's General-Purpose Warhead Launching system, used on the TIE Advanced. (TIE)

M-g-2

see M-g2 (SWDB)

MG-3

developed during the years leading up to the Clone Wars, the MG-3 was a fixed-emplacement missile tube designed by Krupx for use on groundships and speeders. (SHPT)

MG5

Krupx concussion missile launchers used by Incom/Subpro on the Z-95 Headhunter. (TIE)

MG7

this was the designation of Krupx Munitions' proton torpedo, used by Incom on the X-Wing starfighter. (SCRE, EGW)

MG-7 Blue Squadron

part of the Alliance forces during the Battle of Endor. (ROTJN)

MG7-A

this was Krupx Munitions MG7 proton torpedo launcher, which was used on Incom's X-Wing starfighter. It utilized the MG7 proton torpedo, and each launcher could hold three torpedoes. *Note that Star Wars: Incredible Cross-Sections indicates that the MG7-A was the actual torpedo.* (EGW, ICS)

MG9

this advanced Krupx Munitions' proton torpedo launching system was used on the B-Wing starfighter. (XW)

MGAD-47

this AD-series armory droid served as the administrator of the weapons armory aboard the Alliance cruiser *Mantan Wanderer*. (ROE)

MGL-1

this was the model number of Locris Syndicates' micro-grenade launcher. It was designed for use as a strap-on addition to a heavy blaster weapon. (ROE)

M'Guy, Rass

Kaj Nedmak owed money to this loan shark, who worked out of a base on the planet Ord Mantell. He was a huge man, but he was not a brute. He carried himself with a certain air of confidence, and moved with a style most crimelords could only hope for. Kaj tried to pay off a gambling debt he owed Rass by double-crossing Bwahl and using weapons the Hutt had contracted them to ship to Tammuz-an as payment to Rass. Rass took the weapons, but only as a payment of the interest Kaj owed him. After Kaj and Celia Durasha left Ord Mantell, Bwahl discovered his duplicity, and sent his agents out to capture or kill him. (SWJ14)

M'haeli

this planet has an agrarian economy. It is the homeworld of humans and the H'drachi. M'haeli has several natural satellites. It was a convenient refueling point for traffic into and out of nearby systems, and as such was assimilated by the Empire. (ROC)

Mharsup

an Imperial freighter under the protection of Zaarin. (TIE)

Mhingxin

this is a race of rodent-faced sentients known for their high-pitched voices. As a race, they had a low self-image, mainly because they resembled the sewer rats and other low-life denizens despised by other species. This made them easy to provoke. (HM)

M-HYD

this pretentious hydroponics droid was owned by Owen and Beru Lars. It speaks a number of computer languages, but prefers to converse in binary. Its main use was to communicate with loadlifters and vaporators. (CCG2)

Mi boska di

this partial Huttese phrase was used to ask for something. Roughly translated into Basic, it meant "I'm looking for", as in *Mi boska di Shmi Skywalker* meaning "I'm looking for Shmi Skywalker." (AAOTC)

Mi nama

this Sullustan phrase was used to indicate one's name, as in "Mi nama Den Dhur." (MJH)

Mi, Celjo

this man was a noted expert in the martial art of *teras kasi*, during the years leading up to the Battle of Geonosis. (HNN5)

MI-726

this MI-series security droid was assigned to a high-ranking Sienar Fleet Systems executive during the height of the New Order. When an Alliance raid on the SFS facility attempted to acquire plans to prototype TIE Fighters, MI-726 took the opportunity to go rogue. MI-726 turned up years later, during a series of sabotage missions on random Imperial facilities. Witnessed claimed that MI-726 denounced the Empire before setting off explosives to destroy its targets. An Imperial bounty of 100,000 credits was eventually established for the destruction of this droid, but it was never claimed. (GMR6)

Mia

this woman was believed to have been Tycho Celchu's Alderaanian fiancee by Imperial Intelligence agents. However, Mia was actually Tycho's sister. She was killed when the first Death Star destroyed the planet. (XWRS, XWBT)

Mian Hoob

a Sullustan member of Page's Commandos, Mian Hoob works with Korren as the team's technical specialists. (HTSB)

Mianda

this Imperial Major was in command of the TIE Fighter squadrons assigned to defend the second Death Star, during its construction over the forest moon of Endor. (CCG11)

Miaria Prrt

this Felacatian princess was stranded on Tatooine after her transport ship was ambushed in deep space. Princess Miaria herself was kidnapped, but the stress of traveling through hyperspace forced her to alter her physical shape. Her captor panicked, and stranded her on Tatooine shortly after the Battle of Naboo. She managed to convince Vilmarh Grahrk to bring her back to Felacat, but a trio of pit droids Villie had acquired from Watto altered his ship's navigational programming. Instead of dropping in and out of hyperspace to keep Princess Miaria from changing form, the droids kept the ship in hyperspace, thereby maximizing its speed. Miaria changed into her predatory form, and Villie was forced to keep her in an escape pod until they landed on Felacat. Princess Miaria was delivered safely, but Villie left the pit droids behind as recompense for his troubles. (T8)

Miasra Sauce

this yellow-swirled sauce is the perfect accompaniment to mesh-cooked trimpian slices. (VOF)

Miat

this given name was commonly given to female human children throughout the galaxy. (GCG)

Miaxi

this female Falleen was a former slave who became the consort of the Imperial governor on Speco. Many claimed she ran the planet by seducing with her Falleen charms. (SESB)

Mica

a companion to the Corellian smuggler, Kess, Mica was swallowed by the Sarlacc on Tatooine. (TJP)

Mica

a native of the planet Frego, this woman was a cousin of Lena Cobral, and greeted Qui-Gon Jinn and Obi-Wan Kenobi when they arrived on Frego to escort Lena back to Coruscant. Mica was loyal to Lena, and feared that Lena was in terrible danger following the murder of Rutin Cobral. Lena later revealed to Qui-Gon when Mica was seven, she had witnessed the murder of her mother at the hands of the Cobral family, and had been opposed to organized crime ever since. However, Mica feared that Lena's fate would be that of Rutin, and went to great lengths to stop Lena from testifying against the Cobral. Mica even erased the vast computer library of data Rutin had amassed, just to keep Lena safe. When Lena agreed to meet Zanita Cobral to obtain information for her testimony, Mica followed her. Unfortunately, the meeting was a trap arranged by Solan Cobral, in an effort to eliminate Lena and Mica. In the melee which ensued, Mica stepped in front of a blast from Bard Cobral, which was meant for Lena, and took the shot herself. Mica died shortly afterward from the wound. (TOW)

Micae

this Daan man, the son of Terandi and a native of the Garth settlement, was killed along with his three sons in one of the many struggles to control Zehava. He would have taken all four of his sons into the battle, but the youngest - Nield - was too young at age five to fight. Nield survived, and eventually joined The Young. (DOD)

Micamberlecto

the Frozian elected by the New Republic to be the governor-general of the Corellian Sector and the Outlier Systems. Wielding little real power, Micamberlecto was forced to work with former Imperial functionaries, who fled to the Outlier Systems when the Empire was defeated, only to be elected to posts by their respective planets. He was murdered by Thrackan Sal-Solo's Human League, as part of

Thrackan's plan to subvert the Sacorrian Triad's Starbuster Plot and take control of the Corellian System for himself. (AC, AS, SC)

Michaud Industries

this corporation manufactured droid manipulation devices, such as heavy-duty arms and retractors. (DWK)

MICI

this was a model of small ion cannon produced by BlasTech for mounting on small vehicles, like speeders. (HAS)

Miciluz, Diran

a native of the Ktilac Regions, this man served as the primary weapons expert on Hydrospeare Corporation's Design Team Beta, during the height of the Galactic Civil War. Miciluz' work was known to Hydrospeare, as it was his design which led to the creation of BlasTech's HY-6 heavy cannon. During the height of the Galactic Civil War, it was learned that Miciluz was secretly working on no less than sixteen weapons projects for various Imperial Moffs. Miciluz was distinguished by his short stature and bright green hair, which seemed to indicate that he was descended from the crew of the *Noble*. (AIR)

Micrel Power Supply

this was a generic term used to describe miniature power supplies that could be used to power small devices. Micrel supplies generated very little heat, so they could be used in prosthetic limbs and other devices that came into contact with flesh. (HTTE)

Micro Applications, Incorporated

known as MicroApp, this small company mass-produced a generic microcomputer chip which was used by a variety of datapad and pocket computer manufacturers. Their headquarters were located in the city of Tal'cara, on the planet Kothlis. (SPG)

MicroApp

see Micro Applications, Incorporated (SPG)

Microaxial

manufacturers of shipboard navigation computers. (SCRE)

Microbe Armor

developed by the Barabel race, microbe armor appeared to be formed from inflated pouches. The pouches actually contain a saline solution which supported the growth of microscopic organisms. These organisms were created to consume and thrive on radiation, and essentially "ate" the energy which was contained in a blaster bolt. This made the microbe armor a kind of living, ablative shield. Whenever the armor was hit with a blast, it stimulated the micro-organisms to reproduce, which actually made the armor more effective over time. (GFT)

Microbial Mat

this was the term used to describe the antiseptic, bio-engineered material used by the Yuuzhan Vong to line the floor of an oqa tube. The microbial mat helped to decontaminate any Yuuzhan Vong who used the oqa to move from one starship to another. (UF)

Micro-book

this out-dated form of data storage is prevalent in many schools that can't afford updated educational materials. (CSWEA)

MicroData Technologies

this small corporation produced a wide range of datapads, including the Companion2000. (EGW)

Micro-energy Field

this was an Imperial form of personal shield, developed shortly after the Battle of Yavin. However, the

technology was very expensive, and prohibited wide-spread use of the shield. Darth Vader provided one to the actor who portrayed Ben Kenobi on the planet Aridus. Hoping to fool Luke Skywalker into believing that the actor was the real Kenobi, he used a micro-energy field to deflect laser blasts, simulating the use of the Force. (CSW)

Microfusion Pile

a small, almost limitless energy source used to power Vuffi Raa. (LCM)

Micro-jolt

this small energy weapon was developed by the Serps. (MC64)

Micromine

this Imperial form of space mine was developed in order to prevent its detection by normal starship scanners. Each micromine was a tiny spec of anti-matter, contained within a magnetic shell. Because each micromine was so small, they were virtually undetectable. The Empire mined the space around Shiva IV with micromines to protect their interest in the system, but the full-scale use of micromines turned out to be cost-prohibitive, and the plans for mass manufacture were scrapped. (MC53)

Micro-mine

this was a miniature version of a standard anti-personnel mine, used by the clone troopers and clone commandos of the Grand Army of the Republic during the Clone Wars. (RCHC)

Micromite

this insect, found on the planet Kubindi, is used to create a tasty pate in Kubaz cooking. (SWJ10)

Micro-motivator

a small, electronic device which can emit a stimulating burst of energy. They are often used by criminals who fix races by inserting them into racing animals and artificially enhancing the animals' drive to continue. When the race is over, they can be destroyed within the animal, since they're so small they don't a lot of damage. (JS)

Micronite Charge

this small explosive is form by taking a gram or less of detonite and wrapping it around a wire or cable with a wad of SlipSheet or a ration wrapper. The small charge doesn't cause much outward damage, but can be used to sever computer cables in remote locations. (CFG)

Micropole

a small device which is riveted to a starship's hull to keep a breech from opening any wider. (LCF)

Microtherm

this form of explosive weapon was developed during the last years of the Old Republic, but was relegated to backwater use by cheaper, though more destructive, forms of explosives. Microtherms detonations were confined to a small volume, but caused highly concentrated damage within their blast radius. (PH)

MicroThrust Processors

this computer system manufacturer was established during the Clone Wars, and produced a wide range of communications products for use by the Grand Army of the Republic. At the top of their line were systems that monitored and regulated starship power generation and distribution. At the bottom of the line were portable computers which allowed users to gain access and control of large, mainframe systems. They also manufactured a line of HoloNet transmission systems. (CFG, EGV, NEGW)

Microwave Stunner

manufactured by Jer'N Weapons Systems, this device looked like a hold-out blaster. It fired a coherent blast of microwave energy at its target, which disrupted the neural systems and rendered the target immobilized. (GSE)

Mic'Tunan'Jus Orgu

this Nikto owned and operated a series of docking bays on Tatooine, some 4,000 years before the Battle of Yavin. He was also one of the few beings who possessed a poison that could effectively eliminate gizkas. (KOTOR)

Mid Rim

the expanse of open, sparsely-populated space between the Inner and Outer Rim Territories. (SWSB)

Mid Rim Ornate

this term was used to describe the lavish style of architecture prevalent on many Mid-Rim worlds during the height of the Old Republic. (COD)

Midakinos

this barren, frigid world was the fourth moon of the planet Ovise V. (GMR9)

Midakos

this frigid, glacier-covered world was the third moon of the planet Ovise V. (GMR9)

Midani

Suroc planned to pick up a nashtah to help with a hunt on this planet. (GG11)

Midanyl

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Midanyl, Dayvid

this young man was one of Sena Leikvold Midanyl's sons. He was serving on the *Harrier* with his brother, Peter, during the early years of the New Republic. (TLC)

Midanyl, Peter

this young man was one of Sena Leikvold Midanyl's sons. He was serving on the *Harrier* with his brother, Dayvid, during the early years of the New Republic. (TLC)

Midanyl, Sena Leikvold

this Corellian woman served as Garm Bel Iblis' chief advisor and "unofficial ambassador-at-large" during the early years of the New Republic. She met Bel Iblis when she was chosen to work for him as a Senatorial aide many years earlier, and was one of many who harbored the same prejudice he had against Mon Mothma. Sena realized before he did that Mon Mothma wasn't going to appoint herself ruler of the galaxy, but bit her lip in support of her superior's leadership. Sena was in command of the missions to meet with Tav Breil'lya on New Cov, as Bel Iblis' representative to the growing faction of beings who supported Borsk Fey'lya's bid for power. (DFR, DFRSB)

Midaz

this was the Snivvian word for "food." (HNN5)

Middle Corellian

this was the modern term which described, albeit inaccurately, the Socorran dialect of the Old Corellian language. (SWJ7)

Middle Distance

this was the name given to the first Ferroan settlement on the planet Zonama Sekot, located in the planet's equatorial region. Established nearly sixty years before the Battle of Naboo, the Middle Distance served as a base of operations for the groups which manufactured Sekotan starships. Some twenty-nine years after the Battle of Yavin, Zonama Sekot made a blind jump into hyperspace as a reaction to the sabotage of Nom Anor. Without time to protect itself, the planet was unable to control the damage that occurred on its surface while in hyperspace. Much of the southern continents were destroyed, and the Middle Distance suffered large amounts of damage from fires and scorching temperatures. To counteract this, Sekot created intense rainstorms, which drenched the Middle Distance for many weeks. (RP, UF)

Middle Generation

this was the name used to describe those members of the Melida/Daan society who were of middle age, between twenty and fifty. They maintained their Daan or Melida heritage, but remained neutral during the intense civil war that broke out twelve years prior to the Battle of Naboo. The Middle Generation pledged a tentative support to The Young when it appeared that the children could end the civil war. When The Young began to struggle with its control over the planet, the Middle Generation backed out. After Cerasi's death and the negotiated peace, the Middle Generation agreed to step forward and help create a new, combined government. (UP)

Midge

a native of Chandrila, Midge was a self-taught marksman and sharpshooter who joined the Alliance after Mon Mothma became part of the rebellion. Midge was recruited by Crix Madine to serve as a field technician during the ground assault portion of the Battle of Endor. (CCG11)

Midge-fly

a small, nearly invisible insect. (HM)

Midget

this young woman was a member of the Alliance underground on the planet Kabaira during the height of the Galactic Civil War. (SWJ7)

Midian, Wevat

this man served as one of the chief administrators of The Wheel, during the height of the New Order. (ND)

Midi-chlorian

this species of microscopic organism was known to the Jedi Knights as a symbiotic creature that exists within the cells of every living creature. Life in the galaxy was dependent upon the midi-chlorians, although the exact genesis of the microscopic midi-chlorians was unknown. There was no pattern which dictated the concentration of midi-chlorians in a being's make-up, but a higher count of midi-chlorians in a being's cells allowed them to touch the Force. As the count increased, so did the being's ability to contact and control the Force, but true mastery of the Force could only come from intense concentration and study. Thus, the Jedi Knights devoted themselves to the study and control of the Force, and developed techniques that could detect high concentrations of midi-chlorians in young infants. During the last years of the Old Republic, some Jedi began to believe that the relationship between midi-chlorians and the Force might actually be the opposite of traditional thinking. They believed that the Force created the midi-chlorians, as a way for it to reach out to life throughout the galaxy. (SW1, MJH)

Midnight 3

this was the Wookiee Tirranna's callsign, as a member of the Alliance's Midnight Squadron. (AIR)

Midnight Squadron

this was the heavy weapons division of the Alliance's Eclipse Team. (AIR)

Midnight Star

this modified YV-545 freighter was ostensibly owned by the Outer Rim Trade Consortium, but was actually an Alliance ship provided to Cala Worner. It was armed with a pair of heavy ion cannons, a front-mounted laser cannon, and a rear-firing concussion missile launcher. (WOTC, RESB)

Mid-Rim Domesticated Sub-Sentient Show

held annually on the planet Commenor during the last decades of the Old Republic, this pet show brought together some of the Mid-Rim's most exotic and well-trained beasts for display in one place. (HNN4)

Mid-Rim Sentinel Agency

this is a for-hire security operation that provides detective and security forces to the planets of the Mid Rim Territories. (SWJ8)

Midwinter Festival

this holiday is characterized by the brightly-lit trees which symbolize the coming rebirth of spring. (POT)

Midys

Old Corellian for "middle." (SWJ7)

Midys Corellisi

literally meaning "Middle Corellian," this was an Old Corellian phrase meant to indicate the language of the planet Socorro. (SWJ7)

Miebar

this was a common name among the Ortolan race. (UANT)

Miek

Han Solo used this alias when he traveled with Droma to Tholatin while searching for clues to the whereabouts of Roa and Droma's family. Miek was the captain of the *Sunlight Franchise*. (JE, SBS)

Mien Rumba

this Sullustan male was a miner on his homeworld of Sullust, working for the SoroSuub Corporation during the years leading up to the Battle of Naboo. When his meager salary needed a boost, Mien Rumba stole a number of precious gemstones from his employers and fled into the Core Worlds, hoping to sell the gemstones on the black market. Unfortunately, SoroSuub issued a bounty for his arrest, which was claimed by Jango Fett shortly after the Battle of Naboo. (BH)

Miera

this given name was commonly given to female human children throughout the galaxy. (GCG)

Mier-Lang

this manufacturer created a number of detonation weapons, including the V-59 concussion grenade. (CCG3)

Mierm City

this is another misspelling of Meirm City. (SSR)

Mieru'kar

this area of the galaxy was known to be quite rich, but was also the favored hunting grounds of the Hy'thor Pirates. (AIR)

Mif Kumas

this Calibop served as the sergeant-at-arms for the new Republic Senate during the Yuuzhan Vong invasion. (HT)

Mifka

this was a pleasant-tasting food consumed on the planet Cartao. (SWI68)

Mig, Yerka

this Imperial bureaucrat from Ralltiir resigned and fled the Empire after the occupation of his home planet. He has been seen in Mos Eisley, trying to sell his high security clearance. (CCG)

Migan yam

this Yuuzhan Vong honorific was used to greet an individual of unknown rank or caste. (NJOSB)

Migg, Potiphar

this man, distinguished by his brown skin and white eyes, worked for the Imperial Security Bureau during the height of the New Order. He held the rank of Major in the ISB, and was one of the most enthusiastic supporters of Emperor Palpatine. Migg served the Empire on Coruscant, working to "verify the loyalty" of the planet's inhabitants. What made Migg's eyes unforgettable was the fact that they were cybernetic, and their "pupils" glowed with a red light that made him look evil. (CCW)

Mighella

this woman was one of the more powerful Witches of Dathomir, during the years leading up to the Battle of Naboo. She was taken from Dathomir by Alexi Garyn, the leader of the criminal organization Black Sun, to serve as his personal bodyguard on Ralltiir. In addition to her combat skills and command of the Dark Side of the Force, Mighella had a limited amount of prescience, and once predicted the execution of all nine of Garyn's *vigos*. Her vision was partially correct, as discovered when Darth Maul tracked Asa Naga to Garyn's fortress on Ralltiir. Unaware of the Sith Lord's true identity, Mighella leaped to prevent him from attacking Garyn. She used a combination of Force Lightning and other Dark Side tactics to keep Maul at bay, until he revealed that he was, in fact, the apprentice to Darth Sidious. Maul redoubled his attack, and Mighella was helpless against him. She died knowing that she had given her own master a chance to escape. (DM)

Might Squadron

one of the squadrons of TIE Fighters maintained by the Thyferran Home Defense Corps. (BW)

Mighty Musstoro

this immense, Ankura Gungan was a wrestler who lived in the settlement of Bartyn's Landing, on the planet Lamaredd, during the years following the Battle of Naboo. Musstoro made the bulk of his credits on the street, challenging passersby to a fight. (GMR7)

Miglar 2

the Nikto assassin Ma'w'shiye was injured in a speeder bike accident on this planet, and lost his facial horns as a result. (SWJ4)

Mignay

this woman was a Captain within the Trade Defense, and served as the commander of the Rim Merchant Einem during Wilhuff Tarkin's attempt to take control of Zonama Sekot. (RP)

Mihalik

this Svivreni male was a simple miner who worked for Toxis Metals during the early years of the New Republic. When a meleenium heist took place at the Qua'Tahc mines, and several agents of the Republic were injured, Mihalik took it upon himself to hunt down the thieves, who were led by Rani Quanic. He took from Af'El in his own ship, the *Resolve*, and was unseen for many years. (SWJ10)

Miid Ro'ik Warship

this immense, ovoid warship was grown by the Yuuzhan Vong to serve as the standard vessel in their fleet. Measuring some 1,620 meters in length, the Miid Ro'ik warship resembled a striped stone, with alternately smooth and rough surfaces. The rough surface of the ship was studded with hundreds of dovin basals and sixty plasma projectors. Emerging from the ship's main body were arms of red and blue coral that acted as docking bays for the coralskippers it transported into battle. These arms ran from the nose of the ship toward its rear, on the left, right, and dorsal flanks of the ship. The Miid Ro'ik warship required a dedicated crew of 1,280 Yuuzhan Vong warriors, and could accommodate up to 1,950 troops and 8,200 metric tons of cargo or ordnance. *Note that The New Essential Guide to Vehicles and Vessels indicates that the Miid Ro'ik could transport up to 3,000 troops.* In order to remain viable, a Miid Ro'ik needed to feed and gain sustenance. Thus, the Yuuzhan Vong often fed the organic refuse created from dead warships to their Miid Ro'ik, in order to keep the warships alive. (NJOSB, NEGV)

Miilarta, Lol

this woman, a native of the planet Terephon, was her planet's Ambassador to the Hapes Consortium, at the time of the Yuuzhan Vong invasion of the galaxy. When Leia Organa-Solo traveled to the Hapes Cluster to enlist the aid of the Hapans in fighting the Yuuzhan Vong, Lol Miilarta voted for plan. (JE)

Miim

this name was common among Sullustan males, and referred to a Sullustan beast of burden noted for its strength. (GCG)

Miim

this Sullustan beast of burden was once employed in the mines that riddled the planet's crust, hauling rubble to disposal sites. (GCG)

Miim Te'Suub

this young Sullustan was the Director of Formal Activities for the SoroSuub Corporation's corporate offices on Genarius, during the era of the Battle of Naboo. He was part of the team which worked to produce the G-59 Cannibalizer starfighter, and shocked SoroSuub management by calling for a halt to all operations on the day the first G-59 was produced. He gave a short speech to christen the new starfighter, then dismissed the entire force. The workers were confused by the edict, having worked in a corporate environment where taking time off was frowned upon. Nevertheless, the workers heeded Miim's orders and left the facility to enjoy a series of parties which lasted for four days. SoroSuub's corporate managers feared that Miim's actions would seriously jeopardize worker loyalty, but were pleasantly surprised when morale and dedication increased. From that point forward, SoroSuub allowed the Festival to continue on an annual basis. (LFC)

M'iiyoum

a plant native to H'nemthe, the m'iiyoum's white floweres only bloom in the season of trine, when all three of the planet's moons provide nighttime illumination. This earned the m'iiyoum the nickname nightlily. The plant is carnivorous, using its sweet nectar to attract rodents and other small creatures. (TME)

M'iiyoum Onith

a native of H'nemthe, M'iiyoum was trying to board the Tellivar Lady in Mos Eisley but could not pay her passage tax. She appealed to Feltpern Trevagg, who falls in love with her. When she and Feltpern consummated his false love for her at the Mos Eisley Inn, she gutted him as all H'nemthean females do to their mates. (TME)

Mijos

this swamp-covered planet was located in the Anoat Sector, along the borders of the Yarith and Javin Sectors. The Lutrillians tried to establish several spaceports on Mijos, but improper planning meant that most of them sank into the mire. (WOA33)

Mika

this female Cathar rose to power as the leader of the Crimson Nova chapter of the Bounty Hunter's Guild, during the last years of the Old Republic. An angry female, Mika had been brought into the hunting business by Stroth, who had lost her parents when a group of Jedi Knights shut down their "family business." Mika's parents had been trafficking death-sticks, and the Jedi had been alerted to their activities. Rather than submitting to arrest, they chose to fight and were killed in the battle. Mika never forgave the Jedi, an attitude that was further heightened when she met Har'ill. Thus, when the contract to kill Jedi Knights came in from Kh'aris Fenn, Mika eagerly accepted it, despite decades of bounty hunter policy to the contrary. (RSF)

Mika

a crewmember of Ixsthmus, Mika was one of the designers of the *Long Shot* and its modifications. (SWCP)

Mika Anjiliac Chiera

this Hutt crimelord was known among his peers for the cadre' of security droids he recovered from Varl and restored to working order. The H-3PO droids proved to be unfailingly loyal, unlike organic bodyguards. He was also known as an atypical Hutt, being energetic and eager to learn more about the businesses he runs. Mika, the youngest child of Popara the Hutt, was distinguished by his green and yellow coloration, as well as his interests in areas such as foreign culture, history, and technology. He also could speak the Basic language with ease, and was one of the few Hutts who did so in everyday life. Unknown to his siblings, Mika was quite sensitive to the Force, a fact that Popara also helped to keep a secret. Mika was stranded on Endregaad when a plague struck the planet, during the early years of the New Order. He left his bodyguard, Orgamon the Nikto, in Tel Bollin to act as his primary agent, in case Popara sent a rescue party. Mika himself traveled to the Temple Valley in an effort to locate the source of

the Endregaad Plague and find a way to fight it. His discovery of a crashed YV-100 led to the source of the plague, and Mika showed his humanity by allowing the geode miners of the planet to salvage parts of the ship for themselves. Unknown to all, however, was the fact that Mika was behind the development of the tempest spice. The YV-100 had been traveling through the Indrexu Spiral with a shipment of tempest when it was infected with the plague, and crashed on Endregaad when the crew died from repeated exposure. His true mission to Endregaad was the recovery of the tempest shipment. He had made several arrangements with the local miners to ensure that the ship was easily accessed and kept ready until he could recover it. Upon returning to Nar Shaddaa, Mika was forced to realize that Popara was growing concerned about the rising threat of the tempest spice. Since tempest was creating huge sums of credits for his own accounts, Mika worked behind the scenes to undermine his parent's attempts to learn more about tempest. When Popara got too close, Mika poisoned him, ensuring that Popara would not meddle any further in his business. However, Mika was forced to flee Anjiliac Towers after the event, which Zonnos took as a sign of Mika's part in Popara's death. He was sighted at the Headache Bar, where he claimed that Zonnos had killed Popara. Shortly afterward, Mika was captured by Zonnos in an ambush, following the capture of Vago. With the help of Angela Krin and the agents hired by Popara, Mika managed to escape, and in the wake of Zonnos' death he became the leader of the Anjiliac *kajidic*. Rather than remain on Nar Shaddaa, however, Mika chose to return to Varl, where he had created the *Tempest* as a production facility. The agents tracked Mika to Varl, and confronted him aboard the huge vessel. Despite his best efforts to flee in the ship, Mika was hunted down and killed before he could unleash the tempest spice on the galaxy. (TF, WOTC)

Mikak

this ball of searing rock was the first planet in the Tyrisu System. (SPG)

Mika'sai'Malloc

this female Devaronian was the daughter of Kardue'sai'Malloc. She personally witnessed the execution of her father, and wrote about it in her journal. (EGA)

Mikish

this platform city was established on the planet Cularin, and was built on a platform in reaction to the Tarasin concerns for the environment of Cularin. Gadrin and her sister city, Hedrett, had expanded rapidly since beign founded by Reidi Artom, and the Tarasin feared that uncontrolled growth would seriously impact the growth and future of the sacred ch'hala trees. Located near a long range of mountains, Mikish was the site of the headquarters for the Restimar Mining Corporation. The crimelord Nirama also maintained a presence in the city. (LFC)

Mikiyuna

this Huttese word meant "everyone." (GMR5)

Mikket

this small, cricket-like insect is characterized by the droning sound it makes by rubbing its legs together. (POT)

Mikki Mikki

this young boy was slain by Darth Bane, shortly before the Battle of Ruusan, as the Dark Lord set out to kill the children of Ruusan in order to eliminate any potential Force-sensitives and to gather his own strength for the coming battle with the Jedi. Mikki had been working with his brothers to collect scrap for their father, but all were slain by Darth Bane. (JVS)

Miklak

this was one of the more common surnames used by the Duros people. Like all such names, Miklak was used only for official business, to indicate one individual from another when in the presense of non-Duros. This name literally meant "landspeeder crafter". (GCG)

Miko

this given name was common human males across the galaxy. (GCG)

Miktha

this male Jawa was a known associate of Longo Two-Guns during the years leading up to the Battle of Naboo. Jabba the Hutt issued a bounty for his capture in connection with a riot that occurred after patrons of a local podrace purchased exploding chubas, an event that seriously curtailed profits from the sale of normal foodstuffs. The bounty was eventually claimed by Jango Fett, who was on Tatooine trying to arrange a meeting with Jabba. (BH)

Miktiss

this Saurton was a member of the Des'mar faction, during the early years of the New Republic. (DARK)

Mila

this Aramandi caste, or *akia*, was known to be the most liberal of the castes. They were also the most business-like, and were open and receptive to offworld visitors to Aram. (AE)

Mila System

this planetary system, located in Brak Sector, was located in the restricted Aramand Cluster. (FBS)

Milacass

this Kerestian bounty hunter worked for Pari' Notgoth, until he was implicated in an assassination attempt on Notgoth's life. Rather than try to prove his innocence, Milicass fled Tamarin Sector and wandered the Outer Rim for six years before joining the Granse Confederacy. Milicass was easily distinguished from other Kerestians by his seemingly pupilless eyes, a result of being too close to an explosion at the Clariv Shipyards which left him temporarily blind. His eyesight eventually returned, but his eyes had been scarred from the blast. (GG12, AIR)

Milagro

this planet, located at a key hyperspace junction point, was caught between the factions of the New Republic and the Empire, some five years after the Battle of Yavin. (ECH)

Milarian

this planet, located in the Trans-Nebular Sector, served as the Imperial sector capital during the era of the New Order. (GSE)

Milatvac

this city, located on the planet Svivren, was the location of a large mining operation. (SWJ10)

Mildew Rubdown

this was a relaxing massage favored by the Neimoidians, and involved the use of redolent fungi instead of fragrant oils. (DMSH)

Mili-Corp

this small manufacturer produced a number of powered armor suits, during the Old Republic. (GUN)

Milinae

this woman, a native of the planet Corellia, was the sister of Trilinae. Mil was something of a smuggler, although she was sympathetic to the cause of the Jedi Knights during the last years of the Old Republic. She accompanied her sister to Almas just prior to the Clone Wars, and fought beside Tril and Jedi Master Darrus Jeht in several minor skirmishes within the Cularin System. (LFCW)

Militar

this gas giant was the seventh and outermost planet of the Metellos System. It was orbited by five moons. (CCW)

Militarists

this group of Old Republic politicians and military leaders rose to prominence during the years leading up to the Stark Hyperspace Wars. The Militarists advocated the formation of a strong Army and Navy to protect the Republic, both from internal threats and external ones. They believed that the Jedi Knights

were not a solution, since they did not answer directly to the Old Republic Senate. Nevertheless, the Senate continually vetoed any bill which involved direct funding of military build-up. (SHW)

Military Creation Act

devised and proposed during the years leading up to the Clone Wars, the Military Creation Act was meant to allow the Old Republic to form a "grand army of the Republic" to put a stop to the growing secession movement. Never fully embraced by Supreme Chancellor Palpatine, it was strongly opposed by the Senator from Palpatine's homeworld of Naboo, Padme' Amidala, who formed the Campaign Against Republic Militarization in an effort to find a peaceful resolution to the secession problem. When Senator Amidala was nearly assassinated upon arriving on Coruscant for the vote on the Act, Palpatine tried to stall the vote by calling for increased security measures. Many Senators believed Palpatine had overstepped his bounds in delaying the vote. However, when it was discovered that the Separatists had been secretly assembling a massive droid army on the planet Geonosis, some form of conflict became inevitable. Because the Old Republic would have been defenseless against the Separatists, the Act was passed when Jar Jar Binks - sitting for Senator Amidala while she was under the protection of Anakin Skywalker - proposed that Chancellor Palpatine be given emergency powers to deal with the Separatists. (HNN4, HNN5, AOTC, SWI68)

Military Mobility Shield

this was the brand-name of Merr-Sonn's personal shield system. It was originally designed for military use on battlefields, where it could absorb nearly fifty blaster bolts before it failed or needed to be recharged. (NEGW)

Militia-camo Bongo

this was the military version of the tribubble bongo, and was used to transport Gungan warriors to battle. They were somewhat slower than the civilian version, being encumbered by their weapons systems. (E1A9)

Militiagung

this was the Gungan term for any footsoldier of the Gungan Grand Army. The *militiagungs* were made up of part-time soldiers who were generally inexperienced, but made up for it with sheer determination and courage. (IG1, GBC)

Milk

it does exist! Luke and Owen share milk at dinner after buying C-3PO and R2-D2, and Leia drinks it warm to settle her stomach during her first pregnancy. (SWN, HTTE)

Milkened Tuber

this root vegetable was used in many gourmet dishes, once the internal seed-husk was removed. (HNN5)

Milking

this mild expletive was popular with many Basic-speaking races during the height of the Clone Wars. (MBS)

Milko

this cobbled-together droid was a bounty hunter who was active during the height of the Galactic Civil War. He traveled to Dagobah in an effort to hunt down Luke Skywalker, after the Empire set a bounty on his head. When Luke managed to defeat him in combat, Milko broken down and begged for mercy, claiming that he had eight children and a sick mother on Danchian Prime. Luke let him go free, knowing that Milko's reputation as a bounty hunter would be tarnished because of his failure. (T15)

Milk-stone

this opalescent stone was found in large veins on the ancient planet of Ossus. It was used in the construction of wondrous buildings and facades, especially by the ancient Jedi Knights. (SWJ15)

MILL-247-EE

an industrial droid that was part of the emergency systems on Tem Chesko's cargo hauler. When Tem

Chesko's ship was disabled and floated for years through space, he nearly went crazy before he found the droid. He called it "Millie," since its creators had given it a female form and voice. They were constant companions during the remaining 61 years of isolation in space. When Chesko's heart gave out, Millie donated hers. She operated on Chesko and surgically removed his heart and replaced it with hers. Thus, Chesko survived to eventually reach Tatooine. (TMEC)

Millaflower

native to the planet Naboo, this plant produces thousands of small, pink blossoms. The scent of these blossoms is so sweet and pure that it has been rumored to soothe even an angry rancor. Some perfumery owners kept fields of millaflowers in bloom for the scent, using it in the creation of specialized perfumes. Bouquets of millaflowers were considered wondrous gifts by both the Naboo and the Gungans. It was discovered that the flowers could be refined to extract the chemical which was responsible for its calming effect, and when refined and distilled it created a powerful tranquilizer. (GF, SON, GMR2)

Millano, Tosk

this Corellian outlaw absolutely hated sewers and underground passages. (HAS)

Millavec, Dorin

this scheming Imperial officer served as the Deck Commander aboard the Star Destroyer *Crucible* during the height of the Galactic Civil War. He hoped to be promoted to the command deck, but when he learned that Nas Ghent had been picked by Darth Vader to train a group of starfighter pilots aboard his ship, Millavec was angry and jealous. He felt sure that he was being set up to fail, to prevent his promotion. So, in addition to going along with Vader's orders, Millavec began to plot his own actions. After allowing Ghent to go on a mission with real pilots, Millavec ordered his pilots to execute Maneuver 717, hoping to eliminate Ghent without any incriminating evidence. Ghent managed to survive, and came for Millavec. Millavec then lied to Ghent, claiming that it was Vader himself who ordered the Maneuver 717, as part of his assignment. Then, Millavec supplied Ghent with a group of cutthroat criminals to serve as his "trainees." He worked behind the scenes to try and keep Vader and Ghent apart, while plotting how best to make the most of his plans for promotion. (T21)

Millennium Astro-Engineering

this starfighter manufacturer was based on the planet Tharkos. They created many different designs, and were very profitable during the reign of Emperor Palpatine. Their internal motto ran something like "war is good for business." Their plant was destroyed by Alliance starfighters, after the Alliance learned that they were creating starships for the Empire. (CSWDW)

Millennium Blossom

this plant grows only on the harsh jungle world of Lemmi VI. It is extremely rare, and it blooms only once every 100 years. As soon as the plant blossoms, the main plant dies. It is also carnivorous, and will eat almost anything. (GMS)

Millennium Celebration

this was generic term used on many planets to denote a holiday that occurred once every thousand years, when the local calendar changed to a new millennium. (BH)

Millennium Entertainments

one of the original Signatory Sponsors of the Corporate Sector Authority, Millennium was one of the galaxy's largest entertainment and information combines. They owned majority control of Galaxy News Service, and had interests in TriNebulon News, CoreDataFiles, and other, smaller news agencies. Millennium also owns Millennium Holo. (CSA)

Millennium Falcon

Han Solo's souped-up YT-1300 smuggling ship, which has been modified from its "original" specifications over the years. Han came to own it after winning it in a Sabacc game from Lando Calrissian. Lando had won the Falcon in an earlier sabacc match at Bespin, just before he started hunting for the Treasure of Rafa. He had no idea how to pilot it, but he recognized its abilities. As he grew to become a better pilot, Lando continued to upgrade the ship's systems, and it became his primary mode of transportation. After

Han and Lando (had just completed a run of the Kessel Spice Mines together/got together on Bespin), Lando was in a gambling mood. He was running low on credits, so he added Han's choice of any ship in his used ship lot. Han chose the Falcon from among the junkers, much to Lando's dismay. Once Han got control of it, he added a non-spec Imperial power plant and hyperdrive system, as well as an impressive amount of armament: upper and lower quad laser cannons, an underside sweep gun, multiple forward laser gun pods, and a pair of concussion missile tubes. The ship continued to astound those not familiar with its military-issue components and higher than normal lift/mass ratio. The ships' central ladderwell, leading to the upper and lower quad-laser cannons, is equipped with separate gravity generators, allowing the two people manning the cannons to operate in reciprocal gravity fields. After the Battle of Bakura, the Falcon was swapped back and forth by Han and Lando in a series of Sabacc matches. Lando won the Falcon finally, but opted to give it to Han as a gift, in order to end the inane series of card games. The *Millennium Falcon* contains much of its original systems, as well as many modifications: a Novaldex Stasis-type Shield Generator, a Koensayr TLB Power Converter, a Fabritech Sensor Array Controller/Interpreter, a Chedak Frequency Agile Subspace Radio, a Fabritech ANY-20 Active Sensor Package, an Imperial IFF Transponder, a Corellian Engineering Corporation Emergency Power Generator, a retractable Taim and Bak Auto Blaster Cannon, a Quadex Power Core, 2 Escape Pods, a Hanx-Wargel SuperFlow IV Shipboard Computer, a Torplex Tandem Flight Computer, an Incom N21-4 Power Converter, a Corellian Engineering Corporation Subspace Hyperdrive, a KDY Aft Deflector Shield Generator, a Seinar Fleet Systems Active Sensor Pulse Generator, Cryonic Reserve Power Cells, a Torplex Fore Deflector Shield Generator, a Siep-Irol Passive Sensor Antenna, a Carbanti Signal-Augmented Sensor Jammer, a Carbanti 29L Electromagnetic Countermeasures Package, a Nordoxicon-38 Anti-concussion Field Generator, a Corellstand C-8 Life Support System, 2 Arakyd ST2 Concussion Missile Launchers (2 racks of 4), an Ion Flux Stabilizer with Alluvial Dampers, a KapriCorp Acceleration Compensator, a Microaxial HyD Modular NavCom Unit, Gelieg 20m-Cp Strobe/C-beam Lamps, an Enlarged/modified Cargo Bay, and an Ax-108 Surface Defense Cannon. In the years following the births of Han Solo's three children, he began refitting the *Millennium Falcon* and removing some of its more military components, in favor of safety and security. The concussion missile launcher were the first weapon removed, making it easier to load and unload cargo. During the struggle to defeat the Yuuzhan Vong, Han painted the *Falcon* with matte-black paint, hoping to make it harder to spot. In this way, he hoped to work with Droma to locate and rescue Roa and the Ryn's family. (SW, ESB, ROTJ, LCM, LCF, LCS, HSE, HSR, HSL, SWSB, TB, HTTE, JS, CPL, CCG, THG, HT, JE, EGW)

Millennium Falcon

this prototype starship was built by Millennium Engineering. Zoltan Starkid's secretary leaked information about the ship to Han Solo for 10,000 credits. Although Han Solo eventually obtained possession of this ship, it is not the *Millennium Falcon* that Solo used on a regular basis. *There is a continuity problem here, despite the fact that this story was published by Dark Horse.* (CSWDW)

Millennium Falsehood

this was the second mock-up of the *Millennium Falcon* used by Wraith Squadron to draw out an Imperial force. The first involved the use of two X-Wings with overlapping shields, a unit which presented transponder codes to appear to be the Falcon and draw out Admiral Trigit at Folor. The *Millennium Falsehood* was an actual YT-1300 freighter, painting and marked up to resemble the *Millennium Falcon*. Transponder codes were altered just enough to imitate the real ship at a first glance. The ship was flown by Wedge Antilles and Chewbacca himself, during a raid on Kidriff 5, in an effort to draw out Warlord Zsinj by having "Han Solo" show up on many of Zsinj's worlds. (SOC)

Millennium Fighter

one of the many starships designs created by Millennium Astro-Engineering. It was one of the largest ships created by Millennium. (CSWDW)

Millennium Fist

this was the name of the starship in a story told by Han Solo to his four-year-old son, Anakin, shortly before bedtime one night. The story revolved around the exploits of Luke Skywalker's hand, after it was cut off by Darth Vader on Bespin's Cloud City. Luke's hand used the ship to escape from Bespin and return to the Alliance. (T8)

Millennium Hawk

this small starship was created by Millennium Astro-Engineering. It was a spear-headed ship with a large central power core flanked by two sublight drives. It was popular among the smugglers and criminals which hounded the Empire during its expansion across the Outlands region. *Note that Classic Star Wars: Devilworlds claims that the prominence of the Millennium Hawk led Millennium Astro-Engineering to create the Millennium Falcon, which directly contradicts most other references.* (CSWDW)

Millennium Holos

this subsidiary of Millennium Entertainments created the holo series *Who Are You To Accuse Me?*. They also owned several swoop racing and sports teams. (CSA)

Millennium Oak

a species of tree native to Damualer Triac. (GG9)

Millfly

this small insect was native to Commenor. (NEGC)

Millicent

this woman was one of Sprax's concubines, shortly after the Battle of Hoth. Millicent was also one of Sprax's best agents, a closely-guarded secret meant to keep everyone in the Nalroni's organization off their guard whenever she was around. Unknown to Sprax, however, was the fact that Millicent really worked for Prince Xizor himself, keeping an eye on Sprax's dealings along the Sisar Run. In a double twist, Millicent didn't know she worked for Xizor, having been hired by Guri. (SSR)

Millich, Nar

a Major in the Imperial armed forces, Nar Millich longed to gain power and prestige within the Imperial Navy. To this end, he tried to curry the favor of Darth Vader during the construction and operation of the first Death Star. (JKG)

Millinar

this temperate world had virtually no axial tilt, so it was always blanketed in beautiful weather with minimal rainfall. The land masses of the planet never rose very far from sea level, and were dotted by natural springs and underground streams. Most of the plant life found on Millinar was succulent in nature, with deep-reaching root systems that hoarded water. The natives of the planet were a group of hermaphroditic aliens that had developed strange but fundamentally good skills in using the Force. The planet itself had never been actually placed on a stargate, for most explorers and scouts believed that its existence is just a rumor. (GMH, WOTC)

Millitile

this long, reptilian creature inhabited the upper branches of the gankto tree on its homeworld of Kothlis. It fed on the symbiospore fungus which often collected in the branches of the tree. Millitiles moved about on thousands of tiny legs, but could only run for short distances when frightened. These creatures were the favorite prey of the myntors. (SPG)

Milmit

this thug was one of Gorga the Hutt's hired guns. Milmit was the first to discover the whereabouts of the Spirit of Jabba, but was unable to stop Big Gizz and Spiker from stealing the craft. (TJT)

Milnn

this man served as a Captain in the Imperial Navy, flying with and leading the Delta Squadron of TIE Fighters under the command of Admiral Giel during the height of the Galactic Civil War. He was captured by Luke Skywalker and Shira Brie just after Admiral Giel captured a teezl, and his identification codes allowed Luke and Shira to infiltrate Giel's armada. (MC61)

Mil-Star IV

this is one design of Tion Mil/Sci sublight starship engine. (EGV)

Milvayne

this planet, in the Gyrica System, was the site of an Imperial base during the Galactic Civil War. Mon Mothma once ordered an attack on the base, and commanded Garm Bel Iblis to lead the attack. He refused, because the plan of attack would lead to the deaths of too many soldiers. She relieved him of his duties to the Alliance, and Iblis happily agreed. This allowed him to strike out on his own, and develop his own way of bringing down the Empire. (TTSB, EGC)

Mim

this was one of two moons which orbited the planet Ossus. (TOJC)

Mima

a planet known for its business centers. (ZHR)

Mima II

a planet in the Lar system, Mima II is the homeworld of the Bilar race. It is a small, tropical world with a 15-standard-hour day and a 103-local-day year. Because it orbits very close to Lar, Mima II's tectonic plates are pulled across its molten core like a moon causes tides on a water world. This results in an almost continual reformation of the planet's landscape, but it also releases large amounts of carbon, hydrogen, oxygen and other materials needed to create life. Thus, new species are regularly being found on a world that already teems with life. (GG4)

Mimban

local name for Circarpous V. (SME)

Mimban Cloudrider

this Thyferran bacta freighter was captured by Rogue Squadron and used to appropriate bacta from Ysanne Isard's cartel. Wedge Antilles offered the pilot's job to Booster Terrik, who refused. Booster did agree to run the Rogue's outpost at Yag'Dhul, though. (BW)

Mimbanite

an alien race native to Circarpous V, they look like large, furry balls of various colors and patterns. They have 4 short, furred legs on their bottom half, and 4 arms on their top half. Their feet have two toes on each, and they have a hairless tail. Their eyes are wide and inquisitive. They shun contact with other inhabitants of Mimban, and were believed to be related to the Coway. When the Empire took control of Mimban, they chose to leave the Mimbanites alone, since the race was unsuited to the physical demands of slavery. (SME, EGA, SWDB)

Mimbrane Organism

this creature is essentially an organic recording device. A thin, pasty-white sheet when first encountered, the membrane seems to consume the sounds of its surroundings. The more it records, the more it swells up into a pillow shape. No longer than a human finger, the membrane has rudimentary sight buds that allow it to sense between light and dark. Their brains are very small, but that can be trained to follow a simple set of instructions. This combination of abilities makes them the perfect tool for beings who wish to surreptitiously record a conversation for later playback. These creatures grow in huge colonies on one of the Q'nithian System's moons, living deep within the fault and fissures of its rocky surface. (MA)

Mimetic Suit

this term was used to describe any clothing made from a unique material that changed color to mimic the wearer's surroundings. The clothing was impregnated with specialized circuitry that analyzed the visual elements of the environment and altered the coloring of the cloth. (COD)

Mimetic Tarpaulin

this form of protective sheeting was made from a unique material that changed color to mimic the immediate surroundings. The cloth of the tarpaulin was impregnated with specialized circuitry that analyzed the visual elements of the environment and altered the coloring of the cloth. This allowed a being to cover up objects in such a way that most visual searches simply failed to locate them. (UF)

Mimic

this brand of sensor decoy was produced by MerenData to compete with the Corellian Engineering Trickster drone. Like the Trickster, the Mimic sent out sensory information along electromagnetic and holographic frequencies to make itself appear to be a real starship. (PP)

Mimn'yet

this was a meat dish of questionable origin, enjoyed by the Barabel race. (MJH)

Mimn'yet Surgery

this was a term used by the medical staff of the Old Republic's forces on Drongar, during the height of the Clone Wars, to describe their daily work. It referred to a meat dish favored by the Barabel race, which was often enjoyed raw and bleeding. (MJH)

Mimph

this was a species of tiny creatures that was native to the Forest Moon of Endor. While not fully sentient, the Mimphs were nonetheless intelligent, and used their cunning to hunt larger prey. (ECAR)

Mimwen

this Ithorian surname was believed to mean "artist", according to historian who studied the Ithorian race. (GCG)

Mimya

Keyan Farlander's aunt, living on the planet Oorn Tchis. Keyan asked Mimya and her husband, Trinn, to take care of Kitha following the Imperial invasion of Agamar. (XW)

Min

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Min

this Old Corellian possessive could be used for "mine" or "his," depending on context. (SWJ7)

Min

this was the Snivvian word for "I" or "me." (HNN5)

Min Cho

this was a noted Gossam individual, distinguished in the history of the planet Castell. (UANT)

Min Gost

this male Sullustan worked as an information broker on the moon of Nar Shaddaa, and could often be found at Kuzbar's Cantina during the early years of the New Order. (TF)

Min min

this Old Corellian phrase was a pronoun for "I" or "myself." (SWJ7)

Min Min Heights

located on the edge of the Doaba Badlands, the Min Min Heights was an area littered with rocky outcroppings, small caves, and shallow alcoves. Named for the Min Min Lights, the area was believed to be the resting place of the souls of Socorrans who have died over the millennia. During the day, the Heights provide a wondrous view of the Badlands. Despite the ghost stories surrounding the area, it was also a favorite spot for lovers who wanted to be alone. (BSS)

Min Min Lights

this mysterious sparks of light appear in the late dawn and early dusk on the edge of the Doaba Badlands, on the planet Socorro. Concentrated in an area which became known as the Min Min Heights, the lights appear suddenly and move across the landscape singly or in groups. The exact nature of the lights has never been discovered, but the native Socorrans believe that each light is the essential spark or

personality of a person who had died. This belief gave them their name, for the term min min in the Socorran and Old Corellian tongues means "I." (BSS)

Min min vil ut valle Nharquis

the worst Old Corellian oath, it roughly translates to "I will eat your ashes." The speaker usually pointed vigorously at him- or herself while speaking. (SWJ7)

Min min volgoth noh petchuk

this Old Corellian phrase translated to "I want no bad blood between us," and was often whispered to indicate the speaker's desire for non-aggression. (SWJ7)

Mina

this purplish moon orbited the planet Hanchin, which was located in the Moddell Sector of the galaxy. It was best known as the site of a religious retreat, which was maintained by the Vashan people at Inicus Mont. Because of its celestial positioning, Mina was always covered in light from Hanchin, resulting in very short nighttime periods. *Note that this moon is referred to as Qina as well as Mina in Star Wars Gamer, issue 9.* (GMR9)

Mina

see Nima'tar (T8)

Minak, Lett

this man was a smuggler who worked for the Empire after the Battle of Endor. He was employed by Moff Feleea, but their personal relationship was strained. Minak was approached by Moff Relans, who offered him the opportunity to work as a spy for his organization, Minak agreed, and outwardly worked for Feleea aboard his freighter, the *Shadow*. On the side, Minak fed Feleea false information given to him by Moff Relans. Working this way, Minak received protection from both Moffs, ensuring his own safety and a regular income. (HR)

Minan

this was the name used to describe the human population of the moon Mina. (GMR9)

Minas-Lergo

this small corporation produced a variety of cargo and passenger cars, used to move about in sealed environments on hostile planets. (GSE)

Minch

this Jedi Knight, a member of the same species as Yoda and Yaddle, served the Jedi Order some 700 years before the Battle of Yavin. Minch and several other newly-commissioned Jedi Knights were dispatched to the Bpfassh System, where a Bpfasshi Dark Jedi had been terrorizing the system. Aboard the *Takara*, Minch confronted the Dark Jedi, but was no match for his formidable skills. However, Minch's Jedi Master, a Zabrak named T'dai, arrived to corner the Dark Jedi. Unfortunately, the Dark Jedi took his own life, rather than be captured by the Jedi. The Dark Jedi's Master, however, managed to escape and fled to Dagobah. Minch took a starfighter and chased him down, against the orders of Master T'dai. Although Minch managed to defeat the Bpfasshi Master in a cave on the planet, the Dark Jedi's tainted blood seeped into the ground and imbued the planet with Dark Side energy. *Note that this character might actually be the Jedi Master Yoda, who was given the name Minch Yoda in early drafts of the script for Star Wars: Episode V - The Empire Strikes Back.* (T16, TAS)

Mind Evaporator

this was the Basic translation of a Wookiee term for any addictive video game that lacked any form of educational purpose. (X3)

Mind Prison

this unusual, box-shaped device was believed to have been created by the ancient Rakatan people. Outwardly, it resembled a cargo crate. However, when improperly opened, the mind prison took control of the opener's mind and drew them inside. To the unwitting victim, the inside of the box resembled a

featureless, white room lined with pillars. Within the room is a Rakatan individual who challenges the victim to answer a series of riddles. The Rakatan himself claimed to have been a former leader who started a civil war and was imprisoned for his crimes. Although his body was long-dead, his mind was trapped in the room, and the only way he could get out was to take over another being's body. Thus, if the victim failed to answer his questions correctly, the Rakatan took control of their body and could attempt an escape. (KOTOR)

Mind Shard

this was an offensive form of telepathy, in which the wielder drove daggers of psychic energy into their victim's mind. The effect was that the victim's neural pathways were disrupted, and the victim felt intense pain in their mind. (UANT)

Mindabaal

this planet was decimated by the Empire during the Galactic Civil War. Its populace was nearly wiped out, but there are rumors that the rightful king escaped the destruction. His two daughters survived because they were off-planet at the time of the attack. Mindabaal is located in the Outer Rim Territories. (SWJ5)

Mindabaal Custom Yacht

this 30.1-meter-long pleasure craft was designed to be customized to meet the needs of individual owners. It needed a pilot and co-pilot to operate, and could transport up to eight passengers and 35 metric tons of cargo. The base model was unarmed. (PP)

Mindabaal Royal Academy

a prestigious boarding school found on Mindabaal. (SWJ5)

Min-Dal Company

this armor manufacturer attempted to test its JX4 prototype Gladiator battle armor on the criminals in the Soruus System. These criminals were pitted in battles to the death, which were wagered on by the bureaucrats. However, the Gladiator armor was so good that the criminals were able to shield themselves with it and escape from the prison. They caused heavy amounts of damage before being recaptured by Imperial forces. Min-Dal was then forced to cancel its production of battle armor. (SWJ3, GUN)

Mindar

a planet where Han Solo and Leia Organa battled a squad of stormtroopers. (CPL)

Mindavar

this Outer Rim world was populated during the last years of the Old Republic. A virus struck the settlers just as Palpatine was taking control of the galaxy, and their calls for help went unnoticed in the turnover. The majority of the population was wiped out. (SWJ4)

Mindemir

this planet, the primary world in the Mindemir System, was a member of the Old Republic. Jenna Zan Arbor had planned to use the water supply of Mindemir in her experiments, but was blocked from doing so by the laws of the Senate. In a daring move, Senator Uta S'orn proposed the lifting of these laws, ostensibly in the name of saving lives on other worlds, and then falsified Senate records to ensure that the measure was ratified. (TDR)

Minder

this was a slang term used to describe those physicians who were also empaths, and worked to ensure the mental and emotional well-being of their patients. (MBS)

Mindharp

a fabled magical talisman of the Sharu, it was a meter-long tool shaped like a fork (as was the Key of the Overpeople). It was hidden in the Great Pyramid on Rafa V, awaiting the emergence of the Bearer and Emissary. The Mindharp was the tool that the Toka could use to recall the Sharu. The legends built by the Sharu themselves, in order to hide themselves in the guise of the Toka, said that the Mindharp would call the Sharu back to aid the Toka in an emergency. However, the true purpose of the Mindharp was to

unlock the hidden knowledge of the Sharu and re-establish their intelligence networks. These networks were hidden eons ago when the Sharu were frightened by a superior power. They hid all their knowledge in huge computer banks, and locked all but one of their number in the disguise of the ignorant Toka, awaiting a time when the danger had passed and they could re-emerge. (LCM)

Mind-Jam

a coin-game often found in bars and casinos. (HSE)

Mindnet

this Marasan construct links the cybernetic implants of all Marasan government officials into a single communications path. It allows each of the electnodes to contribute to a group decision, which can be made almost instantaneously once all information is available. The Grand Daern then collates the data from the electnodes and issues a final judgement. (GG12)

Mindor

this planet was the site of a battle between Luke Skywalker and his New Republic troops, and the Imperial forces of Lord Shadowspawn. The Imperials fought to the death, and General Skywalker deeply regretted the incredible loss of life. Six months later, Skywalker resigned his commission with the New Republic. (ECH)

Mindori

this one of the many small mining settlements established on the planet Kallistas. Located north of Trevalis, Mindori was the second-oldest settlement on the planet. The settlement was located nearby the planet's largest natural oasis and fruit grove. (GG10)

Minds and Perceptions: A Comparative Study of Persuasive Techniques During the Galactic Civil War

this work described, in detail, the various methods used by the Empire, the Corporate Sector Authority, and the Alliance to extract information from captives. It was written by Ulm-Aaa-Janzikek, and was published by Triplanetary Press. (CSA)

Mind-to-Mind

this was the Basic term that described the Vratix method of communication. It was the only phrase that the Vratix could use to describe the hive-like communication between individuals. (SWI64)

Mind-Ugly-Ug

a term used by Halla for bureaucratic fools like Grammel. (SME)

Mindwarper Module

this form of DarkStryder technology was powered by the intense energies contained in the Lifewell. When activated, the Mindwarper module emitted a form of energy that reduced the willpower of a being and rendered them unconscious. Like most DarkStryder technology, though, the Mindwarper module was only usable in Kathol Sector. Any attempt to remove it from the Sector and use it would result in the destruction of the module. (E)

Mindwipe

this was another term for the complete erasure of a droid's memory. This term was often used by the droids themselves, since it implied that the droid's computer memory was actually a form of mind, and not a piece of technology. (MBS)

Mind-witch

this unique humanoid species has intense mental abilities. They lure individuals near to them, then probe the being's mind to find out what they like and desire. A relationship is then established with the individual, which the mind-witch forming a psychic link by creating an illusory environment which is highly desirable to the individual. The mind-witch can then leech the mental and life-energies of its victim in order to replenish its own energies. Some well-skilled mind-witches also have some telekinetic powers. (CSW)

Mine

this was the generic term used to describe a detonation device that can be distributed into open space and left there, lying in wait for unsuspecting ships to pass by. There are many different kinds of mines. Most were considered passive, or contact, mines: they sat in space until a passing ship physically touched them, at which point they exploded. Some were heat-seeking mines, armed with lasers that are targetted to the source of heat. There were also combination mines, designed to explode on contact but also armed. There were three kinds of combination mines: Type A, a 15-meter-long mine armed with a single laser cannon and a 5-RU hull; Type B, similar in armament to the Type A mine, but with a different shape; and Type C, a 5-meter-long mine armed with a single laser cannon, a warhead launcher, and a 5-RU hull. The rarest kind of mine, known simply as an active mine, was equipped with proximity sensors and a propulsion system. Whenever a large object triggered a proximity alarm, an active mine homed in on it and moved to intercept it. This characteristic made active mines difficult to deploy and maintain, leading to their limited deployment. (TIE, WOTC)

Mineclan

this was the term used to describe a family on the planet Averill which owned and operated a mine. Each mineclan was an autonomous entity, but all mineclans worked together for the greater good of the planet. (SWJ13)

Minehold

this was the name of a family-owned mining operation on the planet Averill. Before the New Order, many mineholds existed, with each family inheriting the mine through succeeding generations. When the Empire subjugated Averill, the individual mineholds were nationalized into a monopolistic entity. (SWJ13)

Minelayer

this Imperial ETR-3 escort transport was destroyed by the Azzameen family during their attempt to acquire a spy satellite, shortly before the Battle of Endor. (XWA)

Miner, Pillar

this man was among the slaves who were captured by the Yuuzhan Vong and forced to work aboard the dhuryam seedship controlled by Ch'Gang Hool, shortly after the Battle of Coruscant. Pillar suffered massive injuries when he mistakenly wandered into a grove of immature amphistaffs. He failed to realize that the young creatures were just as dangerous as the mature adults, and was viciously attacked. Jacen Solo tried to save him, but his injuries were too severe. (T)

Mineral Assets Partnership

this large corporation funded a number of mining operations during the last century of the Old Republic. They went bankrupt after a number of expensive failures. (SWJ1)

Mineral Exploiter

these starships, developed by the Hutts under the auspices of the Orko SkyMine corporation, were designed to process the ores found in asteroids. These huge, boxy ships were simply huge cargo ships which were connected to mouth-like scoops. The scoops collected asteroids and held them in place while turbolaser emplacements blasted the asteroids to rubble. The throat of the Mineral Exploiter then sifted the rubble for the more precious ores, sending them to processing units that formed them into ingots. The useless material was discarded. They were designed by Bevel Lemelisk, who had been captured by Durga the Hutt for the purpose of designing a superweapon the Hutts could use to control the galaxy. Unfortunately, he designed them too well, for the first two devoured each other, thinking that the ores they each contained were found in regular asteroids. (DS)

Miners' Guildhall

located in Tel Boillin, this was the primary meeting place for the geode miners who worked on the planet Endregaad during the early years of the New Order. (TF)

Miner's Horror

this immense creature was first discovered 5,000 years before the Battle of Yavin by a group of pirates who stumbled upon a specimen. Their distress calls were almost ignored, and the only ship to respond

found a holed wreck and a number of unusual creatures. The crew managed to kill one and return with it, and subsequent encounters have been quickly investigated. Measuring more than 20 meters in length when fully-grown, the miner's horror resembled a huge, segmented mollusk with several large spines sticking out from its back. Their heads are dominated by a single, immense eye, and their mouths are filled with saw-like teeth which can dig through solid rock. They exist in the hard vacuum of space, floating from asteroid to asteroid to obtain food. They grind up any rocks they locate into digestible pieces, and a single miner's horror has been documented to consume an entire asteroid field over the course of several decades. Despite their fearsome appearance, they are slow-moving, and can be avoided. (COG)

Miner's Town

located on Mon Gazza, this was the town that grew to support the miners who worked in the planet's spice mines. (RAC)

Minestra

this Rendili StarDrive light corvette was part of Drea Renthal's pirate fleet. It had been captured from a skirmish with Imperial forces and modified to have concussion missiles and ion cannons to supplement the normal laser turrets. Renthals' distinctive blazing claw insignia was obvious on both sides of the ship. The *Minestra*, along with the *Too Late Now*, destroyed the *Vigilance* during the early hours of the Battle of Nar Shaddaa. (THG)

MineSystems

this specialized manufacturer produced a variety of life support and emergency equipment used by miners. (FBS)

Minet

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Minet indicated a gem, jewel, or other treasure. (GCG)

Mineth

this was one of the many names given to female Bothans. In the Bothan language, it meant "musical" - or, more literally, likes to sing." (GCG, WOTC)

Ming, Callista

a Jedi Knight from Chad III, she grew up with her family on an ocean ranch, migrating on the Algic Current with the herds of tsaelke. Callista was discovered by the maverick Jedi master Djinn Altis at a late age, and agreed to train with him at his facility on Bespin, and later aboard his personal training ship, the newly-christened *Chu'unthor*. It was during this training that she first met a fellow Jedi named Geith. When she accepted the assignment to intercept and disable the *Eye of Palpatine*, she and Geith - who was now her lover - were unable to completely eliminate the threat of the ship. So, Callista decided to stay behind and try to disable the ship while Geith returned to get more help. When Geith was killed during his escape attempt, Callista sacrificed her physical body and left her Force-aure in the ship's automated firing computer. Years later, when Luke Skywalker, Cray Mingla, and Nichos Marr rediscovered the *Eye of Palpatine*, Callista fired on them, thinking that they were Imperial troops come to recover the ship. Then, Irek activated the ship's remote controls, re-initiating its original mission. Callista was unable to determine the causes, but she was able to sense Luke's strong Force-presence when he was brought on board. She helped him rescue Cray and Nichos, but refused Luke's attempts to store her consciousness in a computer. However, when Cray decided to stay behind and detonate the ship, she gave Callista her own physical body. Callista escaped the *Eye of Palpatine*, but she could no longer touch the Force. So, while she loved Luke, she felt that they could not be together forever. The two tried everything they could think of to help her regain her Force sensitivity, but she only succeeded in finding the Dark Side. She vowed that, if the Dark Side was all she could touch, then she wanted nothing to do with the Force. This opened a rift between herself and Luke, which widened with each failure. When the Jedi Academy on Yavin 4 was attacked by Admiral Daala's fleet, Callista took matters into her own hands, and set out to strike a blow against the Empire, even without the abilities of the Force. She commandeered a TIE Bomber and landed on the Knight Hammer, quickly sabotaging the ship's complement of TIE Bombers to detonate their payloads and rip out the Super-class Star Destroyer's

engines. She then went to confront Daala, allowing the Dark Side to wash over her as she tried to kill Daala. Daala succeeded in stunning Callista, while the Knight Hammer plunged into the core of Yavin. Callista was not killed when the ship exploded, however. She recovered, and escaped in one of the command-level emergency pods. She fled the New Republic and Luke, setting out to break through the barrier of the Dark Side in order to recover her powers. She felt that she needed to do this herself, and sent a final message to Luke, asking him to understand. Her travels led her to Nam Chorios, where she was drawn into the web of Taselda and Beldorion the Hutt. She tried to learn about the Force from both former Jedi, but was unable to truly regain her power. Taselda enslaved her with the promise of returned strength, using Callista to strike at Beldorion. After escaping the old woman, Callista realized that she was trying too hard to restore her Force sensitivity. She felt that this would lead her to the Dark Side, so she allowed herself to become Beldorion's slave as well. This fear - the fear of falling into the Dark Side completely - was what kept Callista from rejoining Luke. She came to understand the strange relationship between the Force in the Spooks and the Therans, and joined one of their troops in working to keep the drochs from leaving the planet. It was Callista who re-initiated Leia Organa-Solo's lightsaber training, while they were spending time in a Thera camp. After the defeat of Dzym and Seti Ashgad, Callista again fled Luke, joining Umolly Darm and Be' as rock ivory hunters until she found her way in the Force. (COJ, DS, POT, SWJ14, NEGC, SWDB)

Minga

this musical style was popular among the youths of the galaxy, during the height of the New Order. It was similar in many respects to the b'ssa nuuvu style. (GMR6)

Mingla, Cray

a beautiful woman, Cray also happened to be one of the galaxy's foremost innovators in artificial intelligence during the early years of the New Republic. She was also somewhat adept in the use of the Force, having attended Luke Skywalker's academy on Yavin 4. Tall, slim, and energetic, Cray's expertise in AI earned her a doctorate at the Magrody Institute. She fell in love with Nichos Marr, and the two were engaged when they arrived at Yavin 4 for Jedi training. When Nichos was diagnosed with Quannot's Disease, Cray worked feverishly to create a cyborg body for him. She delved into the Ssi-ruuk entechment techniques, but could not completely recover his humanity. She continued to strive to make Nichos a better "man." (COJ)

Mingla, Margolis

Cray's mother, she never manifested any power with the Force. Her mother was strong with the Force, as is her daughter, Cray. (COJ)

Mini Rail Cannon

this small but high-powered weapon was produced by Rika/Moab during the last decades of the Old Republic, as an upgrade to the weapons systems of a combat droid. (YDR)

Miniad

this was the modified FA-504s transport used by Nir Rinit, during his tenure on the planet Naalol. It was armed with a single laser cannon. (GMR5, WOTC)

Miniaturized Translator Droid

see M-TD (HTF)

Mini-detonator

any small, hand-held detonation device which can be thrown at its target. (AS)

MiniLab

this portable testing device provides quick, though not often accurate, chemical and biological analysis of substances found in the field by scouts and explorers. (GG8)

MiniMag

this shoulder-mounted proton torpedo launcher was produced by Krupx during the years leading up to the Clone Wars, but remained in production for many decades. It was considered a simpler weapon than the

Merr-Sonn PLX, but it was nevertheless equally effective. There were adaptor kits produced for the MiniMag that allowed it to accept other projectile weapons, and the changeover could be done in the battlefield in short order. The MiniMag lacked a sophisticated targetting system instead relying on the sighting abilities of its user. The MiniMag was one of many Clone Wars-era weapons that were later used by the stormtroopers of the Empire. (SHPT, SWDB)

Mining Barque

designed and built by Trilon, Incorporated, this mobile mining vehicle was quite common among scouts and explorers who also did their own mining. At 80 meters in length, the Mining Barque can carry six miners and has a cargo hold which can contain up to 1,000 cubic meters of ores. Specialized sensor arrays allow its crew of three to search out precious and semi-precious metals and minerals from orbit, and the ship's holds are equipped with testing and processing systems to ensure only the high-quality products are retained. The Barque is hyperspace-capable, and, although it was minimally shielded, it was armed with a turbolaser and a heavy mining laser. Of course, the mining laser was designed to cut through rock and exposed the ores below. However, several less reputable scouts have taken to landing their Barque on a competitor's ship and using the mining laser to cut it open. (GG8)

Mining Crawler

this huge machine is similar to the Jawa Sandcrawler, and performed the function those sandcrawlers were designed to perform. They blast up large pieces of rock and draw it into huge processing facilities within its structure. The processed ore is stored for later delivery to a central collection center, while the scree is simply dumped out. (SWJ8)

Mining Digger Crawler

originally developed by Corellia Engineering, these lumbering vehicles were used to mine ores from a variety of planets. Measuring 120 meters in length and standing twenty meters tall at the cockpit, the Mining Digger Crawler moved about on four huge treads that could move the vehicle at speeds around thirty kilometers per hour. *Note that The New Essential Guide to Vehicles and Vessels indicates that this vessel was just 36.8 meters in length.* A crew of fifty-seven - four pilots, twelve engineers, forty workers, and a "crawler master" - were required to operate the machine. A number of these mining vehicles were dispatched to the planet Tatooine, after initial colonization attempts hinted at the possibility of metals and ores hidden in the desert. When these claims were proven false, the crawlers were abandoned. They were later scavenged by the Jawas, and modified to serve as sandcrawlers. *Note that the Arms and Equipment Guide indicates that the Mining Digger was manufactured by Corellia Mining Corporation.* (SOT, AEG, NEGv)

Mining Droid

large, stocky droids used in the spice mines of Kessel to collect the spice hidden there. They are green in color. (GDV)

Mining Guild

based on Coruscant, this quasi-political body controlled much of the mining throughout the galaxy during the last decades of the Old Republic and into the era of the New Order. It was originally formed in the early days of space exploration, and may pre-date the formation of the Old Republic. Most historians agreed that the Guild originated in the Core, but were unsure of its exact origin. Emperor Palpatine seduced the Guild's officers into aligning themselves with the Empire, solidifying his sources of raw materials for the Imperial war machine while allowing the Guild to remain "independent." The Guild rose to a new level of power under the government of the New Republic, and began to command high prices for the ores its members delivered. (ESB, CE2, LOE, WOA34)

Mining Laser Platform

built by Quarren Industrial, this repulsorlift sled is equipped with a heavy-duty boring laser. It has a shielded cockpit, and is used by the Quarren for moving through the rock and material of the mantle of Calamari. (DU)

Mining Machine Number 9

located to the south of the city of Thousand Thousand, on the planet Makem Te, Mining Machine Number

9 was one of the largest open mines found on the planet. Surrounded by a complex arrangement of barracks and garages, the mine plunged deep into the planet's crust, revealing layers of rock, ore, and raw spice. (WOTC)

Mining Machines

this was the term used to describe the immense, self-contained settlements created on the planet Makem Te when the Congress of Caliphs opened the planet to offworld corporations. The Mining Machines were centered on deep, open mines, from which workers extracted valuable ores and raw spice. Most of the Mining Machines were built and maintained by the Old Republic, although many were badly damaged by the Temple of the Beatific Razor during the years just prior to the Clone Wars. (WOTC)

Mining Outpost 11

this was the primary base from which the independent miners - and later, the Empire - staged mining operations within the Graveyard of Alderaan, shortly after the Battle of Yavin. (GA)

Mining Outpost Station

developed and manufactured by YsreTech, this 400-meter-long space station was designed for mining and refining of sapce-borne gases. It required a crew of ten to operate, and had space for 100 miners and support personnel. The station also had the capacity to accommodate 1,000 metric tons of supplies and equipment. (SWJ6)

Mining Quarter

this section of Cloud City was inhabited by the multitude of miners who worked at the outpost. The population of the Mining Quarter was predominantly made up of Ugnaughts. (GG2)

Mining Station Alpha

located near the planet Ithor in the Lesser Plooriod Cluster, Hoole tried to reach this asteroid mining outpost to gather ethromite for the *Shroud*. Shortly before their arrival, Hodge and his crew had discovered a cave that was dominated by a statue of an Ithorian. The creature depicted was in great fear of something, with its hands outstretched in front and its eyes wide open. He asked Hoole and Fandomar about it, but they couldn't immediately come up with a reason for its existence. It guarded a well-defended tomb, in which the Ithorians had enclosed the entity known as Spore. The tomb was then confiscated by the Dark Jedi Jerec for the Emperor's use, although its contents had been removed before he could get there. Hodge and his men had opened the tomb, hoping to find treasure, but instead were infected by Spore. Jerec left the asteroid after failing to recover Spore, and Fandomar then destroyed the station in an effort to kill Spore. However, Spore got of the asteroid inside Hodge's body. (GOF9)

Minions of Xendor

Han Solo often used the expression "by the Minions of Xendor" when he was surprised by something. It referred to those beings who supported the ancient Kashi Mer exile, Xendor, during the First Great Schism. *See also* Xendor's Minions. (TPS, GMR5)

Mini-scan

this small, portable scanner was developed to be carried in a pouch. It could provide technical information on a computer or other electronic system. (MC52)

MiniSci Arcology

this was the primary location of the Old Republic's Ministry of Science, found in Coruscant's Galactic City. (HNN5)

Minister of Scout Services

this position within the New Republic was set up to oversee the efforts of the New Republic Scout Service and the services scouts which worked for it. (GG8)

Ministry Council

this Senatorial council of the New Republic government managed the day-to-day operations of the Republic's various ministries. (SOL)

Ministry of Defense and Offense

this was the name of the primary governmental body charged with the protection of the citizens of Delaluna, during the decades leading up to the Clone Wars. (LOJ)

Ministry of InterGalactic Transit

this Imperial body was responsible for monitoring and licensing the interstellar transport of substances and commodities. (SWJ2)

Ministry of Technology

this building, located in Caballa City on Exocron, was the headquarters of the Devisors. As such, it was also the planet's capital building. (KO)

Minka

this female being, a feline humanoid, served the Alliance as a starfighter pilot in the Cantros System during the last days of the Galactic Civil War. She was one of a handful of pilots who survived the Empire's attack on the Cantros System, shortly after the Battle of Endor, and she was the only pilot to make it to Saijo before she was shot down. She was stunned to learn that the Emperor had been defeated at Endor, since Imperial forces in the Cantros System were as strong as ever. Her appearance on Saijo alerted the Alliance to the treachery of Durne, who was eventually captured and held for questioning. (MC93)

Minlet Missile

this was a form of tiny concussion missile manufactured during the height of the Galactic Civil War. (SWJ4)

Minmirn, Kimp

this Quarren geneticist was hired by Mils Giel to help create a mutant breed of Tirrith that could be used as a biological weapon. Minmirn succeeded in every endeavor, creating a mutant strain of Tirrith that exuded toxic gas, rather than a simple knockout gas. This mutant strain wanted nothing more than to kill any living being it came into contact with, a trait that was bred into them through cruel handling and treatment. Unfortunately, when Giel decided that it was time to unleash his new weapon, he didn't want any loose ends lying around. Rather than risk any problems, Giel murdered Minmirn to ensure his secret was safe. (PH)

Minnisiat

this was a form of trade language that was developed by the multitude of races that inhabited the area of the Unknown Regions closest to Csilla. The use of Minnisiat allowed these disparate races to communicate with one another, despite the obvious differences in their native languages. (SQ)

Minnix

this Trandoshan was a noted drug dealer, working from a base on Nar Shaddaa during the early years of the New Order. In addition to selling the more common drugs, Minnix was also known as a dealer of tempest spice, which kept him relatively rich while ensuring that his own addiction to tempest was satisfied. Minnix spent much of his time in Kuzbar's Cantina, waiting for his clients to approach him. He purchased his spice from a number of dealers at the Dark Melody bar. (TF)

Minntaa

this planet was under Imperial control for several months before the Alliance was able to break its grasp. The planet was held under the control of Colonel Jeph Shannessi, until Alliance SpecForce agents were able to assassinate him and break the chain of command. (ROE)

Minntooin

this aquatic planet was loyal to the Confederacy of Independent Systems, during the height of the Clone Wars. Much of its population was made up of Quarren radicals who were exiled from their homeworld of Mon Calamari. (X3)

Minoro

this was the Snivvian word for "song." (HNN5)

Minos Cluster

a collection of planetary systems at the edge of the known galaxy, it is a fairly safe haven for the galaxy's outcasts. There are over 70 planets in the Cluster which could sustain life, although humans have only settled 10 primary worlds. Much of the Cluster's native sentient life remains in the stone age. (GG6)

Minos-Mestra Corporation

originally formed by VernanGroup, this mining and large-scale manufacturing corporation grew into a galaxy-wide megacorporation during the last century of the Old Republic. Its primary source of raw materials is the Mestra System's asteroid field, to which the corporation holds ownership rights. However, as the Republic began to rot from within, VernanGroup's fortunes began to wane. The Minos Cluster fell into economic depression as Palpatine assumed the Presidency, and VernanGroup was forced to sell its shares to local investors. Since the institution of the New Order, Minos-Mestra has become driven by short-term profits at any cost. Miners are abused in order to obtain more ore, and security is tight. The need for security helped create a new branch of the corporation, providing police, emergency services, and armed forces to the Mestra System. Primary headquarters for the corporation are located on Shesharile 5, while a local office is found on Javis-12. (GG6)

Minshal

this was a large, shelled creature grown by the Yuuzhan Vong for its shell. The shell, once discarded by the minshal, was used as a form of temporary shelter. In general, minshals were smaller than grashals. (FH1, UFCD)

Minstrel

this was the callsign used by Ulaha Kore, during the Jedi Knights' attempt to kill the voxyn queen at Myrkr, some twenty-seven years after the Battle of Yavin. (SBS)

Minstrel

this statue icon, along with its mistress the Dancing Goddess, was worshipped by the natives of the planet Arcan IV. The Minstrel was a trivial being, however, lacking the Dancing Goddess' power. While Lemo and Sanda searched for it, the Minstrel was in the possession of Lando Calrissian. Calrissian gave it to Dafi, in an effort to escape Arcan IV, and the Minstrel eventually ended up in Lemo's possession. In the wake of the Battle of Endor, Han Solo discovered that the Dancing Goddess and the Minstrel were two necessary components in the massive machinery that kept the Godoan race vital. They set out to recover the statue, in hopes of reviving the Godoan civilization. Lemo had used it as the basis for his organization's funding, but he landed in prison and couldn't control things from there. When Han Solo questioned Lemo about it, Lemo agreed to turn the statue over in return for his freedom and a wealth of credits. Han then took the statue back to Godo. (LTA4, SWI67, MC79)

Minstrel-class Space Yacht

designed and built by Ubrikkian Industries, this pleasure craft was a favorite of the Hutts. It measured 160 meters in length, and required a crew of 35 and a pair of gunners in its basic form. The *Minstrel*-class could carry up to 90 metric tons of cargo and was armed with a tractor beam projector and a pair of triple blasters. (IA)

Mintempas

this was the Snivvian word for "experience." (HNN5)

Mintori, Demelza

this former Imperial Army officer was a rival of Madix Hansor during their service. When Mintori was unable (or refused) to help rescue Hansor's team during a siege in the Dalcretti System, Hansor vowed to exact revenge on Mintori. The pair fought a series of battles on the Core Gladiator Walker League professional circuit, with each team doing so much damage to the other that most matches were declared draws because neither team could continue fighting. Mintori and his team, Demelza's Destructors, were based in Sedratis City. (GFT)

Mintri

this tall, reedy plant is found at the edges of the swamps of Naboo. Hollowed-out mintri reeds are used by the Gungans as musical instruments, dart blowers, and straws. (GF)

Minwritz

this was the Snivvian word for "literature." (HNN5)

Mio, Marmio

this woman lived as a hermit on the remote world of Geonosis, during the early years of the New Order. She claimed to have been stranded on Geonosis after her starship crashed in the E'Y-Akh Desert, and her manic appearance seemed to support this story. In reality, she was an accomplished spy who secretly worked for several competing tribes of Geonosians, each of which believed she worked exclusively for them. Hidden in the hulk of her starship were a speederbike and several probe droids, which she used to gather all sorts of information about the events on the planet. (GORW)

Mioe

this petite woman was one of the clerks working at the Starwind Chandlery during the Galactic Civil War. (FOP)

Mip

this small, parasitic insect was native to the planet Geonosis, where it lived in a symbiotic relationship with the enormous merdeth. Swarms of mips could be found living on or near merdeths, feeding on the ichor found in the merdeth's body. However, the mips also provided benefit to the merdeth by locating food and attacking any creature that tried to kill the merdeth. (GORW)

Mipps, Deena

this woman was a reporter for the Darpa SectorNet news agency. Unknown to even her employers, Deena was also the local spy for the Alliance, during the height of the Galactic Civil War. (SWJ3, SWJ8, CCW)

Mipsy, Alandra

this woman was a reporter for the Colonial News Nets, who covered the political and social scene on the planet Procopia during the New Order. She was also a supporter of the Alliance, and used her position to help Alliance agents infiltrate private parties and exclusive meetings, claiming them to be part of her camera crew. (LOE)

Mira

this woman was a bounty hunter and scout who was active during the height of the Great Sith War, more than 4,000 years before the Battle of Endor. She was unusual for her kind in that she never killed another being to collect a bounty, and only used lethal force in self-defense. Even then, she killed reluctantly, and this collection of attributed allowed her to remain clear of organizations such as the Exchange. She was known to hunt with a specialized wrist launcher, that could fire small darts or ion rockets. (OWS)

Mira

this female humanoid was one of the many Jedi Knights who felt that the Jedi Order was becoming too militaristic during the early years of the Clone Wars. She was originally trained by Master Sora Bulq, and remained loyal to the Weequay during the escalation of conflicts. After openly refusing to accept the rank of General, she left the Order to follow Sora Bulq to Ruul in protest of the Jedi's participation in the war. A tall, pale-skinned woman, Mira was distinguished by the patterns of spots which surrounded her eyes. When Master Bulq was attacked by Asajj Ventress, it was Mira who felt the disturbance in the Force and came to help him. Unfortunately, Mira was no match for Ventress' skills with a lightsaber, and was quickly killed in battle. Ventress claimed that she had been sent to Ruul by Mace Windu himself, in an effort to drive Master Bulq farther from the Jedi. (OWS, J1)

Miracle Meriko

a musician who performed during the last years of the Old Republic and into the era of the Galactic Civil War. He died in Imperial custody. (TME, HNN5)

Miradyne Limited

manufacturers of starship avionics packages, Miradyne went out of business during the height of the New Order. (XW, EGW, SWJ5)

Mirage

one of two disguised starfighters used by Manda D'ulin's team of Mistryls. (TME)

Mirage

this was the codename used to describe the headquarters of the New Republic Intelligence agency, buried deep below the surface of Coruscant in The Abyss. It was named because a large-leafed plant grew in the depths of the city, without sunlight, giving the impression of an oasis. (HT)

Miraj

this up-and-coming speederbike racer gaining notoriety during the early years of the Galactic Civil War. A string of victories earned Miraj the respect of her peers, who were surprised when the helmet came off and they discovered Miraj was a woman. Miraj became famous among the racers who plied the Raptor Run on Stend VI, where she hung behind other racers until the very end of the race, before goosing her racer, the *Wrath*, into a higher gear and passing them at the finish line. (WSV)

Miral

see Mirial (BF6)

Miraluka

a race native to the planet Alpheridies, they are born without eyes. However, through the use of the Force, they can see as well as any sighted race. Outwardly, the average Miraluka individual appeared to be a normal Human, with a decorative veil covering their face. They original Miraluka migrated to Alpheridies several millennia before the Great Sith War, fleeing a planet which was geologically and tectonically unstable. Their innate abilities with the Force were brought to the forefront as genetic mutations brought on by Abron's infrared radiation eliminated their eyes. Very few Miraluka ever left the Alpheridies, choosing not to disrupt their equilibrium. When Emperor Palpatine instituted his Jedi Purge, many Miraluka were killed or forced into hiding, and they remained aloof from the rest of the galaxy for many decades afterward. *Note that the LucasArts website for Knights of the Old Republic II: The Sith Lords indicates that the Miraluka died out some 4,000 years before the Battle of Yavin.* (FNU, TOJC, PJSB, UANT, LAWS)

Miralukese

this was the native language of the Miraluka. (PJSB)

Miramba

this large, blue-skinned humanoid replica droid was used by Gru'um Ropple to transport frekkers into Jabba the Hutt's palace on Tatooine. Miramba was covered with an organic layer, which allowed her to pass through Jabba's sensors. She was programmed to appeal to the Hutt, laughing at his jokes and lavishing him with praise. After Bib Fortuna had Gru'um arrested, Gru'um had Miramba open her internal section and release the frekkers into the palace. It is unknown if she survived the Hutt's fury after realizing what Gru'um Ropple had planned. (JTH)

Mirandine

one of six Kathol Republic Marauder-class corvettes sent to rescue the *Bravado III* from attack, shortly after the *FarStar* offered assistance. The 195-meter vessel was armed with eight double turbolaser cannons and three tractor beam projectors. (KO)

Mirani

this gas giant was the fourth and outermost planet in the Aramand System. It was orbited by nineteen moons, some of which had been colonized by the Aramandi. (FBS)

Miraponics

a unique science. (CSWEA)

Mirax

this given name was commonly given to female human children throughout the galaxy. (GCG)

Mirax

this was one of the most common names given to female Corellians. (GMR9)

Mirax

this was a common name among the Kushiban race. (UANT)

Mirchidi NeMall

this Duros worked for a spaceline shuttle service until shortly before the Battle of Yavin, when he had earned enough credits to buy his own ship. With his money, he purchased the *NeHimmep*, which he named after the legendary Duros explorer. He made a meager living as a spacer, never really breaking through to earning a good living. He considered taking up smuggling, but feared being targeted by Imperial Customs because he was an alien. (SS)

Mirgoshir System

this star system allied itself with the Confederacy of Independent Systems during the months leading up to the Clone Wars. (J2)

Mirial

this cold, desert planet was the homeworld of the Mirialan race of near-humans. It was located along the Hydian Way, between Yavin and Almania. (SWDB, PJSB)

Mirialan

this species of near-humans was native to the planet Mirial. The Mirialan people were very religious, and adhered to a primitive understanding of the Force as their underlying beliefs. They believed that each individual's actions contributed to their destiny, and an individual placed a unique tattoo on their face and hands to signify the completion of certain tests and tasks. As an individual matured, the number of tattoos increased, allowing other Mirialans to quickly what role an individual will play in the future of Mirial. (SWDB, PJSB)

Mirialan

this was the native language of the Mirialan people. (PJSB)

Mirip Pag

this lotran served as a gunner for Urias Xhaxin aboard the *Free Lance*. (DTO)

Mirnic University

Jorus C'baoth was educated at this school before joining the Jedi Order, many years before the Clone Wars. (DFR)

Miro Asteroid Belt

this debris-choked area of space was virtually uncharted during the New Order. (WOA3)

Miro Daroon

this Jedi Knight was on charge of maintaining the Jedi Temple on Coruscant, during the last years of the Old Republic. He had a deep technical background, and could fix virtually any system. Miro was a native of the planet Piton, and was reedy and had translucent skin like other Pitons. (CT)

Miro, Branff

this man was the ineffectual and virtually invisible Imperial governor of the planet Merisee, during the height of the New Order. (PG3)

Mirrfield

developed as a by-product of mirrsteel, mirrfield was used to create inexpensive walls. The opacity of a mirrfield wall could be adjusted to allow for privacy, as needed. (TG)

Mirror Caverns

this was one of the global parks established by the government of the planet Telos, during the Old Republic. Located near the Sacred Pools, the Mirror Caverns were named for the reflective mineral malab, which covered their walls with mirror-like surfaces. (DOR)

Mirrsteel

this was an incredibly strong, durable building material used to create immense skyscrapers during the early years of the New Republic. (AFA)

Mirshaf

a planet whose ancient culture is much-revered in the galaxy. Captain Dorja, serving under Grand Admiral Thrawn, is connected to the culture, and still uses their victory gestures. (TLC)

Mirshilan

this Outer Rim Territories world was the site of an Imperial base during the Galactic Civil War. (ROE)

Mirt

this Bothan claimed to have been a native of the planet Thaere Privo, when he was among the many prominent individuals who were invited to debate the problems associated with floating cities during the height of the Clone Wars. He lacked any form of tact or friendliness, and often used derogatory names to describe other races and beliefs. He got into a shouting match with Kaguya after he called her a bark-loving freak, and his continued ranting eventually earned him the ire of the people of Cularin. However, Mirt was later forced to agree with Kaguya's idea of dismantling the floating cities and encouraging the development of multi-story buildings in the ground-based locations. (LFCW)

Mirt Alpitt and the Dust Storms

despite their wild name, this band was well-known in the Outer Rim during the height of the New Order, and was distinguished by its soft, almost classical repertoire. (GCQ)

Mirth Gas

this gas is used to immobilize beings by causing them to view everything as funny and without care. (CSWEA)

Mirthen

this Quarren pirate served as Captain Jayhawk's second-in-command aboard the *Martinette*. (SWCP)

Mirx

this New Republic Navy Commodore was placed in command of Task Forces Gemstone and Copperleaf during the battle against the Yevetha. (TT)

Misanthrope

this cargo ship, commanded by Kevreb Bebo, crashed into the planet D'vouran when it suddenly appeared in its flight path. Bebo managed to set the ship down with moderate damage, but his distress call was intercepted by the Empire. In order to cover up the true nature of D'vouran, the Empire blamed the crash on Bebo. Much of the crew was reported as dead, when in reality they were consumed by the planet. (GOF1)

Misch'an

an Alliance starfighter pilot who didn't survive the offensive against Operation Strike Fear at Briggia. (XW)

Mischievous One, The

see Courta'paeas (GMR1)

Miser

the first planet in the Bepin system, Miser was a hot world rich in various metals and ores. It was mined by the Ugnaughts when Cloud City was a free outpost, but the mines have been abandoned since the Empire took control of the city. It was also used as the site of an Imperial Naval base, with the majority of

the base hidden below the inhospitable surface in caves. The planet's high content of metal makes wireless communication nearly impossible, requiring fiber-optic connections. (GG2, HTTE, IC)

MI-series Droid

this was a series of security droids developed for personal use by the elite members of Imperial society. Roughly humanoid in stature, the MI-series had two heavy legs and a pair of long, heavy grasping arms at its waist. A thinner pair of arms, mounted at the shoulders, were equipped with weaponry. (GMR6)

Miser-plant

a plant native to the deserts of Kamar. (HSR)

Misery-guts

this was a term coined by the clone troopers of the Grand Army of the Republic to indicate any leader who fretted over every situation, wondering how to handle it "by the book" without causing more trouble. (SWI81)

Mish, Borvil

this man served as a Lieutenant in the Imperial armed forces, and was a customs inspector at Byblos Tower 214 during the height of the Galactic Civil War. An energetic man, Mish was easily distracted by food, and many smugglers learned that he could be bribed with unique and exotic delicacies. (SWJ5)

Mishalope

this species of striped, fur-covered mammals once thrived in the mountains near the Grand Fall waterfall on Firrerre, until the planet was nearly destroyed by the Empire. (EGP)

Mish-ra

this was one of the many Eickarie families that made up the Sha-kae clan on the planet Kariiek, during the height of the New Republic. (FB)

Mishra, The

this tapcafe was located in the city of Ilic, on the planet New Cov, during the early years of the New Republic. It was here that Luke Skywalker intervened in a dispute between a Barabel and a Rodian, and made something of a fool of Niles Ferrier. Ferrier later called Lando Calrissian and Han Solo to the Mishra, using Luke's name, to discuss a possible contact for locating the Katana Fleet. (DFR)

Mishtak

an alien race. (SOP)

Misik

this Imperial Corporal was the son of a diplomat from the planet Tatooine. He joined the Imperial Academy and was known for his crack shot and skill with a speeder bike. After graduation, he was assigned to a scouttrooper squadron, and was eventually posted to the teams protecting the shield generator on the forest moon of Endor, during the construction of the second Death Star. He was adept at developing new speeder bike tactics, often working with Sergeant Barich, and hoped to one day join the Emperor's Demonstration team. (CCG10)

Miskin

this was one of the most common human surnames encountered in the galaxy. (GCG)

Miskin, El'Tar

this young man worked as the conceirge at the Greentree Pointe resort on Almas during the period leading up to the Battle of Naboo. Prior to this, El'Tar was a shipping clerk for Naescorcom, but was fired for negligence when he mistakenly sent a shipment of thermal detonators to an orphanage on Coruscant while sending a local of textiles to a pirate gang. Only his affable nature kept him from getting killed, and he eventually found his way to Dorumaa. (LFC)

Misnor

this moon is the homeworld of the Chiilak species. (COG)

Mison, Tarn

this former Imperial pilot joined the Alliance shortly after the Battle of Yavin. An expert marksman, Mison later served as the fighter escort during the *Bright Hope's* escape from Hoth. (CCG9)

Miss Chance

this was the name of Kaine Paulsen's personal starship, a modified YT-1300 light freighter. (SWJ2)

Miss Mylla

this female Falleen worked as a courtesan on the planet Lamaredd, during the years surrounding the Battle of Naboo. She operated the largest and most popular saloon in The Landing, which was located in the area known as Center Sphere. Any number of rumors about her origins have been debated in The Ring for many years, although it was known that she wasn't a native of Lamaredd. She arrived sometime before the Clone Wars, and had been a fixture in Center Sphere ever since. Although outwardly her relationship with Mix Liddell was strictly professional - mainly to ensure that her operations were legal - Miss Mylla was known to have said that Liddell was the only male who could get her to settle down and leave the Saloon. (GMR7)

Miss Mylla's Saloon

this was the name of Miss Mylla's saloon, located in the Center Sphere area of Bartyn's Landing, on the planet Lamaredd, during the years surrounding the Battle of Naboo. (GMR7)

Miss Vix

this was the name used by Whirry Malreaux to describe the Vjun fox that she kept as a pet and familiar, during the height of the Clone Wars. When Count Dooku took control of Chateau Malreaux, he allowed Whirry to remain in the home, but was uncomfortable with the presence of Miss Vix. Thus, when Dooku learned that his former Master Yoda was on Vjun, he needed Whirry to do his bidding. He grabbed Miss Vix and began pulling out tufts of her fur, forcing Whirry to agree to his terms in order to free the fox from further torture. In exchange for Miss Vix's freedom, Whirry was forced to order Fidelis to arrange for Whie to meet with Asajj Ventress, thereby holding the Padawan hostage while Dooku met with Yoda. After Dooku fled Vjun and Whirry returned to the Chateau, Miss Vix chose to run away, and was not seen again. (YDR)

Missa

this young woman was taken prisoner when the *Free Lance* ambushed her own ship, the *Indupar Nova*, near Ec Pand. It was revealed that she was a maid who served Lady Kalena, although the two had switched positions when the pirates attacked. Urias Xhaxin took both women prisoner, for later use in ransoming them off. (PP)

Missile Boat

designed by then-Admiral Thrawn during the Galactic Civil War, the missile boat was a modified Cygnus Spaceworks assault gunboat. 15 meters in length, the missile boat was given a SLAM overdrive for quick bursts of power, a single laser cannon, 4 missile launchers, and up to 80 concussion missiles. The ship could achieve sublight speeds of 125 MGLT, and was protected by 120 SBD shields and a 20-RU hull. Many Imperial pilots denounced the new ship, saying that it was not very maneuverable in a dogfight, although it was deadly from long-range. (TIE)

Missile Tube

any land-based weapon which carries and fires short- and long-range proton or concussion missiles. (HSR)

Mission Commander

the title given to the ruling member of the Survivor group on Dellalt. He is charged with strengthening the beacon, in hopes that the High Command will hear it. This involves making blood sacrifices when the need arises. (HSL)

Mission Vao

this young Twi'lek female grew up on the streets of the Lower City on Taris, some 4,000 years before the Battle of Yavin. Mission spent her early years with her brother, Griff, until he disappeared into the underworld. Mission blamed his girlfriend, Lena, but was unaware of the truth behind her brother's troubles. She made many enemies during her struggles to survive, especially among the Black Vulkars, but a chance meeting with Zaalbar the Wookiee earned her a fast friend and protector. She was known as a quick thinker, a characteristic which helped her escape a number of tight situations during her life. She accompanied Zaalbar wherever he went on Taris, and was usually given the task of scrounging for food, a role she performed quite successfully over the years. When Zaalbar was captured by a group of Gamorrean thugs, Mission found herself turning to a group of Old Republic heroes to rescue him. Among her newfound friends were Bastila Shan and Carth Onasi, and the group quickly became good friends after Zaalbar's escape. Mission and Zaalbar played key roles in the search for Darth Malak, helping to repay the debt for Zaalbar's release. *Mission Vao was voiced by Cat Taber for the video game Star Wars: Knights of the Old Republic. (KOTOR, SWDB)*

Missira

this elderly Tarasin female was one of the first of her race to attend the Almas Academy. She was chosen by her irstat to attend the Academy as a representative of her species, after a great deal of debate over whether or not a Tarasin would be able to live outside its tribe. Missira succeeded at her training, and eventually became a Jedi Knight. She also became the Mother of the small population of Tarasin which were attending the Academy during the last decades of the Old Republic. Missira was also in charge of the kitchens at the Academy. (LFC)

Mist

this bounty hunter was known as a violent, capable individual, although he very rarely appeared in public. Mist began working in Kathol Sector shortly before the Battle of Endor, but was driven underground by the appearance of Moff Sarne. When Sarne fled the New Republic's warships, Mist began showing up again, although his operations were somewhat questionable. Mist is best known for the heavily-modified suit of Krail 1010 photo-reactive armor he wore. He was hoping to find Sarne and capture him, with the intent of extorting what he felt was just compensation for having been left hanging when Sarne fled. Shortly afterward, Mist encountered an alien construct deep within the Kathol Rift, and soon discovered a piece of the DarkStryder technology. He learned how to control a DarkStryder fire creature, and attempted to defeat the crew of the FarStar with this newfound power. He was defeated aboard the alien construct, and forced to flee before the firepower of the FarStar. During the Battle of Kathol, Mist was discovered to be the actress, Shella Inion, who had believed that the Alliance was responsible for the deaths of her family. When Jessa Dajus revealed that it was Moff Sarne himself who had killed her family, Mist switched allegiances and joined the New Republic in defeating Sarne. (KO, KR, E)

Mist

this was one of the many Imperial escort carriers during the Galactic Civil War. (TIE)

Mist Hunter

this was the name of Zuckuss' personal starship. It was specially commissioned by Zuckuss and a group of Gand venture capitalists, with a Byblos Drive Yards G-1A transport ship as the base. It made extensive use of combat cloud car repulsorlift technology. It had room for eight passengers and a metric ton of cargo, and was armed with a pair of assault lasers and a tractor beam projector. (TBH, CCG4, GMR7)

Mist Laden

this Koensayr *Sigma*-class shuttle was owned and operated by the Gand findsman Lu'daal-ud. It had been extensively modified since it was retired from regular duty, and was armed with a single turret-mounter laser cannon as well as a turret-mounted heavy turbolaser cannon. Lu'daal-ud obtained the ship after capturing its owner in the Imberlin System. (AIR)

Mistal

a Duchess from Dargul. When she came of marrying age, she began a widespread search for the perfect mate. All candidates had their credentials entered into a computer, and she would marry the one the computer chose. Dack Tymmo sabotaged the results of all the candidates in order to make himself into

the "perfect mate," and they were married. Unfortunately for Dack, Mistal is a very affectionate person, and she couldn't bear to be away from him. She did not give him any free time, and so Dack fled to Umgul in an effort to escape her. Mistal offered a million-credit reward for Dack's return, which Lando was able to obtain when he apprehended Tymmo at a blob race. Mistal was grateful to Lando from that point on. (JS)

Mister Mxil

this Mon Calamari arrived on Port Haven shortly after Hallomar, and established the Haven's Water cantina. Mxil had once served as a chief steward aboard the Kuari Princess, but was fired from his job after speaking out against the Empire. With an Imperial bounty on his head, Mxil fled and ended up on Port Haven. He was known for brewing his own liquors and ales, and had discovered that many of the jungle plants found on Port Haven had medicinal or healing properties. Mister Mxil could also cook up a spicy stew, and he rarely charged a visitor for anything as long as they repaid his hospitality. (PSPG)

Mister Threep

the name given by Anakin Solo to C-3PO. (CS)

Mister Tisilan

this Bith financier and art lover was also a noted thief who worked for the Alliance. Tisilan was one of the primary sources of goods within the supply chain maintained by Redda Macrebe, along the Trax Tube, during the height of the Galactic Civil War. (SWJ7)

Mistflier, Dusque

the youngest member of a large family based on the planet Talus, this woman worked for the Empire as a biologist during the height of the New Order. When her father died in the factory he was working in, her four brothers tried to keep the family together. Her mother seemed to have died inside, although she kept on living. When her youngest brother enlisted in the Imperial armed forces but died during a training exercise, Dusque's mother began to rail against the Empire, claiming that it had killed her family. She then returned to the shell she had become, leaving Dusque and her surviving brothers to fend for themselves. Despite graduating with high marks and continually scoring higher than her superiors, Dusque always managed to miss out on promotions or better jobs. She knew that this was due to her sex, and so she dressed and acted as unfeminine as possible. However, this didn't deter her from doing the best job possible. Her love of her work was enhanced by the presence of her partner, Tendau Nandon. During a routine mission to a galaxy-wide conference on Naboo, Dusque met Finn Darktrin, who began to question her allegiance to the Empire. While Dusque didn't openly say it, she had begun to wonder why the Empire treated non-humans so unfairly. Her dedication to the Empire was shattered when Tendau was arrested and executed on the suspicion of being an Alliance sympathizer. She agreed to accompany Finn and set out to join the Alliance. The two were paired on a dangerous mission to Dantooine, where the abandoned Alliance base still stood. Despite having been razed during the Imperial investigation just before the Battle of Yavin, Princess Leia Organa still believed that a holocron containing the names and locations of hundreds of Alliance agents was still on Dantooine. Dusque and Finn set out from Corellia to find it, racing the Empire's agents and the planet's ecosystem to find it. Dusque discovered it hidden in the ashen remains of a campfire, inexplicably located hundreds of feet belowground, at the site of an ancient Jedi training compound. Her elation at finding the holocron was matched by her growing affection for Finn, although he seemed alternately aloof and eager to return the feeling. It was on their return to the Alliance headquarters that Dusque discovered that Finn himself was an Imperial agent. He managed to send off a small portion of the holocron's contents before Dusque grabbed the object and ejected it into space. Finn had no desire to return to the Alliance, and didn't need Dusque blowing his cover, so he stabbed her in the chest with a knife. As their ship was about to be boarded, Finn blasted away in an escape pod. Dusque found herself being rescued by Luke Skywalker, but had to explain what happened to Finn. However, she believed him dead when no Imperial forces attacked their base on Corellia. (ROD)

Mist-horn

this spiralled horn could be hollowed out for use as a musical instrument. The Jedi Master Tionne also used a mist-horn as the handle for her lightsaber. (VF)

Misti

this brewed beverage was served on many farmers' tables on the planet Dagro, during the last decades of the Old Republic. (SWI77)

Mistik Arka

this Quarren worked for Urias Xhaxin as a technician aboard the *Free Lance* during the Galactic Civil War. (PP)

Mistmaker

this strange creature is native to the planet Msst. The mistmaker is a large, pink, gelatinous cloud which float through the jungles, cathing unsuspecting prey in the tentacles which hang from its body. The tentacles are lined with stinging poisons which incapacitate the mistmaker's prey. Once the prey has been immobilized, the mistmaker uses its tentacles to draw the prey into its toothy maw. If destroyed, a mistmaker will explode, showering its attacker with caustic pieces of gelatin that bore into exposed flesh. (TNR)

Mist-pudding

this light but flavorful dessert was created on the planet Barnaba, for the enjoyment of the nobles in House Barnaba. (LOE)

Mistran

this Imperial Lieutenant served as the commander of stormtrooper squadron assigned to the shuttle *Resurgence* during the Galactic Civil War. (SWCP)

Mistress Crimson

this was an alias used by Celia Durasha, when she took up smuggling after her escape from the *Kuari Princess*. (SWJ5)

Mistress Dragon

the name given by Jacen Solo to the huge, lizard-like creature Hethrir has captured and uses as a guardian for the Empire Youth camp. The beast could very well be a Duinuogwuin. Jacen's growing ability to converse with animals is further heightened when he encounters the dragon, and he convinces Mistress Dragon to help the children escape from the compound. (CS)

Mistress Mnemos

this huge computer system was rumored to have been maintained by the Alliance as an intergalactic database. C-3PO was able to interface with Mnemos to gather information on Blackhole. Located on one of the most secret safeworlds the Alliance maintained, Mnemos had a feminine personality and was given a good deal of programming on etiquette and protocol. She required that any being making inquiries of her memory bank follow set procedures, and omit any irrelevant or unnecessary details. While the knowledge contained within Mnemos's memory banks was generally believed to be extensive, it was only as good as the data that it was given. Much of the information on Luke Skywalker's family history, for example, was misleading or simply wrong. (CSWEA, LAT1, GMR4)

Mistryl Shadow Guards

this mysterious sisterhood is the base unit of Mistryl society. (SWJ9)

Mistryl Warriors

well-muscled, female warriors from the planet Emberlene, the Mistryl were personally commissioned by the Eleven Elders of the People to protect and defend not only Emberlene but other down-trodden peoples as well. Any pay the Mistryls acquired was returned to Emberlene, in order for the native population to purchase the necessities of life. The Mistryl were turned against the Empire after they were told of the Empire's part in the destruction of Emberlene. Although they sometimes worked for the Empire in order to obtain funds, they never aligned themselves with Palpatine's forces. At their heart, the Mistryl worked with every opportunity to exact some form of revenge on the Empire for its part in Emberlene's destruction, although most never knew that the Empire had nothing to do with the devastation of the planet. (COTF, TME, SOP, VOF)

Mistwater

this was the name used to describe the ultra-pure water condensed from the clouds of the planet Barnaba. It was bottled and sold throughout Tapani Sector, and commanded a high price during the height of the New Order. (LOE)

Misty Falls Clan

a clan of Force-sensitive witches on Dathomir. Like nearly all such clans, the Misty Falls Clan works from the Light Side of the Force. (SA)

Mitgard

this corporation produced some of the finest repulsorlift engines of the last decades of the Old Republic. (CRBN)

Mith

this name was given to female Zabrak, and meant "good gardener" - or, more literally, "grain-wife". (GCG)

Mithail

this boy was the youngest of three children Yander had with his first wife, on the planet Ord Cestus. The children grew up for many years without a mother, until Yander married Sheeka Tull. After Yander's death, the children continued living with Sheeka, although they stayed with aunts and uncles whenever Sheeka had to work. Mithail was distinguished from his siblings by his unruly mop of red hair. (TCD)

Mithel

one of Darth Vader's wingmen during the Battle of Yavin, "Mauler" Mithel flew Black 2. (CCG)

Mithel, Rejlil

Mauler Mithel's son, Rejlil was an Imperial Ensign who served as a tractor beam operator aboard the *Chimaera* some five years after the Battle of Endor. Mithel was promoted to Lieutenant by Grand Admiral Thrawn for his efforts in trying to break Luke Skywalker's covert shroud maneuver, then assigned the task of developing a way to counteract the maneuver in the future. (TLC, CCG, TTSB)

Mithipsin

one of Belsavis' natural volcanic rift valleys. (COJ)

Mithran

this young man was a racer who handled tranthebar mountain rippers during the height of the New Order. (GFT)

Mitochondria Crunchy Surprise

this is a favored appetizer of the Ugor race. (SH)

Mitrinomon Transports

manufacturers of the Z-6 jet pack. (CCG7, EGW)

Mitsh

this man was part of a small scientific expedition that was lost on the planet Talus, during the height of the Galactic Civil War. Mitsh and the rest of his party were killed when they stumbled into a cave that was inhabited by a swarm of fynocks. The only evidence of their existence was a datapad that was later recovered from the cave. (SWGAL)

Mitsun

this was one of the most common human surnames encountered in the galaxy. (GCG)

Mitsun, Creed

this man worked at the Fondor shipyards and a crew foreman. He and his team of various races was working on refitting the Star Destroyer *Amerce* when Fondor was attacked by the Yuuzhan Vong. His crew was killed by one of the suicide runs performed by the alien coralskippers. The ships plowed into Orbital Shipyard 1321, utterly destroying it and killing all aboard. (JE)

Mitth'raw'nuruodo

this was the full name of Grand Admiral Thrawn. He gave his "core name" of Thrawn to Captain Parck when the Imperial officer first encountered him on a remote world in the Unknown Regions. (SWJ7, SOP, VOF)

Miv'rah Firestorm

this modified SoroSuub *Nestt*-class freighter was owned and operated by Gaor Tembon. Tembon added a pair of quad-laser cannons to the lower hull, which could be retracted when not in use. A SoroSuub Nepton power core kept everything operational, with the assistance of several Koensayr TLB power converters. (WBC)

Miwa Oyev

this being served as an Associate Councilor to the New Republic, and was the head of the New Republic Scout Service's Core Post. (GG8)

Mix Liddell

this male Mon Calamari served as the Chief of Security for the Outer Rim Oreworks installation on Lamaredd during the years surrounding the Battle of Naboo. Liddell was a formed harpoon operator aboard the trawler *Swilla*, but gave up his membership in the Sailors' Union to take on the role of Chief. He held the position for more than 40 years, and even the MD-series droid known as Doc believed that Liddell was the best Chief that Lamaredd ever had. His appointment as Chief came after his efforts in capturing the Dark Jedi Byrch Dyshkava, who had killed Chief Ertine and the rest of the deputies who were sent out to capture him. When Dyshkava escaped from prison, Liddell vowed to track Dyshkava down and bring him to justice once again. While not on the job, Liddell was enamored of Miss Mylla, the Falleen saloon owner, and was often seen in her saloon during his off-hours. When he learned that Dyshkava was still alive, Liddell hired a group of freelancers to served as his deputies, and put them to work investigating the claims of Dyshkava about the plans of the Menahuun. The destruction of the *Tria Blue* revealed a connection between the Menahuun and the Outer Rim Oreworks: the Bartyn family. The agents hired by Liddell were able to negotiate a cease-fire with Eeytch, and discovered that the Menahuun had nearly been exterminated by Hugo Bartyn more than 500 years earlier. With the revelation of this knowledge, Guther Bartyn was forced to relinquish control of the mines as well as Bartyn Gourmet Delicacies, and Mix found himself at the center of of attention. He agreed to support the rights of any Menahuun who wanted to join the society of Bartyn's Landing, although he was at first met with some civil unrest. The townspeople of Bartyn's Landing then called for open, democratic elections to replace Guther Bartyn as Administrator, and many believed that Mix would win the election. During a rally, however, Liddell was shot in the chest by a being who claimed to be the new new Padawan on Lamaredd, and he was forced to bow out of the race. (GMR7)

Mixerbot

any automaton programmed to tend bar. (LCM)

MixRMastR

this was a series of Cybot Galactica robo-bartenders. The MixRMastR was designed to be bolted to a table or counter, measuring junder a meter in height. Vaguely humanoid in stature, the MixRMastR was connected to a network of tubes which ran up through its base, which were connected to beverage dispensors of all varieties. A database of mixed drinks was installed to allow the MixRMastR to create an incredible variety of concoctions. Once Cybot realized that many establishments were not rich enough to have a MixrMastR at every table, a repulsor-equipped model was produced which could float about a room and serve drinks. (CSA, EGD)

Mixtwirk

this small, alien race had a pair of receptive antennae on its head. (SWJ15)

Mixxim

Abal Karda used this alias when he fled Vestar to Star Station 12. He gave it as his name when he had Bojam Rees tattoo the tribal pattern of a Duhma on his face. (EOE)

Miy'til Assault Bomber

this starfighter was developed by the Hapes Consortium from the basic designs of the Miy'til Fighter. It measured twenty meters in length, and required a pilot and co-pilot to operate. It was armed with a pair of laser cannons and two concussion missile tubes, each of which carried sixteen heavy missiles. Despite their design roots, the Miy'til Assault Bomber never saw widespread utilization, even within the Hapan Navy. (SOG)

Miy'til Fighter

this Hapan starfighter is a short, sleek craft measuring just over seven meters in length. The bat-shaped design has the cockpit and engines mounted between two forward-sweeping wings. The craft's small size means that the Hapan engineers had to miniaturize many of its components. Each wing is tipped with an ion cannon, and a triple blaster cannon sits just beneath the cockpit. The Miy'til employs an R2 astromech droid to assist with in-flight operations and navigation. The Miy'til fighter is propelled by four Incom 6X4 fusial thrust engines, but its speed is relatively low compared to the A-Wing fighter. (EGV, CTD)

Miywondl

this deity was one of many in the mythology of the Gwurran, the diminutive Ansionian race. Miywondl was the god who controlled the wind, and because the wind never truly stopped on Ansion, it was believed that Miywondl was the most powerful of all the Gwurran deities. (APS)

Miza

this Chiss male was part of the squadron which was assembled to support Jagged Fel's fact-finding mission to the New Republic, shortly before the Battle of Coruscant. When Jagged decided that the best way to gather information was to assist the Republic in their struggle against the Yuuzhan Vong, Miza and his fellow pilots agreed to stay. Miza joined the Twin Suns Squadron, and was known as Twin Suns Eight during his time with the Republic. After Coruscant fell and the Republic's forces regrouped on Calamari, Miza agreed to accompany Jaina Solo and her parents on a mission to re-establish communications to parts of the galaxy which had been cut off. Jaina would have preferred another pilot, believing that Miza was less reliable than some others, but agreed to accept his help. When they discovered that the planet N'zoth and the Yevetha had been destroyed by the Yuuzhan Vong, Miza broke off to investigate a transmission from a nearby moon. The last surviving Yevethan warrior had crashed on the moon, and was waiting for the Yuuzhan Vong to find him. Despite the fact the Miza was not huting him, the Yevetha refused to be rescued. He set his ship to self-destruct, and Miza's clawcraft was caught in the blast. Miza was killed instantly. (FH1)

Miztoc

this planet was liberated from the Empire by the Alliance during the Galactic Civil War. (CRO)

Miztoc City

this capital city of the planet Miztoc was the site of the decisive battle between Imperial and Alliance forces fighting for the planet. (CRO)

Mizx

this humanoid race was native to the planet Randorn 2. (COG)

Mk 45

this was the model number of one of Koromondain's protective armor vests. (GG10)

MK 8001

this attendant droid was designed and manufactured by AccuTronics. Humanoid in design, it was the first in a long series of "family-oriented" automata produced during the military era of the Galactic Civil War. Its primary programming gave it the capability to guard and care for the young or infirm, and it could provide limited medical attention in emergency situations. (SWJ13)

MK Enterprises

founded by Meysen Kayson, this conglomerate was best know for one of it holdings, the Greel Wood Logging Corporation. (SWJ6)

Mk II Smartgunner

this form of "intelligent" weapons control chip was developed during the early years of the New Republic, although they were never really mass-produced. These "smart chips" allowed weapons to aimed and fired automatically, greatly reducing the need for gunners on a starship. Jorkatt the Render and Vohrkrewel Yahrkar tried to swindle Octavius Jupiter Scragg out of a huge pile of credits by selling him faked versions of these chips, but Yahrkar's personal droid discovered they were false and returned them. (POC)

MK x/S

this was a series of modular weapon which could be mounted on a vehicle. The various configurations were denoted by number (Mk 1/S, Mk 2/S, etc.) to denote the power of the weapon. Depending on needs, the Mk series could be mounted as a medium or heavy blaster cannon, a light or medium laser cannon, or a grenade launcher. (MBC)

Mk xe/S

this was an enhanced version of the standard MK x/S weapons series. Like the base series, these weapons were vehicle-mounted, and denoted by power (Mk 1e/S, Mk 2e/S, etc.). These weapons boasted increased power and accuracy. (MBC)

MK-09

this MK-series maintenance droid was owned by the Azzameen family, and performed regular duties aboard the freighters of the Twin Suns Transport Service. Known to the family as Emkay, this droid was modified to be able to fix and repair, as well as fly, the Azzameen's freighters. The extent of this additional programming has altered his personality circuits, and Emkay became quite aggressive toward other droids. He often went looking for a fight with the other automata serving Twin Suns, and the Azzameen began planning to adjust his aggression circuits. (XWA)

MK-11

this droid diagnostic kit was produced by Interstellar Droid Monitors, Inc., during the height of the Galactic Civil War. (GFT)

Mk-11

see MK-11 (AEG)

Mk-127

produced by Golan Arms, the Mk-127 was a wrist-mounted weapons system which shot out a series of small, circular blades when fired. The original design of the Mk-127 was produced by the Vacutech Combine, until it went out of business. (GFT, AEG)

MK221

this silver-plated attendant droid had served the N'Vaari family for five generations, and was owned by Brinaloy N'Vaari during the height of the New Order. MK221 was decidedly silent about her disappearance, citing its loyalty to the N'Vaari's and Brinaloy in particular. Known as "Emmy-Kaye" to the family, MK221 was programmed to be a nanny and personal assistant. (ND)

MK-3

Borstel's ion cannon. (XW)

MK8001

this droid, produced by Accutronics, was the corporation's fastest-selling automaton, and sold phenomenally well in the Outer Rim Territories during the New Order. (FTD)

M'kae

this Imperial Navy warrant officer served as the signal officer aboard the *Avenger*, during the last years of the New Order. He was responsible for testing and coordinating tractor beam operations, as well as relaying the ship's activities and fleet orders to the Captain. (CCG4)

Mkbuto Seatree Preserve

located in the oceans of Calamari, this undersea forest is found along the planet's equatorial belt. The Preserve stretches for hundreds of kilometers, and is made up from a wide variety of sea-growing trees and huge seaweeds. Thousands of species of sea creatures live within the forest. The Preserve was heavily settled by the pre-industrial Mon Calamari, but they soon discovered that much of the Preserve exists over the border of two tectonic plates. Thus, long-term habitation was impossible due to the intense changes, but the abundant life in the forest continued to flourish. Much of the original civilization has been overtaken by the plants. Admiral Ackbar maintained a home in the Preserve. (JASB)

M'kim

this young Thranta Rider was training to join one of the foremost troupes on Cloud City, about the time Lando Calrissian and Cojahn were creating SkyCenter Galleria. When Jacen Solo, Tenel Ka, and Lowbacca were ambushed and Jacen fell from the bottom of Cloud City, M'kim had been out practicing his riding skills and rescued Jacen. M'kim had been out with his troupe when Czethros murdered Cojahn. (TCC)

MK-series Droid

built by Kalibac Industries, the MK-series droids were designed for general maintenance operations. They rolled along on two wide treads, and their stout bodies gave them a low center of gravity. The MK-series had a pair of manipulator arms, and a sensor-studded head mounted on an extendable pivot arm. (XWA)

M'lar'Nkai'Kambric

a musician who performed during the Galactic Civil War. (TME)

Mlatar Thon Gra

this Togorian was generally regarded as the modern galaxy's most skilled master of the *sc'rath*. He won the Rrann Hhoss at an early age, surprising the masters of the time with his skills. His performance earned him the notice of master weaponsmith Elotic, who took Mlatar under his wing. After six years of study, Elotic declared Mlatar a master. Shortly afterward, Mlatar married his love, Tyrimm Wynl. Unfortunately, Tyrimm was killed on Zuliria when she was caught in the crossfire of an Imperial raid on an Alliance cell. When she didn't return to Togoria, Mlatar himself traveled to Zuliria. The weapons expert Ther-das offered Mlatar his services in searching for Tyrimm, but was only able to deliver the news of her death. Mlatar decided to remain on Zuliria after Ther-das offered him a position in the Zulirian Swordmasters, seeing Mlatar's skills with the *sc'rath*. Mlatar had his own mosgoth, Ktlin, brought to Zuliria, and rode the beast often. He eventually became Ther-das' most trusted friend. (AIR)

MLC-3

this small, one-person vehicle moved about on heavy treads, and was armed with a pair of medium repeating blaster cannons. These vehicles were designed for perimeter defenses, allowing teams of security agents using MLC-3s to patrol the terrain surrounding a main facility. (MC78)

MLC-50

this model of magnetic locking system was produced by Locris Syndicates, during the height of the Galactic Civil War. About the size of a datapad, the MLC-50 was a two-part system used to secure doors or lids. The MLC-50 was split into two parts, with the parts being affixed to the door and its jamb, or to both halves of a two-panel door. The MLC-50 was then activated, holding the door and itself with a strength rivaling a molecular bond. (GFT, AEG)

Mluki

this race of humanoids lived on the planet Belsavis, in the rift valley domes. They mature rapidly, reaching adolescence at 7 standard years, old age at 30 years. Simian in appearance, they are covered with hair. (COJ)

MM(X)

this experimental grenade launcher was created by Merr-Sonn during the months leading up to the Clone Wars. Separatist forces obtained several prototypes of this weapon, which featured a dual-operated firing mechanism. (SHPT)

MM7

this was an early version of the Kelvarec Consolidated Arms single-shot, wrist-mounted flechette launcher. Jango Fett used one of these weapons on his left wrist. (SWRPG2)

MM9

this was Kelvarec Consolidated Arms' wrist-mounted rocket launching system, produced during the last decades of the Old Republic. These launchers could fire a variety of tiny warheads, including the Type-12A and Type-12B explosive rockets. Boba Fett used these rocket launchers in his upgraded Mandalorian battle armor. (DMSH, EGW)

MMD

an outdated service droid. (COJ)

MMF

an outdated, three-armed service droid. (COJ)

Mmhmm Butterfly

this insect, native to the planet Baskarn, made up a large part of the diet of the yrashu, (SWJ2)

MMLT Launcher

this missile-launching system was developed by Arakyd Industries during the years leading up to the Clone Wars. It found widespread use among the Trandoshan mercenaries of the era, who used it to attack Wookiee cities on the planet Kashyyyk. The MMLT could fire up to eight explosive-tipped missiles in rapid succession, but required a cooling-down period after each burst. (LAWS)

MM-s3

this was the model number of one of Merr-Sonn's grenade launchers. It was designed as a one-man weapon, and was equipped with a microrepulsor engine to assist in handling the weapon. A magnetic clamp was also installed, allowing the weapon to be mounted to a turret or base. Merr-Sonn later placed the MM-s3 atop its WW-676 repulsorlift vehicle, creating the MobileMortar-3 weapons platform. (EGW)

MMV-608

this MMV-series mining droid was converted by Hugo Bartyn into a rolling weapons platform, several hundred years before the Clone Wars. Bartyn stationed the droid at the secret entrance to the Outer Rim Oreworks mines in the mountain range known as the Krakana's Maw, to keep intruders out of the automated mining operations. It was believed that the droid shut itself down after a prolonged period of inactivity, only to be awakened shortly after the Battle of Naboo when a group of freelancers were given access to the mines by Bartyn's descendant, Guther Bartyn. The freelancers managed to bypass MMV-608 by unplugging its neural processor, rendering the droid incapacitated. (GMR7)

MMV-series Droid

this model of treaded mining droid was produced several hundred years before the Galactic Civil War. (GMR7)

MN-1 Groundcrawler

this was TaggeCo.'s mining vehicle, produced as a transport on outpost worlds. It was large enough to transport a pilot and four passengers, and up to 200 kilograms of cargo. (OE)

MN2D

this series of general maintenance droids was the precursor of the MN2E series, from Industrial Automaton. These droids were equipped with a number of cleaning and grasping appendages, as well as a refuse containment and recycling system. (SWJ10)

MN-2E

a series of maintenance droids produced by Industrial Automaton, originally at the request of the facilities managers of the Imperial Palace on Coruscant. The Empire later used one of them in concert with the Ch'hala tress of Coruscant to form the Delta Source. Conical in form, the MN-2E was a tread-driven

automaton equipped with sensitive manipulators that can effect detailed or delicate repairs. *Note that The Essential Guide to Droids indicates that the MN-2E was equipped with a repulsorlift engine for locomotion.* They also had special magnifying visual sensors, and had a variety of cutting and collection apparatus, as well as an internal waste-recycling system. (DSTC, TLC, SWJ14, EGD)

Mneffe-class Superluminal

this shuttle design was produced by DuroTech during the early years of the New Order. It had a long, central fuselage slung beneath a semi-circular wing. The ship measured 27 meters in length, and required a pilot and co-pilot to operate. It had enough capacity to transport up to six passengers and twenty metric tons of cargo, and was armed with a turret-mounted double laser cannon. (ND)

M'Nes

known as the True Faith, this Gorothite religion was founded by the V'Sook during the Imperial occupation of Goroth Prime. The M'Nes religion was based on the belief that the Gorothite people were being tested in a crucible of suffering and pain, and that the endurance of the suffering would strengthen the B'Dellyi to the point of transcendence. Individual suffering was required, but an individual could not be raised without the complete transcendence of the species. The priestesses of the M'Nes, known as the K'Kela Mey, decried those Gorothites who sought to break free of Imperial control as heretics and sinners, working against the greater good of the species. (GSE)

M'Nes Brin

this was the Gorothite term of the "receptacle of the True Faith," and referred to the V'Sook j'ber. (GSE)

M'Nes K'Lar

this was the name of small building located in each Gorothite o'beki, where the locals worshipped the M'Nes, or the True Faith. The name M'Nes K'Lar translated into the Basic language as the "sanctuary of the True Faith." (GSE)

M'Nim

this was one of the many mining settlements, or o'bekis, established on Goroth Prime. (GSE)

M'Nis

this mountain, located on the planet Goroth Prime, was known as Skyfang in the Gorothite language. At an altitude of 8,100 meters, it was generally considered the highest peak on the planet. (GSE)

M'Nista

this man was Baron D'Asta's majordomo. He introduced the Baron to Mirith Sinn and Kir Kanos, when they returned from Grappa the Hutt's stronghold with the real Feena D'Asta. (CE2)

Mnor Nha

this Gotal was Asyr Sei'lar's partner, and was a member of Coruscant's Alien Combine. (WG)

M'nuush

this was the Shyriiwook term for a berserk rage, often referring to the frenzy a Wookiee went into just prior to a battle. (MBS)

Mo killee ma klounkee

this Huttese phrase roughly translated into Basic as "It will be the end of you." (E1A14)

Moactan teel

this as a Chiss insult, meant to infer that an individual was fair-haired. In the Chiss culture, this was a fairly potent insult, since virtually every member of the Chiss race had jet-black hair. The insult lost its meaning whenever a Chiss used it away from their homeworld. (FH1)

Moahdi

this elderly Melida freedom fighter was a supporter of Wehutti, and fought along side the one-armed warrior. (DOD)

Moap

this Kitonak worked as a crime broker on the moon Nar Shaddaa, during the height of the Galactic Civil War. He spent most of his time moving between bars and cantinas, arranging illicit and underhanded dealings for various crimelords. Outwardly disorganized and indecisive, Moap had a quick mind and little fear of anything. Shortly after the murder of Nak Simm, Moap was approached by a group of mercenaries who were working for Torga the Hutt. They were investigating Simm's death, and Nomo Sliken's bank accounts revealed that Moap had made a deposit into the accounts just prior to the murder. Moap explained that he had been working as an intermediary for Doronnar, who had been sent by Moska the Hutt to arrange for Simm's death. In reality, Moap had been hired by Jolla the Hutt to create the strife between Torga and Moska, in an effort to claim both their operations for himself. (WOA24)

Moappa

this strange form of invertebrate was native to the oceans of the planet Mon Calamari, and was believed to have existed on the planet before the Mon Calamari and the Quarren civilizations were first formed. As individuals, the pink, bell-shaped creatures were essentially primitive, mindless blobs of jelly. However, when large groups united to form colonies, the intelligence of each individual was united to form a fully sentient entity. This community sentience was even capable of telepathic communication. For many millennia, the moappa were perfectly content to appear as primitive invertebrates, until the Clone Wars broken out across the galaxy. When the Mon Calamari tried to decide the loyalty of the entire planet, the moappa became angry and decided to ally themselves with the Separatists. They used their telepathic abilities to relay the orders of remote Separatist generals to the Quarren who were fighting against the Mon Cals, in an effort to bring all the sentient beings on Mon Calamari together. When Jedi Master Kit Fitso discovered the abilities of the moappa, he forced the Mon Calamari leaders to drop their pretenses of superiority and aloofness, and begin working with the Quarren and the moappa to save the planet and its oceans together. (CWA1)

MOB

this was an abbreviation for the main observation blister of a starship. (BF2)

Mobari, Sora

this woman was one of the many Jedi Masters who were injured during the early stages of the Clone Wars. She and her Padawan were dispatched to the planet Ithor, where they met with strong opposition from Ithorian terrorists. She was betrayed by her Padawan during the fighting, who had planned to kill her in an explosion. Unfortunately, he was too close, and died in the blast. Master Mobari was badly injured, and lost her sight as a result of the explosion. She was taken to the hospital facility on New Holstice to recover. A'Sharad Hett asked Anakin Skywalker to sit with her in the hospital, hoping to make her last hours comfortable. Anakin, having already seen so much death on Jabiiim, offered to try and keep her heart beating with the Force. He believed that he could use the same constriction technique he used on Orliiss Gillmunn to massage her heart. Master Hett forbid it, explaining to Anakin that trying to keep her alive would only cause more suffering. Anakin struggled with this, and reluctantly let Master Mobari die. (RBJ)

Mober Snake

this reptile is particularly dangerous, since it has a head at each end of its body and both of its heads are poisonous. (CE2)

Mobile Command Base

a heavily-armored Imperial vehicle which rolls on a series of treads, and which serves as a secure platform for observing and planning military actions in the field. Although it is equipped with a heavy laser cannon, it is not meant to see combat action. These 21.8-meter-long vehicles were manufactured for the Empire by Nen-Carvon, and were produced for commercial use as the Teklos vehicle. (ISB, GG11)

Mobile Mining Barge I

developed and manufactured by the Lant Mining Corporation, this 275-meter-long repulsorbarge was designed to provide a stable working platform for mining operations on tectonically or seismically active worlds. Originally designed for use on Lish V, this barge required a crew of 55 to operate, along with 24

mining operators. The barge was equipped with eight plasma drills, eight high-intensity mining lasers, and eight tractor beam projectors. The barge could also transport up to 250 metric tons of ore. (FBS)

Mobile Stockade

a portable force field generator used to detain prisoners, the mobile stockade creates a hemispherical detainment field that can be subdivided into 2 or 4 compartments. Intensity can be modified by the use of an overall control and a sectional control. (SC)

MobileMortar-3

this was the name of Merr-Sonn's mobile grenade launching system. It was developed by placing an MM-s3 grenade launcher on a WW-676 repulsorlift vehicle. It was powered by an X-7a repulsor engine, with a secondary XA7 drive. (EGW)

Mobius Coil

a coil of metal that is used for a number of specific applications, including antennas and tuners. (LCF)

Mobok

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "authoritative". (GCG)

Mobquet Crawler

a low-profile, small-engined speeder. (COJ)

Mobquet Deluxe

a torpedo-shaped, enclosed speeder. (SW, SWSB, GG7)

Mobquet Floater

this is an old, out-dated form of landspeeder. (POT)

Mobquet Medium Cargo Hauler

a 79.3-meter-long transport ship designed for a crew of 2 pilots and 2 gunners, the MCH could carry up to 700 metric tons of cargo, and was armed with two medium turbolasers. A Custom Cargo Hauler was also made available, which provided prospective owners with several cargo configurations. The Mobquet Medium Cargo Hauler was made up of three sections. The forward section was cylindrical in shape, and contained the cockpit and primary systems. The two aft sections were rectangular in shape, and were used for cargo and living quarters. A central fuselage linked all three sections. (DESB, PP, TF)

Mobquet Medium Transport

see Mobquet Medium Cargo Hauler (TF)

Mobquet OVERRACER

a speeder bike like the ones used by the Empire on Endor, the OVERRACER measured 4.4 meters in length and could attain speeds in excess of 500 kilometers an hour. These speederbikes were armed with a light blaster cannon. (RASB, DARK)

Mobquet Presents: Fastest Land Beings

this annual event, sponsored by Mobquet Swoops and Speeders, provided some of the galaxy's fastest individuals with a chance to set personal, planetary, or galactic speed records. Playing on the fact that Mobquet produced some of the galaxy's fastest vehicles, the "Fastest Land Beings" series had categories based on the number of legs a participant had. Every participant had to be an intelligent, sentient being in order to qualify. There were eight main classes of beings racing in the events, with classes for bipeds, tripeds, quadrupeds, pentapeds, sexapeds, septapeds, octopeds, and nonapeds. Those beings with ten or more legs were placed into a single class called decaped-plus. (HNN5)

Mobquet Swoops and Speeders

this subdivision of Tagge Company produces some of the galaxy's best-known repulsorlift designs. They

are most famous for their swoops, which have become wildly popular with the rise of swoop racing. Several Core worlds have proven that Mobquet designs are among the best in the galaxy. (SWSB, EGV)

Mobus

this gas giant, with its seventeen moons, was the only world in the Klasse Ephemora System. A Chiss probe discovered the existence of a new moon, denoted M-18, just after the Battle of Yavin. This moon was believed to have been the rogue planet Zonama Sekot, a belief which was proven to be true when Luke Skywalker and a group of Jedi Knights managed to locate the Klasse Ephemora System during the height of the Yuuzhan Vong invasion of the galaxy. (FH2, FH3)

Mobvekhar

a Noghri of the clan Hakh'khar, Mobvekhar served as a lieutenant to Cakhmair as part of the ten-Noghri team assigned to guard Leia Organa Solo's twins some five years after the Battle of Endor. Han Solo had decided to join the mission to destroy Grand Admiral Thrawn's cloning facility on Wayland, and Cakhmair had agreed to help protect Leia, Winter and the children, Jaina and Jacen Solo. Mobvekhar remained on Wayland after the death of Thrawn, as part of the security team which protected the safehouse in New Nystao. (TLC, HT)

Mochot Steep

this singular rock formation is found deep in the desert of Tatooine. Young Anakin Skywalker often met with Jawa clans at the Steep, trading Watto's used goods for more valuable items. (TPM)

Mock Shyr

this parasitic plant lives in the jungles of Kashyyyk. Distinguishable by its paddle-shaped leaves, the shyr grows around the trunks of wroshyr trees. It grows in the fifth biological level of Kashyyyk's jungles. (TT, RD)

Moco Minkfruit

this was the name of a noted individual in Nosaurian history. (UANT)

MOD-17

this Loronar container freighter measured some 550 meters in length, and was made up of four distinct, modular cargo sections. Requiring a crew of fifty to operate, the MOD-17 had room for up to thirty passengers and 200,000 metric tons of cargo. Each of the cargo sections could be modified to provide a variety of environments, from basic shielded space to aquatic or gaseous habitats, depending on the types of cargo to be transported. These ships were capable of hyperspace flight. (GMR8)

Mod-3

this astromech droid was owned by Vana Sage, and assisted her in flying the *Guardian Mantis*. (STF)

Modan

manufacturers of large starfreighters. (TT)

Modbom

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "bubble builder". (GCG)

Modbrek

an ephemeral, wispy race of semi-sentient hairless beings with a blue mane of hair sprouting from their undeveloped heads. They have huge eyes and tiny noses and mouths. (TME)

Modd

an Alliance transport ship destroyed in the Bruanii Sector shortly after the Battle of Hoth. (TIE)

Moddell Sector

this area of the galaxy was located between Spar and Ablajack Sectors, in the Inner Zuma region and on the border of the Unknown Regions. It was considered in two sections: the Inner Moddell was defined by

the line from Vasha through Vex and Mina to Kuna's Tooth, while the Outer Moddell contained Endor, Sanyassa, and the Din and Monsua Nebulae. (GMR9)

Model 11

this was the designation of one of Lifeline Technologies' spacesuits. (FOP)

Model 47 Light Freighter

this Arden Industries freighter measured 30 meters in length, and required a pilot and co-pilot to operate. It had room for up to six additional passengers, and could transport up to 100 metric tons of cargo. (POC)

Model 608 Mega'puter

designed and developed by NeuroSaav, this huge computer system is capable of running an entire city's computing needs. When linked together, the Model 608 can perform autonomously. (TTSB)

Model 7643

this time piece was created by Gorondin Chronometrics, and was capable of holding a variety of holographic messages in addition to telling the time. When queried for the time, the Model 7643 produced a small hologram from its stored images, and the voice of the being portrayed in the hologram spoke the time and a short message to the wearer. The Model 7643 was capable of maintaining the exact times on up to thirty different worlds, providing star travellers with instant timekeeping at their destinations. (GFT)

Model 8 Cargo Platform

this repulsor-equipped cargo platform measured two meters by 1.5 meters, and was developed by Ubrikkian to assist starship owners in moving small crates. (PSG)

Model D Cloudskiff

the brainchild of Huegu Eib, the Model-D was designed for operation in the clouds of Tyed Kant. It measures 18 meters in length, and can carry up to 100 metric tons and ten passengers. It was designed for high-altitude motion, and this sacrifices any speed it could have had. The Model-D is unarmed, since any discharge in the atmosphere of the gas giant could ignite the particles in the clouds. (SN)

Model E droid

see E-series droid (E1A4)

Model VI Skiff

produced by Ubrikkian during the height of the New Order, the Model VI skiff was known for its durability heritage of quality. Many older version of the Ubrikkian skiff continued to work for centuries with minimal maintenance, and the Model VI was built to these demanding expectations. Measuring 17.5 meters in length, it marketed as a personnel transport vehicle. It could accommodate up to forty-five passengers and 500 kilograms of cargo. (AEG)

Model X

Calban's heavy blaster pistol, the Model X was a powerful but fragile weapon that required continual maintenance. When the Empire nationalized Calban's operations on Calabosh-2, the plans for the Model X were reused in the design of the Renegade heavy blaster. (GG9, AEG)

Modeler, The

this was the common name used to describe the Yuuzhan Vong deity Yun-Ne'Shel. (FH2)

Model-X1 Zhurst

one make of racing cloud car. Han Solo owned one at his floating house on Bespin. (ZHR)

Moderation

in the game of sabacc, Moderation is one of the face cards. The picture on the face of Moderation often depicts a Jedi Knight. The card's value is xx. (CPL)

Modern Galactic Light Time

abbreviated MGLT, this is the standard measurement for subspace velocity. 1 MGLT is approximately equal to 10 km/h (6.4 mph). This measurement is also referred to as a 'megelight'. (SCRE, XWA)

Modetto, Trel

a group of Alliance agents had planned to meet with this smuggler on Lamuir IV, shortly after the Battle of Yavin. They hoped to be able to obtain shipments of bacta to use in treating soldiers injured in battle with the Empire. Unknown to the Alliance agents, Modetto was wanted by House Mecetti, the Void Demon pirate gang, and several loansharks, and he had to flee the area or be captured. The team was sidetracked by Janna Pallask, who purposely misdirected them in order to save Coros Telari. The agents eventually met up with him at the Hungry Herglic, but Modetto was unable to help them obtain any bacta. (TSIA)

Modified Briar Pistol

a small blaster created by shortening the Bryar Rifle. Like the Bryar rifle, this is an antiquated, but accurate, weapon. (DF)

Modirin Mining Concern

this mining operation bought up the abandoned chromium mines what littered the landscape of the planet Aduba-3, after it was learned that the chromium had been seeded on the planet as part of a wide-ranging scam. Many of the beings who called Aduba-3 their home were unaware that Modirin was actually owned by the Tenloss Syndicate, and had probably seeded the chromium on the planet itself. The abandoned buildings were converted into a variety of uses, and Modirin almost single-handedly turned Aduba-3 into a shadowport. Although the prices were cheap, the conditions and facilities were considered almost deplorable. (GMR4)

Modog

this small corporation manufactured a line of starship power couplings. Modog products were considered among the best couplings, until Dekk started producing the Dekk-6. (DE1, TME, HFG)

Modon Kira

some 4,000 years before the Battle of Yavin, this man was the king of the Beastmasters at the time when Ulic Qel-Droma comes to Onderon to mediate the planet's civil war. (TOJ)

Modon Kira

this descendant of the original Modon Kira greeted Han Solo and Leia Organa when they landed on Onderon to repair the *Millennium Falcon*, which had been damaged by the reborn Emperor Palpatine's second *Eclipse*-class Star Destroyer, *Eclipse II*. Modon Kira followed his ancestors and remained aligned against the Dark Side of the Force. (EE)

Modrol

this immense predator walked erect, and was covered with dense fur. Its feet were heavy and clawed, while its hands were studded with five sharp talons. The middle talon on each hand was elongated, forming a sharp, heavy blade which it could use to open up its prey with a single swipe of its paw. Native to the jungle world of Port Haven, modrols had thick skin which was covered with hair-like tendrils. It could alter the coloration of its skin to match its surroundings, giving them the ability to ambush their prey with ease. (WSV, PSPG)

Modular Conveyor

a specialized starship designed to transport up to 4 containers at a time. The 150-meter-long ship is comprised of a forward cockpit section which is linked to two connector sections. Each connector section can attach to two containers. The rear connector section also contains the conveyor's drive systems. They have a top sublight speed of 24 MGLT, and have minimal 70-SBD shields protecting a 30-RU hull. Most modular conveyors are built to move E-class containers. (TIE)

Modular Taskforce Cruiser

manufactured by Tagge Industries Shipyards, the modular taskforce cruiser has an underlying structure

that allows it to be built for any number of uses. Basic functional modules can be added to a single framework, making the ship economical for everyone. The basic structure includes the drive system, crew quarters, life support, and command compartments. The functional modules include a hospital module, a survey module, an observation module, a rescue module, and an inquisition module. The basic frame is 1,150 meters long, and is armed with fifteen medium turbolasers. The crew of a taskforce cruiser depends upon its configuration. (DE1, DESB)

Moebius Chess

a variation of holochess. (LCM)

Moegid

this introverted Verpine was one of the few who chose not to go into space and explore the galaxy beyond the Roche asteroid field. He felt starships were death-traps, a view which ostracized him from his home. However, after he deciphered the data from a damaged Imperial probe droid and turned it over to the Alliance, he realized that he was destined to be a codebreaker. He joined the Alliance, which set him up with top-of-the-line computer equipment, and never looked back. His expertise with Imperial codes was impressive, having decoded over 4,000 separate ciphers. He became a friend and business associate of Lobot in the years after the death of Grand Admiral Thrawn. He later helped Lobot when Han Solo and Lando Calrissian attempted to locate a copy of the Caamas Document on Bastion. He and Lando set up an almost undetectable computer link, using Verpine bio-frequencies to communicate with Lobot's cyborg implant. (CRO, VOF)

Moenia

this city was an artists' retreat, located on the planet Naboo. It was just east of here, during the height of the New Order, that Emperor Palpatine established his personal retreat. (SWI68, ROD)

Moer

this planet is located in the Dalon System. (SWJ10)

Mofat

a Polneyi month or season. Platt Mallar reported that the Yevethan attack on Polneye took place on the 40th day of Mofat. (BTS)

Moff

an Imperial governor, presiding over a sector of the galaxy. All the planetary governors in the sector report to the Moff. Each Moff is also assigned a military force to maintain order in his sector. (SW, ISB)

Moff Balfour's Lament (Tapmint Surprise)

this song, written and played by the band Deeply Religious, was banned by the Imperial Board of Culture. It first appeared on the compilation *Emperor of Air and Darkness*. (GG9)

Moff Council

this was the name given to the senatorial body of Imperial Moffs, which supported Supreme Commander Gilad Pellaeon and helped run the day-to-day operations of the Imperial Remnant. While powerful in its own right, the Moff Council answered to the Supreme Commander. After the Yuuzhan Vong launched their invasion of the galaxy, the Moff Council generally refused to assist the New Republic in any way, especially after the losses sustained by Imperial forces in the Battle of Ithor. Initially, this seemed to be a good strategy. However, the Moffs soon grew complacent in their isolation, believing that the Yuuzhan Vong would simply ignore them because no attack had yet been made on Imperial space. They refused to believe that any notice had been taken by the alien invaders, and that there were any Yuuzhan Vong agents in their midst. This changed at the Battle of Bastion, when Yuuzhan Vong forces decimated the Imperial fleet at Bastion, and later destroyed the fleet at Muunilinst. Even with these losses, the Moff Council was loathe to agree with the information provided by Jacen Solo, especially Moff Kurlen Flennic. Flennic seized an opportunity to take control of the Empire when it was believed that Pellaeon was killed at Bastion. Pellaeon survived, however, and threatened to take the entire Imperial fleet with him to join the Galactic Alliance if the Moffs didn't accept Jacen's terms to join themselves. Reluctantly, the Moff Council decided that their best chance for survival was to join the Galactic Alliance. (DW, FH1)

Moff Weblin

this Imperial ship saw duty during the latter stages of the Galactic Civil War, and was later assigned to patrol space near the Koornacht Cluster. When its Number 4 power cell failed, it was remanded to Black-15, at N'zoth, for repairs. It was in drydock when the Yevetha rose up against the Empire and took control of the facility. (SOL)

Moffice's Grocers

this building is found in several New Republic starfighter training simulations. (IF)

Moff's Own, The

this was the term used to describe the legion of stormtroopers which was assigned to an Imperial Moff. The legion was under the direct command of the Moff at all times. (ROE)

Moffship

the private starship used by the Central Committee of Grand Moffs. It resembles a Star Destroyer. (QE)

Mog

a deity thought to watch over criminals. (JTH)

Mogaar Tunnel

this underground roadway connected several locations in the vicinity of Mount Mogaar, on the planet Naalol. Branches of the Mogaar Tunnel ran to both Rigton and Naalal, allowing access to and from the city and the spaceport. (GMR5)

Moggonite

this conceited, egotistical race of squat humanoids was native to the planet Arorlia. Distinguished by their long, pointed ears and monkey-like faces, Moggonites held themselves in the highest of regards, while looking down their pug noses at every other being in the galaxy. The average Moggonite was rude and inconsiderate to others, even if the other being displayed nothing but caring and devotion to the Moggonite. Moggonites were also known to be treacherous beings, taking whatever they could in order to get ahead. (T1)

Mogo

a huge, camel-like creature with ten legs and a long, fur-covered body, these black-furred creatures were used for transportation on Roon. Because of their body length and ten legs, mogos appeared to undulate as they walk. (DCAR, EGP)

Mogoyu

this Rakririan finished second to Shimer Londalin in the decaped-plus race in the "Mobquet Presents: Fastest Land Beings" racing series, just prior to the onset of the Clone Wars. (HNN5)

Mogra'daal

this Twi'lek was Lonay's father. (SESB)

Mogroch

a Muur which once attacked Roark Garnet. (RPG)

Mogurk

this man served the Empire as a Commandant, acting as the headmaster of the Coruscanti Pilot Institute during the years leading up to the Battle of Yavin. Mogurk was known for his gruff demeanor and dry humor, and his students often admiringly referred to him as "an old crank." (PH)

Mohc, Rom

an Imperial General serving the Empire during the early days of the Galactic Civil War, Rom Mohc was a veteran of the Clone Wars. He witnessed first-hand the efficiency - as well as the limitations - of a droid army during the so-called Coruscant Insurrection, when he was forced to fight a cortosis droid one-on-one, and kept detailed records of his experiences for later use. After the rise of the New Order, Mohc

continued to train with combat droids, and kept a trophy room in which he displayed the deactivated "corpses" of those he had defeated. Like Wilhuff Tarkin and other Imperial leaders, Mohc had a private scheme in mind to help crush the Alliance and gain favor with the Emperor. Mohc opposed the creation of the first Death Star, believing it took away from the skill on one-on-one combat. Mohc's plan called for the created of a group of specially-enhanced, automated troopers - known as Dark Troopers - which he would use to annihilate the Alliance. His plans were thwarted, however, when Kyle Katarn discovered Mohc's plans and eliminated the *Arc Hammer* manufacturing facility. (DF, SWDB, WOTC)

Mohn

this man was a member of the Workers underground group which was led by Lenz. (TTB)

Mohris

this being served as the head bartender at the Rimsoo Seven cantina, on the planet Drongar, during the height of the Clone Wars. (MJH)

Mohs

an older member of the Toka living on Rafa IV, Mohs is in actuality the High Singer of the Toka. This allowed Mohs access to the Sharu legends, which he kept alive through various songs and chants used by the Toka people. He finds Lando Calrissian in the Spaceman's Rest, and agrees to help him find the Mindharp. Mohs, feeling that Lando is an imposter and not really the Bearer of the Key, tries to steal the Key from Lando a number of times, only to have Lando recover it each time. When the secret of the Mindharp is revealed to Lando, he learns that Mohs is actually a member of the Sharu race, and the only member of his generation allowed to know most of the truth about the Toka and the Sharu. Mohs does not know what forced the Sharu into hiding as the Toka. He was about to pass on his knowledge to a new High Singer, when Lando arrived on Rafa IV. (LCM)

Moiss, Ensil

this government official was known more for his ability to criticize the work of others than his own accomplishments. Moiss worked for the planetary government of Draenell's Point shortly after the Battle of Yavin. The Empire negotiated with him to acquire a large percentage of Draenell's Point's agricultural production in order to stock the Bissillirus Resupply Base. (GMK)

Moisture Farmers of Tatooine #253

a loose union of moisture farmers who operated in the environs around Mos Eisley. (CCG7)

Moisture Farming

an occupation in which the farmer uses moisture vaporators to obtain the moisture needed to survive on desert worlds. (SW)

Moisture Vaporator

a device used on Tatooine to extract moisture from the surrounding atmosphere, these 5-meter-tall tubes condensed water vapor from the atmosphere and stored it in large, underground tanks. A properly-functioning vaporator could obtain enough water to support three beings for a single day. In order to protect this cache of water, vaporators were locked with a keycode. Because of the extremem environment in which most vaporators worked, they needed regular maintenance on a daily basis, in order to continue operating at optimal levels. (SW, SOT)

Moja Skunax

this was the name of a noted Sakiyan individual. (UANT)

Moje

this obese Sephi worked as the chief assistant to Navi, Thustra's representative to the Galactic Senate, during the height of the Clone Wars. When Navi began working to unseat his uncle Alaric, Moje began spreading false rumors of plots by the Old Republic and the Jedi Knights to murder Alaric. With Alaric's death in a fight with Yoda, Navi returned to Coruscant to speak against the Jedi. Yoda, however, returned to Coruscant with Pix and Clutch to expose Navi's treachery. Although Navi was taken into custody, Moje managed to escape. (J5)

Mokee

according to Ewok legend, this nature spirit visited each tribe to discover its demeanor. Those tribes that were hospitable were rewarded, while those tribes that were selfish were punished. (GCG)

Mokee

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Mokem

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "grateful guest". (GCG)

Mokem

this Gungan was a Sergeant in the Gungan Grand Army, in the period leading up to the Battle of Naboo. Sergeant Mokem was a member of the Gungan faction which strongly blamed the human Naboo for the Trade Federation's invasion of the planet. (SON)

Mokem

this former scientist was an explorer working under tenure with the Obroan Institute. He and Dreiss had stumbled onto the Shadow Traproom on Liok, but both were killed in the strange room before they could perform more a in-depth analysis. (TT)

Mokk IX

this world was used by the Empire as a labor camp location. (HCE)

Mol

this was a common name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "rainstorm". (GCG)

Molan, Wilst

this woman was a frequent patron of the Outlander Club, some ten years after the Battle of Naboo. She was often seen dancing among the crowds, which led to the assumption that she was actually a hired dancer. *Note that this character is also referred to as Naga Molana on the official Star Wars website.* (OWS, SWI75)

Molana, Naga

see Molan, Wilst (OWS)

Molator

this creature out of Alderaanian mythology as the powerful, enchanted protector of the kings and queens of yore. It was a spindly creature with long limbs and a cone-shaped head. Chewbacca's hologame table aboard the *Millennium Falcon* generated a molator as a playing piece. (CCG)

Molator

this was the name given to the *Vindicator*-class Heavy Cruiser *Savrip*, after it was captured by the Alliance. (SOG)

Molavar

this Outer Rim planet was a supply world during the height of the Clone Wars. (T21)

Moldguard

this chemical was developed for use in humid climates, to fight off the growth of mold in buildings. (SWJ14)

Moldisin

this female Reigat worked for the Alliance's Sandwind Team as a technician and medic. (SSR)

Moldy Crow

this dilapidated HWK-290 light freighter was captured by the Alliance and refitted aboard the *New Hope*. The ship was later assigned to Kyle Katarn, who renamed the ship simply *Crow* during the mission to infiltrate the Imperial labs on Danuta. It was originally built about ten years before the First Battle of Coruscant, and was owned for a while by Roark Garnet. After Garnet inherited the *Dorion Discus*, he used the *Moldy Crow* to pay off a debt to Grappa the Hutt. Dace Bonearm and IG-72 then stole the *Moldy Crow* from Grappa, before dumping it on Teth after capturing Winfrid Dagore. The ship then became the property of Palob Godalhi, who turned it over to the Alliance. Kyle used the ship for many years, until he discovered the Valley of the Jedi on Ruusan. The *Moldy Crow* was destroyed during the mission to defeat Jerec, and was eventually replaced by the *Raven's Claw*. The twenty-nine-foot long *Moldy Crow* was armed with a pair of front-mounted double laser cannons and a turret-mounted blaster cannon. (DF, SFE, WOTC)

Mole

this person fled the service of Darth Vader just prior to the Battle of Hoth. This angered Vader, who sent Boba Fett in pursuit of the Mole. The Mole had fled to Ota, hoping to hide from Imperial forces. There, the Mole encountered Han Solo and Chewbacca, and he saved the Wookiee from a snow snake attack. Fett discovered the Mole on Ota, and tried to capture him. The attempt was thwarted by the appearance of the Snogars, who captured them all. In a daring escape, the Mole used a huge magnetic generator to pin Fett against a wall while making his escape. This also allowed Solo and Chewie to escape. (CSWEA, EGC)

Mole Miner

this blunt-cone-shaped, two-man vehicle was built the by Slayn & Korpil company that manufactured the B-Wing. Each mole miner is equipped with plasma-jet drills used to bore through the outer layers of an asteroid to obtain the elements inside it. Lando Calrissian used them to mine ores on Nkllon. Each mole miner measured about 7 meters in length. (HTTE, HTSB)

Mole Miner

this was a repulsor-equipped vehicle designed and manufactured for the mining industry. These utilitarian vehicles were equipped with beam drills or laser borers, and could cut through rock quickly in order to expose the valuable ores beneath. (DOH)

Mole Serpent

this was a species of vicious, aggressive worm that was native to an unsettled world on the edge of the Kathol Sector. They fed primarily on the tirginni beast, and hunted by using their keen sense of feel to alert them to vibrations that indicating oncoming prey. These huge worms lived primarily underground, burrowing tunnels through dirt and soil which allowed them to reach various points on the surface. The mole serpent lurked below ground until it sensed the presence of prey, then swept out of its burrow to swallow its prey whole. The mole serpent moved through the ground by using a collection of large talons which studded its body, dragging itself forward through muscular contractions. The mouth of the mole serpent was formed from a fixed upper jaw and two lower mandibles, which were studded with huge fangs. (SOT)

Molecular Backtrack Sniffer

a scanning device used to follow the chemical trail of an organism. Q9-X2 installed them on himself just before the Solo family arrived on Corellia. (AC)

Molecular Hooks

this is a method of attaching two objects, most often used with suits of protective armor. Two objects - such as a datapad and the suit itself - can be attached at the molecular level by turning on a small field generator that links specific areas together by twisting and turning certain molecules on tiny plates. The bond is not incredibly strong, but allows for quick storage and retrieval. (GG8)

Molecular Polish

this was a technique in which droid plating and other metallic surfaces could be scrubbed clean and polished to a mirror-like finish, without damaging the metal or the finish. (PH)

Molecular Shielding

used on the Balmorran Viper Automadon, molecular shielding absorbs the energy from opponent's weapons and re-routes it into the Viper's own weapons system. (DE2)

Molecular Stiletto

this form of knife was similar to a lightsaber in that it could cut through almost anything. However, it was also incredibly delicate. It cannot be swung or thrust with much force, or the thin blade will break. Molecular stilettos work best when used with deliberation and care. (SOP)

Molecularly-bonded Armor

this dense armor is created by bonding metals at the subatomic level. Texture-molding tractor fields hold the metal in place while it is just barely surface-liquefied. The hot metal surface is then bombarded with charged particles that increase its bonding strength and resiliency. (CSA)

Moleese

this being was the director of the Out From The Shadows drug abuse outreach program, based in the Jade District of Coruscant during the last years of the Old Republic. (HNN4)

Moleman

this was the name of an obscure race of beings, distinguished by their albino skin and their lack of eyes. (IWE2)

Molf

this was a heavy, red yarn that was used to make tassels and piping for clothing during the last years of the Old Republic. (VD3)

Moll

this tiny ball of searing rock is the innermost planet of the Rannon System. (WBC)

Moll, Demma

a middle-aged woman who owned a farm on Annoo during the early years of the New Order, she opposed the Fromm gang and led a band of freedom fighters in destroying the Trigon One weapons satellite. (DCAR)

Moll, Kea

a native of the planet Annoo, Kea was an accomplished starship and landspeeder pilot. She spent much of her childhood living on the farm her mother, Demma Moll, managed on Annoo. When she was seventeen, Kea made a run to Ingo, where she met R2-D2, C-3PO, and Thall Joben. She spent time on Ingo to help them fend off Sise Fromm, and agreed to help them win the Boonta Speeder Race with their racing speeder, the *White Witch*. On the way to Boonta, they were forced to stop over on Annoo to repair their ship. While there, Kea was reunited with her mother, and the group agreed to help Demma destroy the Trigon One. When they finally made it to Boonta, Kea and the boys found themselves beset not only by the Fromm gang, but also by Boba Fett. The Boonta Speeder Race was a series of near-crashes by Thall Joben, who fought off the bounty hunter and managed to win the race. The three friends were approached by Zebulon Dak, who offered them positions within his corporation. However, they were told that they could not bring the droids. The trio had decided to turn down Dak's offer, having come to appreciate the droids, but R2-D2 and C-3PO would not allow them to miss the opportunity. The droids jettisoned themselves in an escape pod, leaving the humans free to take the job. (DCAR)

Molleung Worm

this Yuuzhan Vong bio-creation resembled a huge annelid which could be used to serve a number of purposes. In space, they could be used as a living cofferdam. In the air, a molleung could discharge large cargoes from a transport ship to a ground installation. They were modified for use on yorik-trema landing craft, to deposit ground forces into enemy territory. A molleung worm could also be used to link underwater chambers. (BP, UFCD)

Mollo

one of Olag Greck's many aliases, he used it on Hosk Station, just before C-3PX returned to the station. (DRO)

Molly's Merchants

this collection of electronic forgers, slicers, and infochants was based on Cloud City at the time when Bespun Motors decided to split from Incom Industries. The executives of Bespun Motors contacted the Merchants and paid them to adulterate Corporate Sector records to funnel credits into Bespun Motors' accounts. Then, Bespun Motors used the funds to buy their independence from Incom. (GG2)

Moltok

this planet is the homeworld of the Ho'Din, located in the Dartibek System. Despite the fact that it is one of the system's inner-most planets, Moltok is an oxygen-rich world of violent volcanic eruptions. It is speculated the ash thrown up by these volcanoes keeps the solar radiation from reaching the planet's surface. The stable landmasses support lush rain forests, although the planet has steep axial tilt that makes the polar icecaps extremely cold for most of the year. (GG4)

Molys-u kwend cratta zu?

this Snivvian phrase, used in the world of art and antiquities, translated into Basic as "What were you on when you created this?" (HNN5)

Molytex

developed some twenty years after the Battle of Endor, this material was used to create blast-proof vests and armor. It was later combined with quantum fiber to create laminanium armor. (SBS)

Momaw

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name meant "moonlight". (GCG)

Momaw Mowadan

this Ithorian served as the doctor who managed the *Kuari Princess's* infirmary. (RM)

Momaw Nadon

an Ithorian who was banished from his homeworld, Momaw Nadon has seen the highs and lows of life. As the leader of the Ithorian floatin city Tafanda Bay, he ruled over the best of life's offerings. He was free to maintain the ecological relationship with the Mother Jungle while influencing his race. A chance meeting with an Imperial Star Destroyer which was trying to nail down smuggling routes changed his life, however. The Imperials tried to take the Ithorians' horticultural knowledge, and threatened Momaw Nadon. He was forced to either give up his race's secrets or have the planet razed. He chose to give up some agricultural secrets rather than destroy the planet, and was banished from Ithor forever. Thus, Momaw Nadon became a freelance spy for the Alliance. He was in the Mos Eisley cantina when Obi-Wan and Luke were searching for passage to Alderaan. He is eagerly awaiting the next Ithorian Herd Meet, to rejoin his friends and relatives in spite of the Imperial orders. When the Alliance defeated Palpatine at Endor and restored the Republic, the Imperial directive against him was lifted, and he returned to Ithor to again lead the Tafanda Bay. He later greeted Wedge Antilles and Qwi Xux when they visited Ithor. He is now accompanied by two young human boys: clones of the Imperial agent who threatened him all those years ago, reborn to serve as revenge against the Empire. (SW, SCRE, DA, CCG)

Momen, Reija

this matronly woman, a native of the planet Alderaan, was the chief administrator of the Intergalactic Communications Center on Praesitlyn during the height of the Clone Wars. She had been in charge of the facility for seven years, and considered its staff to be her only family. In fact, they lovingly called her "Momma Momen." She had just five years left on her tour of duty at Praesitlyn before she could return home when the planet was blockaded and attacked by Separatist forces led by Pors Tonith. She had been in contact with General Khamar of the Grand Army of the Republic, who had laid out the defensive plans for protecting the communications center, but they were cut off when the Separatists began

jamming all communications. Rather than panicking, Momen drew her support staff together and prepared to destroy the facility, should it fall into enemy hands. Her preparations were not enough, however, and they were quickly captured by Tonith's forces and held hostage. She hated the fact that Tonith was a Muun, since her own father had lost his farm because he couldn't make a loan payment after a series of bad harvests. Tonith took her as his primary hostage, and forced her to record a message to the Republic and its forces on Praesitlyn. Momen agreed, but rather than begging the Republic to abandon Praesitlyn so her staff would not be killed, she ordered the military to attack the Separatists. Her staff had agreed to do what was necessary to keep the center out of the Separatists' hands, and although Momen was beaten for her insolence, she remained strong. Her fortitude paid off for the Republic and her staff, especially when Anakin Skywalker launched a crazy mission to rescue them. Unfortunately, just after Anakin liberated them from the facility's command center, Reija was shot in the chest by a battle droid. The droid would have shot Anakin, as well, but its weapon locked up from poor maintenance. Anakin destroyed it, then used his anger at Reija's useless death to complete the mission. (JT)

Momma Reseros' Diner

this diner, known for its greasy but tasty food, was located in Jugsmuk Station, on the planet Gamorr. It was owned by Reseros Meh. (SWJ14)

Mompmash

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Momship

this is the name used by the Squibs to describe their reclamation ships. (SH)

Momu

this Yrashu trial was administered to any being which desired to become part of an individual tribe. The Momu activities went on "for as long as it took," since the Yrashu would not define the exact nature of the requirements for joining a given tribe. Once a being has completed the Momu, they are rewarded with a deep sense of comradeship with the Yrashu tribe, although they are forbidden to discuss the experience with anyone else. (SWJ2)

Momwar

Ladira indicated that this being would know the whereabouts of Centa Sonhan. (WOA5)

Mon Adapyne

this Mon Calamari cruiser was one of the new warships produced for the New Republic during the struggle against the Yuuzhan Vong. It was one of the first ships to carry a Jedi Knight as part of its crew. The Anx Jedi Madurrin served aboard the ship, participating in the Jedi Force-meld to help coordinate the ship's actions during battle. (DW)

Mon Cal Defenses

this Mon Calamari corporation produced a variety of weapons and defensive systems for use in the greater galaxy, during the height of the Galactic Civil War. (GFT)

Mon Calamari

this being was one of the many Senators who signed the Petition of the Two Thousand, calling for the elimination of certain emergency powers that had been granted to Chancellor Palpatine during the Clone Wars. (IS3)

Mon Calamari

a bipedal, amphibious race, the Mon Calamari share the same homeworld as the Quarren. Many xenobiologists believe the Mon Calamari are descended from squid, but evolved a more humanoid appearance than the Quarren. The males have salmon-colored skin, lobed heads, and protruding eyes. The females are more streamlined, with olive-colored markings on their salmon skin. The Mon Cal, as they are often called, are shore-dwellers, land creatures who prefer to live near the water. Early Mon

Cal civilizations fed on the creatures they found in the shallows, and developed an advanced aquaculture system. When they discovered the Quarren - the other intelligent race on Calamari, who live in the ocean depths - the two races combined to create a symbiotic society in which both races flourished. Together, they built the huge floating cities that populated Calamari's oceans. Unlike the Quarren, the Mon Cal desired to travel to the stars, and began experimenting with space flight. Their first starships were quite successful, but their dreams of a peaceful life in space was cut short. As with most other alien races, the Mon Cal were simply exploring the galaxy when they were discovered by the Empire. They were quickly put on Palpatine's list of races to subjugate. However, the Mon Cal were one of the few races that put up a fight in the face of certain doom. The normally-peaceful Mon Cal learned quickly from the tactics of the Imperial invaders, and were able to drive them off. This solidified the Mon Cal psyche, and they decided to join the Alliance and overthrow Palpatine's New Order. After serving the Alliance at the Battle of Endor, the Mon Cal have continued to be persecuted by the remnants of the Empire. Calamari was the first place the reborn Palpatine took his World Devastators, and was later attacked by Admiral Daala, in an attempt to show her superiority. The Mon Cal, along with Quarren and the New Republic, have driven back all attempt to take the planet. (ROTJ, DE1, DA, SWSB, GG4, GOF8)

Mon Calamari

another name for the planet Calamari (JASB)

Mon Calamari Ballet

this was one of the most prestigious aquatic dance troupes of the last years of the Old Republic. Their production of *Squid Lake* was attended by Supreme Chancellor Palpatine himself, following the First Battle of Coruscant. (IS3)

Mon Calamari Blink Code

a series of flashes of light which, when combined in certain patterns, denotes letters of the Basic alphabet. They can then be strung together to form messages. It is regarded as a simple, crude form of cipher. (AC)

Mon Calamari Communications Control

this was the primary communication center created by the New Republic, recently renamed the Galactic Alliance, on the planet Calamari during the height of the Yuuzhan Vong invasion of the galaxy. Calamari became the provisional capital of the galaxy after the fall of Coruscant, and much of the government's operations were re-established there. (FH3)

Mon Calamari Council

this body of Old Republic loyalists was installed as the leaders of the planet Calamari, during the height of the Clone Wars. With the defeat of the Quarren Isolation League, the planet Calamari found itself without a centralized government. Tensions continued to seethe, so the Mon Calamari Council was formed to help restore order. Representatives from the Quarren and Mon Calamari races served on the Council, hoping to show the planet's inhabitants that there would be no favoritism in the decisions of the Council. *Note that Star Wars Insider, issue 73 indicates that the Mon Calamari Council had been in existence for decades before the Clone Wars, but was rife with corruption.* During the early stages of the New Order, the Council approved a measure which opened up the planet to the rest of the galaxy. When the Empire tried to subjugate Calamari, the Council agreed to defend their homeworld with as much force as possible. This ultimately drove the Empire off Calamari, and the Council agreed to ally itself with the Alliance to Restore the Republic. (SWDB, SW173)

Mon Calamari Defense Force

formed in the aftermath of the Galactic Civil War, the Mon Calamari Defense Force was created to ensure homeworld security on the planet Calamari. Made up of equal numbers of Quarren and Mon Calamari, the Defense Force developed its own navy to help protect the planet from further Imperial aggression. (SWDB)

Mon Calamari Extreme

this was the Galactic Alliance's codename for a location just beyond the edges of the Calamari star system, to be used by incoming reconnaissance craft who were monitoring the advance of the Yuuzhan

Vong warfleet sent to destroy the Alliance's forces during the final stages of the alien invasion of the galaxy. (UF)

Mon Calamari Inglenook

located in an annex of the Imperial Palace on Coruscant, this building was designed to look and feel like a coral reef. An enclosed pool and clear-walled rooms help keep in humidity, making it the perfect place for Mon Calamari and other aquatic races to relax, during the last decades of the Old Republic. (CCW)

Mon Calamari Knights

this band of Mon Calamari was known as the sworn protectors of their homeworld for many generations, a fact which rankled many Quarren. During the earliest history of their civilization, the Mon Calamari Knights were the primary force which kept the Quarren insurrectionists at bay, thereby maintaining the uneasy truce between the two races. As the civil strife between Quarren and Mon Calamari diminished, so did the necessity for the Mon Calamari Knights, which had become simply a cultural tradition by the time of the Battle of Naboo. However, during the years leading up to the Clone Wars, the Mon Calamari Knights saw the possibility of war and began to train in earnest, fearing that the war might come to their world. These fears proved altogether too real when the Clone Wars broken out and the Quarren Isolation League sided with the Separatists. With the help of Jedi Master Kit Fisto, the Mon Calamari Knights managed to defeat the Quarren and restore peace to Calamari. (SWDB, CWC1)

Mon Calamari Light Cruiser

a smaller series of Mon Calamari starships that contain all the Mon Calamari grace and functionality. Most light cruisers measure 500 meters in lengths, but are similarly equipped with redundant systems. (TIE)

Mon Calamari Nerveshock

this disease affects the Mon Calamari species, and is always fatal. It can remain dormant for years, virtually undetectable, as the Mon Cal ages. When it finally becomes active, it is too late to save the victim. Rapid degeneration of the nervous system is the primary result of the virus, which eventually leaves the Mon Calamari unable to survive. For these reasons, all Mon Calamari children are immunized against it. (TTSB)

Mon Calamari Star Defender

the largest starship ever produced by the Mon Calamari, the Star Defender was created for use by the New Republic Navy some twenty years after the Battle of Endor. Nearly twice as long as a standard Mon Cal cruiser, the Star Defender was also the largest ship built for the New Republic fleet. (VP)

Mon Calamarian Jellyfish

this jellyfish was native to the planet Calamari. (FH1)

Mon Casima

this New Republic Mon Calamari cruiser was dispatched to assist the *Allegiance* in defending the world of Adumar from Imperial assault, shortly after the Adumari agreed to join the Republic. (SOA)

Mon Delindo

this Mon Calamari MC80 war cruiser was part of the fleet assigned to Han Solo and the Mon Remonda during the hunt for Warlord Zsinj. It was part of the group dispatched to Comkin Five, and was able to track the Iron Fist until it jumped into hyperspace as soon as the Reprisal was destroyed. (SOC)

Mon Duul

this immense creature was bio-engineered by the Yuuzhan Vong as a kind of organic speaker. Weighing more than four metric tons each, mon duuls were implanted with specialized villips which had been created to receive transmissions from a master villip. Them using immense tympanic membranes stretched over their bellies, the mon duuls would broadcast the communications from the villip. This allowed a single Yuuzhan Vong to address a huge gathering of his comrades. (DW)

Mon Eron

this planet was the fifth world in the Calamari System. During the final stages of the New Republic's

conflict with the Yuuzhan Vong, Mon Eron served as the primary reversion point for warships returning to Calamari from battle arenas. (UF)

Mon Gazza

this world is known for its production of minerals and ores, as well as a healthy industry mining spice. During the last decades of the Old Republic, Mon Gazza was second only to Kessel in its annual production of spice. Although the planet had been overrun with gangsters and spice-pushers, Mon Gazza nonetheless boasted a healthy economy in an otherwise industrial wasteland. Podracing was introduced along the streets and mining roads as a way to entertain the workers, and grew into an industry all its own. Racers were forced to travel along mining roads, avoiding machinery before flying through abandoned mineshafts and around broken equipment. (RAC)

Mon Gazza Speedway

this was the name of the pro-circuit podrace course which wound through the mining districts of Mon Gazza. It had several optional branches that could be added or deleted to make the course harder or easier. (RAC)

Mon Julpa

the crown prince of Tammuz-an in the early days of the Empire, Julpa was a blue-skinned individual who was stripped of his mind and title by Zatec-Cha. Julpa was dropped on Tyne's Horky, and wandered the planet without any memory of his former self. He was known from then on as Kez-Iban, after he saved the life of Jann Tosh's uncle, Gundy. (DCAR, SWDB)

Mon Karren

this Mon Calamari MC80 cruiser was smaller than the Mon Remonda, but served as part of the fleet commanded by Han Solo and dispatched to hunt down Warlord Zsinj. (SOC)

Mon Mothma

this New Republic Star Destroyer was part of a fleet which was commandeered by Garm Bel Iblis to assist in the defense of the Jedi base on Eclipse, some two years after the Yuuzhan Vong began their invasion of the galaxy. The *Mon Mothma* accompanied the *Elegos A'Kla* to Talfaglio, against the wishes of the New Republic military, to ensure that the Jedi Knights escaped without mishap. It was later learned that Chief of State Borsk Fey'lya himself authorized the use of the Star Destroyers, legitimizing their appearance in rescuing the Jedi. Both ships were able to transport thousands of Talfaglio refugees away from the Yuuzhan Vong, in addition to defending Eclipse against discovery. The *Mon Mothma* was one of the first Star Destroyers equipped with a new form of gravity-well projector, but even that weaponry was no match for the sheer numbers of the Yuuzhan Vong. During the Second Battle of Coruscant, the *Mon Mothma* fought valiantly, but was unable to stem the tide of alien attackers. The *Mon Mothma* retreated to Borleias, and assisted in the retaking of the planet by Wedge Antilles and his Inner Circle. Once at Borleias, the *Mon Mothma* and her crew again fought well, driving back wave after wave of Yuuzhan Vong attackers until the Starlancer project could be launched. Then, the ship was hidden at the edge of the Pyria System during the evacuation of Borleias. When the battle had turned enough to allow escape, the *Mon Mothma* jumped back to Borleias and pounded the Yuuzhan Vong worldship until the refitted *Lusankya* could be brought to bear on the Yuuzhan Vong. Later, the *Mon Mothma* served as the flagship of General Wedge Antilles' fleet, which set out to pound the Yuuzhan Vong at Duro. Once again, the *Mon Mothma* took heavy damage, but it was all part of a plan which drew Yuuzhan Vong ships into the Duro System, where they could be trapped using gravity-well projectors. The plan nearly failed when Commander Yurf Col broke ranks, but the rest of the ships completed their mission. With the formulation of Operation Trinity, the *Mon Mothma* was repaired and sent back into action, this time at Bilbringi. With the loss of the Holonet, General Antilles' task force was cut off without reinforcements. She took a heavy pounding, and several other ships in the fleet were destroyed. In order to stay in the fight, Antilles ordered the ship's shielding to be diminished, making it appear as if the *Mon Mothma's* main reactors were about to explode. The ruse worked, as the Yuuzhan Vong pulled back to escape the ship's blast radius. The *Mon Mothma* then limped back to Mon Calamari for repairs. (SBS, EL1, EL2, FP, UF)

Mon Remonda

an MC80b Mon Calamari Star Cruiser delivered to the New Republic following the Battle of Endor. It was

placed under the command of Han Solo, and was used to battle the warlord Zsinj. Solo and the ship's Captain, a Mon Calamari named Onoma, pursued Zsinj across the edges of the Warlord's holdings, hoping to catch him unaware. Instead, they often led be Zsinj to a world he wanted for himself, but didn't want to expend resources to take. When the *Mon Remonda* pummeled certain facilities, it left them vulnerable to Zsinj's takeover. It was later destroyed in battle with the World Devastator *Silencer-7* when the reincarnated Emperor Palpatine started his campaign against the New Republic. All hands were lost, but not before the *Mon Remonda* took out an *Imperial*-class Star Destroyer. (CPL, DE1, EGV, IF)

Mon Tondievz City

this settlement, found on the planet Krann, is the corporate headquarters of Mon Tondievz, Limited. It is situated not far from the corporate nova crystal mines, and with striking distance of the Tagge camp on the planet. (TSK)

Mon Tondievz, Limited

this company is headquartered on the straneg planet of Krann, and was a staunch supporter of the New Republic. They are well-known for their ability to supply the Republic with precious nova crystals, gemstones which serve as the basis for much of the Republic's hard currency. (TSK)

Mon Torri

this snow-covered planet was located between Ord Mantell and Tatooine. It had seven distinct rings surrounding it, each ring a different color and physical composition. The planet itself was a mountainous world covered in snow and icy glaciers. (SL)

Mon Valle

a New Republic bulk cruiser modified for assault on the Blackmoon installation. It was destroyed in the assault. (XWN)

Mon, Sol

this huge, heavily-muscled man was a pirate who worked for Grappa the Hutt, during the early years of the New Republic. Mon dark skin and dreadlocks made him an unmistakable figure. Sol Mon and his forces were dispatched by Grappa to intercept Captain Forma and recover the cargo he carried. (CE2)

Monab

this name, which meant "hard-working", was common among Gungan males. (GCG)

Monad

this was the name given to a series of bottom-of-the-line surveillance drones manufactured by Carbanti United Electronics during the last decades of the Old Republic. These drones were little more than a camera unit and a microphone connected to a limited artificial-intelligence module. This allowed the monad to be placed in almost any location. (YDR)

Monad

this was the name given to any huge, self-contained living structure. Popularized on the cityworld of Coruscant, a monad contained all the essential entities of a full community, providing its inhabitants with a complete living experience. A being living in a monad had all the conveniences located within the monad, and never had to leave the building, if they so desired. Included within the building were hydroponics gardens and parks. (DMSH)

Monadin System

this largely uninhabited star system was located near Kuat, and served as one of the two main staging for cargo-bearing traffic which was inbound to the Kuat Freight Port. (PSPG)

Monarc C-4

this was the designation of a Class 1 Nubian hyperdrive system produced during the years leading up to the Battle of Naboo. It saw prominent use in the Naboo N-1 starfighter. (X1, NEGV)

Monarch

this *Imperial*-class Star Destroyer was under the command of Captain Averon, and was part of the Empire's home fleet guarding Coruscant. When the New Republic tried to retake the world, the *Monarch* and the *Triumph* were the only two ships remaining to guard it. It was assumed that Ysanne Isard took the other Star Destroyers with her along with the *Lusankya*. (WG)

Monastery

Darth Vader once used the help of Tagge House to try and capture Luke Skywalker on this planet, shortly after the Battle of Yavin. The natives of the planet were all part of a huge religion known as the Order of the Sacred Circle, which referred to the great circle of life. The members of the Order believed that the rings which surrounded the planet were the embodiment of the circle of life. The rings of Monastery were not simply made up of dust and debris, but scores of moon-sized rocks. Vader had allied himself with Domina Tagge, who tried to pit Vader against Skywalker in an effort to eliminate the two individuals who had shamed her family. Unfortunately, the only death from their duel was that the Orman Tagge, Domina's older brother. (SWDB, HNN5, MC35, MC37)

Mondaran

a New Republic assault shuttle used in the attempt to take the planet Borleias, the *Mondaran* was the first ship shot down by Evir Derricote's defenses. (XWN)

Mondder

this city was the manufacturing center of the planet Etti IV, during the last decades of the Old Republic. (HNN5)

Mondegrene

this ancient, classical musical artist composed many pieces of orchestral grandeur. (POT)

Mondrak

this exotic-looking, humanoid alien was the Sith magician who served as the Gatekeeper to the Sith Holocron owned by Krova the Hutt. She claimed to be the "Judge of the Jedi," but was unable to break Krova's mind. (GMR5)

Mone

this Iskalonian male was the first to make contact with Lando Calrissian, when the Alliance dispatched the *Millennium Falcon* to locate Tay Vanis, shortly before the Battle of Endor. Like most Iskalonians, Mone was a cheerful individual who couldn't resist commenting on the frailties of living out of the water. His father Primor, the ruler of the Iskalonians, considered Mone to be an irresponsible pleasure-seeker. When Lando formed a mission to travel to Gamandar to locate Tay Vanis, Mone volunteered to accompany them. He believed that his knowledge of the planet would be beneficial, and his wife, Kendle, agreed. Unknown to them all, however, was that Kendle had already alerted Admiral Tower of their mission, so they were captured almost as quickly as they arrived on Gamandar. Thanks to the tireless and daring work of R2-D2, they managed to escape from Gamandar and return to Iskalon, only to find that the city of Pavillion, and a great many Iskalonians, had been destroyed by a tidal wave. Among the dead were his father, Primor, and his wife, Kendle. Mone took it upon himself to assume leadership of the Iskalonians, taking on the role of The First to Swim in an effort to bring them together to rebuild their lives. He also forbade the Alliance from returning to Iskalon, for fear of another Imperial reprisal, and shut Iskalon's doors to offworlders. (MC74, MC75, MC76, GMR1)

Money Lane

an unmarked area within the sights of a laser cannon which fighters often use to denote those kills which require more skill. Han Solo and Chewbacca had agreed upon the money lanes suited to the *Millennium Falcon*'s quad-laser cannons, and often made bets on their shooting abilities, with double-scores for those kills in the money lane. The *Millennium Falcon*'s money lane was the area of overlap around the edge of the ship's saucer, where both quad-laser cannons could fire. (HSR)

Moneylend

this was an unofficial name given to the planet Muunilinst. (SOP, SWMW)

Monga

this serpent was easily distinguished by its three forked, orange tongues. (BF6)

Mongei Shai

this ancestor of Shedao Shai was one of the first Yuuzhan Vong warriors to visit the known galaxy, some fifty years before the start of their invasion along Vector Prime. He was killed on Bimmieel by a pack of slashrats, and his remains were mummified in a cave until their discovery by Doctor Anki Pace. Shedao Shai himself returned with the second wave of Yuuzhan Vong invaders, but was defeated at Dantooine before he could reach Bimmieel. He later traveled to Bimmieel, but was unable to locate Mongei Shai's remains, primarily because the magnetic field of Bimmieel had shifted, altering the coordinates at which his remains lay in wait. (DTO)

Mongo Beefhead

an unusual humanoid with red skin and a flat, tentacled head. (ECAR)

Mongworst

this deadly insect was native to Geonosis. The Geonosians bred a mutated form of mongworst for use in their combat arenas. (IWE2)

Monimi, Elza

this man was a slave, living in Mos Espa on Tatooine some two years before the Battle of Naboo. He was captured in a slave raid by Krayn, and never seen again. (JQ)

Monitor

this Nebulon-B frigate was the lead ship in an Imperial resupply convoy bound for the *Imperial-II* class Star Destroyer *Corrupter*, when the convoy was ambushed by the Alliance. All supplies were stolen, as the Alliance tried to force the *Corrupter* out of battle by starving it of supplies. (XWA)

Monitor

this New Republic training carrier was the test facility for the K-Wing bomber. (BTS)

Monitor III

this Republic Cruiser was dispatched by the Old Republic to put an end to the Iridium Pirate band which raided Republic grain and supply convoys near the planet Vuchelle, during the years leading up to the Clone Wars. The task force was led by the Jedi Knights Belsed-Qan Idan and Kit Fisto, and the *Monitor III* carried with it a small fleet of starfighters. The Iridium Pirates wielded a power gem, using its power to cause heavy damage to the *Monitor III* and her crew. Four Republic judiciaries and two Jedi Knights, Dovish Hokken and Yrada Soludisan, were killed in the explosions. The Jedi starfighter pilots, flying in *Aethersprite*-class fighters, managed to overwhelm the Iridium Pirates before the *Monitor III* had to be abandoned. (HNN4)

Monjai

this female Elomin served as the planetary governor of Kal'Shebbol, in the wake of the departure of Imperial Moff Kentor Sarne, some four years after the Battle of Endor. (DARK)

Monk's Well

this was one of many deep-desert locations found on the planet Tatooine. Its location was kept a secret by the residents of Mos Espa. (TG)

Monlo

this man was, at one time, the Archduke of the Dentamma Nebula. He was infamous for losing the rights to the Unnibar System in a sabacc match with the Teltior conman Ceezva. (AE)

Mon-mawl rrish hu camasami!

this was a Yuuzhan Vong used to indicate an individual's displeasure with another. In essence, it meant that the speaker wanted to be left alone. (FH2)

Monnda Tebbo

this Duro once served as the navigator for the spice smuggling ship *Ill Wind*. While aboard the ship, he learned everything he could about smuggling from a Corellian navigator named Sumok. Sumok also gave Tebbo information on how to reach the Alliance, should he ever need help. Shortly afterward, the *Ill Wind* was caught by an Imperial fleet near Uogo'Cor and damaged. Sumok died in the battle, and the ship lost all power. Tebbo's quick thinking allowed him to obtain some measure of control of the tumbling ship, and he managed to use the shields as brakes to get the ship on the ground. After landing, the crew had to hide from Imperial patrols for four days before being rescued by the Alliance. Tebbo and the entire crew joined the Alliance, and Tebbo was assigned navigational duties aboard the *Flurry*. His skills with the *Quasar Fire*-class ship made an a valuable advisor, and he was dispatched to the Virgillian System to help the newly-formed Virgillian Free Alignment learn how to fly them. Unfortunately for the Alliance, Tebbo was killed when the *Flurry* was destroyed at the Battle of Bakura. (TBSB)

Monnok

this Soccorran predator is known for its ability to maintain the hunt over the planet's ash-covered deserts. Many Soccorran hunters admire and respect the monnok's abilities, and Soccorran smugglers consider it good luck to see a monnok before beginning a voyage. The monnok is a tall, semi-sentient humanods with yellowish skin, and they have developed a rudimentary use of tools. Chewbacca had a holographic monnok on his holochess board aboard the Millennium Falcon. (CCG2, BSS)

Monnon, Kem

this Major in the Alliance was in charge of the Corps of Engineers. He held the responsibility of establishing Echo Base on Hoth in the years following the Battle of Yavin. (ISU)

Monoc

a derogatory term used to describe the Abyssin race. (CCG)

Mono-cord Whip

this vicious weapon is created from unbreakable, serrated fiber straps. These whips are capable of cutting through some plastics, let alone fabric and flesh. They were used on many backwater worlds by the law enforcement agencies, to keep rabble-rousers in line. (SWJ9)

Monocrystal Chaining

this is a structural technique that uses a single, precision engineered element to form a panel or beam. The resulting wall or support is quite strong, but thin enough to conduct sounds from adjoining rooms. Monocrystal-chained walls are used primarily in casinos. (MA)

Monofilament Screen Guard

manufactured by Novaplex, this device was used to protect an entrance or walkway from unwanted intrusion. Once activated, the screen guard extended a series of needle-sharp monofilament strands vertically upward for two meters. These strands had a high tensile strength, and literally shredded clothing and flesh which passed through them. The use of these screen guards was outlawed in many star systems, because they were extremely dangerous. (GFT)

Monomolecular Blade

this form of knife is formed from a length of high-strength, single-inline-molecule material. They are incredibly sharp, but also incredibly fragile. (TFE)

Monor

this was the innermost planet in the Monor System, located in Doldur Sector. (SWJ6)

Monor II

this Outer Rim world is located in the Monor System, which is part of the Doldur Sector. It is the homeworld of the Sunesu race, which have evolved with the ability to breathe Monor's otherwise deadly atmosphere. From space, Monor II appears to be a huge pearl with a changing nacreous coating. The pearlescence is due to the thick layer of cirrifog that fills the atmosphere. Cirrifog is toxic to most humanoids. The planet was originally discovered by Eujustus Kline, who was an explorer working for the

Solgg Chemical Company. Thus, the planet is often referred to as Kline Colony. The average day on the planet lasts 28 standard hours, and its year lasts 378 local days. Nom Anor later revealed that he had infected Mara Jade Skywalker with coomb spores on this planet, during the ascension of Agapos the Tenth. (SWJ10, BP)

Monotheer, Edallia

this woman was Gara Petothel's mother. She was born on Coruscant, and trained to be an actress. She caught the eye of Armand Isard, who trained her to be an Intelligence agent. She eventually married Dalls Petothel, but both of them were arrested for supposedly funneling secret Imperial information to rebel forces on the planet Chandrila. New Republic analysis of her files indicated she had never had any contact with the Alliance. An old man mistakenly thought Lara Notsil was Edallia, during a Wraith Squadron visit to the Galactic Museum, which tipped off Garik Loran to Lara's true identity. The old man had been one of Edallia's former teachers. (SOC)

Monra

this was the Snivvian word for "sculpture." (HNN5)

Monsail

an alien creature native to the planet Trinta, the monsail was a predatory fish with a horizontally flattened body, a large dorsal fin, and a narrow tail. They are often seen hunting alone, but sometimes hunted in small groups. The flesh of a monsail is edible. They are named for their large dorsal fin, which often breaks the surface of the water before the fish attacks its prey. (DOE)

Monsoon Mesa

this tableland, located on the planet Jabiiim, was the rallying point for the Army of the Republic's forces, during the Battle of Jabiiim. The battle, one of the longest engagements of the Clone Wars, dragged on for more than forty days before the Separatist forces led by Alto Stratus managed to defeat much of the Republic's forces. The Republic planned to retreat to Monsoon Mesa and await a rescue operation from Coruscant, a retreat which was led by Anakin Skywalker. (RBJ)

Monsua Nebula

this area of interstellar gases was located in the Modell Sector of the galaxy, on the border between the Inner Zuma region and Wild Space. In addition to dense gases and clouds of dust and debris, the Monsua Nebula was filled with young blue giant stars and brown dwarfs. Because the nebula emitted large amounts of radiation and was difficult to navigate, much of it remained unexplored even during the early years of the New Republic. Many of the stars located within it remained designated by the alphanumeric identifiers used by the Old Republic, more than a thousand years earlier. The Monsua Nebula was infamously known for the amount of pirate activity which occurred in its vicinity, during the last decades of the Old Republic. (GMR9, HNN4)

Monsula Mora

this was a noted Twi'lek individual. (UANT)

Monsurra

this Wookiee artisan was the tailor of the Myyydril tribe, during the years leading up to the Clone Wars. He was afflicted by the Poltur Virus shortly after helping Yraka Nes discovered that a blanket made from webweaver webs was an effective way to combat the virus. (SWGAL)

Montacca

this likable Wookiee is an ex-mercenary with an unusually strong fascination with technology, even for a Wookiee. He was a free Wookiee who roamed the galaxy during the reign of Emperor Palpatine, although he avoided Imperial forces whenever possible. He was a passenger on the *Kuari Princess* when it was hijacked by the Riders of the Maelstrom. (RM)

Montagne, Elise

this woman and her husband lived on the planet Dantooine some 4,000 years before the Battle of Yavin. When her husband died, Elise was left with his droid, C8-42. She latched onto the droid with great

emotion, since the droid represented all that she had left of her husband. C8-42, however, believed that the attachment was doing emotional harm to Elise, and tried to run away. At the Jedi enclave, C8-42 begged to be destroyed, so that Elise could be freed. When she arrived at the enclave, Elise was distraught to learn that C8-42 had been dismantled. She ran into the enclave in tears, where she met Samnt. They formed an immediate bond, and Elise left the enclave with him. (KOTOR)

Montalvo, Dama

this young man was a Padawan learner, training to be a Jedi Knight during the early years of the Clone Wars under the tutelage of Master Vookto. (OWS)

Montellian Serat

an ancient Devaronian city dating back before the Devaronians had space travel. After the birth of the Empire, the Devaronian supporters of the Alliance used it as a stronghold, until they were routed by the Devaronian Army. The army was under the control of Kardue'sai'Malloc, and he gave the order to execute over 700 Devaronians after cornering them in the city. This act earned him the nickname "The Butcher of Montellian Serat." (TME)

Month of Plenty

this Weequay holy season honored the moon god Quay. Temples on the planet Sriluur which were dedicated to Quay had an open skylight in their roof which allowed Weequay priests to track the moon's progress during this month. (SSR)

Monthrael

this was the Sakiyan term for one's personal honor. It was complimented by one's *yithrael*, or pride honor. (MBS)

Monticano

this was one of the early rulers of the planet Naboo. (GMR2)

Montis, Derrend

this man was a noted Corellian explorer who traveled the galaxy during the last decades of the Old Republic. Much of this work was done aboard the freighter *Shadowfire*. (TF)

Montitia

this planet was evacuated by the Jedi Knights, several years before the onset of the Clone Wars, in what became known as the Montitian Extraction. (GMR8)

Montitian

this race was native to the planet Montitia. (GMR8)

Montitian Extraction

this was the name given to the evacuation of the natives of Montitia, during the final stages of the Extorin Minor Skirmishes. Thanks to the efforts of the Jedi Knight Charza Kwinn, the Montitians were evacuated before the Extorin warriors could capture or kill them. (GMR8)

Mont'Kar'oh

this famous Duinuogwuin scientist's writings have been preserved in the archives on the planet Charubah. (EGV)

Montral

this was the term used by the Togruta people to describe the two cone-like horns which sprouted from the tops of their heads. Each *montral* was hollow, allowing the Togruta to sense ultrasonic changes in their environment. (VD2)

Montrol City

this urban area was the capital of the planet Gandle Ott. (DARK)

Montrosa Islands

this long chain of islands was found in the midst of the Montrosa Ocean, on the planet Reytha. These small islands were the only land formations which were not given over to farming and agriculture, being too small and too remote for major development. (GB)

Montrosa Ocean

this was the largest ocean found on the planet Reytha. It was so vast that much of the planet's climate was affected by its pleasant temperature. (GB)

Montross

this bounty hunter, active during the last decades of the Old Republic, was known as a cunning adversary who would stop at nothing to achieve his goals. Whereas most criminals would reconsider the "I'm worth more to you alive" plea of their captives, Montross would shoot the being and reply "You're worth enough dead." He was a former member of the Mandalorian Shocktroopers, and was one of the few to survive the coup d'etat of Vizsla and the Death Watch on Concord Dawn. However, Montross feared that Jaster Mereel's leadership of the Mandalorians had become clouded by emotion, especially in what Montross saw as a fatherly love for Jango. Montross' beliefs were further supported when Jaster Mereel ordered a retreat during a mission to Korda 6, when it was obvious that the Mandalorian forces had been ambushed. Montross felt that they could have taken the Death Watch, and blamed Jaster for the destruction of their forces on Korda 6. Montross and Jaster were then confronted by Vizsla, who accused Jaster of "taking" the Mandalorians from him. Rather than helping Jaster, Montross simply fled the scene, allowing Vizsla to shoot and kill Mereel. He then gathered the remaining Mandalorians and prepared to leave the planet. He believed Jango Fett to be dead, but Jango showed up with Jaster's dead body. When Montross demanded that he be given command of the Mandalorians, Jango and many other soldiers refused to allow it. By Mandalorian laws, their leader should be elected, not self-appointed. Montross fled Korda 6 when none of the survivors would support his bid for power. Montross was defeated in combat by Jango Fett, shortly before the Clone Wars, when both bounty hunters were offered the chance to locate Komari Vosa by Darth Tyrannus. For most of the hunt, Montross was actually ahead of Jango, and beat him to Groff Haug and Sebolto's death stick factory on Malastare. Montross nearly eliminated Jango on Malastare, but Jango managed to destroy Montross' skiff and strand him on the planet. (ZW, GMR10, JFOS, BH)

Montwin

this was the name of a street, found in the city of Tacto, on the planet Radnor. (JQ1)

Monument

this huge Corellian barge was part of a fleet which transported workers to and from the planet Bandomeer. Scarred from years of usage, the ship nonetheless continued to make regular runs to the planet. It was aboard the Monument that Obi-Wan Kenobi and Si Treemba discovered early signs of Offworld Mining Company's sabotage against Arcona Mineral Harvest Corporation. The ship was then attacked by pirates and torn apart in the fighting. (RF)

Monument Park

this protected mall, located in Imperial City on Coruscant, was one of the few places that someone could actually touch the naked earth on the planet. A small religious group made its home in the park, keeping visitors from chipping away small souvenirs of Coruscant. The park was located within the Manarai Mountains, and the rocky outcropping was believed to have been the peak of the mountain known as Umate. (ISU, HNN5, CCW)

Monument Plaza

see Monument Park (HNN5)

Monumenters

this group of small-tiem criminals was active on the planet Corellia during the height of the New Order. (GQRG)

Monzu

native to the planet Zolan, this spotted predator could change the color of the skin on its back. When required, the monzu could flash a pattern of rainbow lights on its back, momentarily amazing a potential attacker or prey. (GMR10)

Moobian Torsion Valve

a piece of outdated technology. (???)

Moocha

this was the Huttese verb for "to steal." (GMR5)

Moocher

this race of small, sentient creatures inhabited the spaceport cities of the planet Abregado-Rae. Resembling large, fur-covered lizards, they roamed the spaceports looking for handouts from visitors to the planet. Many beings on the planet considered the Moochers to be nuisances, primarily because there were so many of them. Moochers lived in dens of several thousand individuals, all birthed by the same queen. This queen was incredibly intelligent, much smarter than any of her offspring. Those Moochers who disappointed the queen were expelled, and often formed their own dens. It was these wild Moochers who were most often encountered near the spaceports. (EGP, CCW)

Mood and Moons

this musical number was played by Umjing Baab and his Swinging Trio aboard the *Queen of Empire* when Bria Tharen posed as Bria Lavval in order to return to Nar Shaddaa. (RD)

Mood Synthesizer

this musical instrument is often found in jazz bands. (TCC)

Mood-color Fabric

this unusual fabric was used to make shirts and vests, and changed color according to the wearer's mood. (TG)

Mood-vase

this crystalline vessel contains swirling colors that are rumored to describe the mood of the individual who touches it. (RM)

Moof

this Ewok was a noted trader and salesbeing, living on the Forest Moon of Endor during the years leading up to the Battle of Endor. (ECAR)

Moojpuck

this was an Ansionian swear word, often used by the Gwurran. (APS)

Mook

this plant produced a sweet fruit. The tauntaun handlers at the Alliance's Echo Base discovered that tauntauns liked the taste of mook fruit, and used it as a reward during training. (EGA)

Mooka

a small creature that is covered with fur and feathers, it is the size of a small dog. It has a bird's beak, four ears, clawed feet, and a feathered tail. (LCJ)

Mookiee

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Mookiee

according to Ewok legend, this strong but inane Ewok huntress married a handsome but weak prince. (GCG)

Mookiee

an infant, female Ewok. (ECAR)

Mookla

a small, carnivorous creature native to Belsavis. (COJ)

Moolis

this Ithorian surname was believed to mean "administrator", according to historian who studied the Ithorian race. (GCG)

Mooloolian

a race of beings native to the mountain regions of the planet Janguine. They absorbed the jungle barbarians of the planet into their society some 300 years before the Yuuzhan Vong invasion of the galaxy. (VP)

Moon Dash

Narek-Ag's transport shuttle, it exploded over Coruscant when it impacted the cloaked bulk of the Shadow Academy. The Academy was in position near Coruscant in an attempt to ambush incoming Republic supply ships, like the *Adamant*. (LO)

Moon Festival

this gala was celebrated every 100 years on the planet Omman. (SWJ12)

Moon Lady

the name used by the Askajians to describe Askaj's primary moon. The Askajians hold the satellite in reverence. (TJP)

Moon Moth

a common flying insect with beautiful pale blue wings, the moon moth was a delicate creature about the size of a human thumbnail. (DS, MBS)

Moon Moth

this was a series of espionage droid designed by Arakyd Industries, and manufactured on Mechis III during the early years of the New Republic. Employing many of the technological and miniaturization advances of the Scarab Droid, the Moon Moth was almost indistinguishable from an organic moon moth. However, to a keen observer, the droid version had wings made of finely-machined metals painted to resemble a true moth. The abdomen of the droid was packed with enough explosives to destroy the Moon Moth, in case it was captured. This was a very small amount, though, since the Moon Moth was also very lightweight. It could mimic the flight patterns of an organic moth, and would land on its target and place a microdot homing beacon on it. (EGD)

Moon People

see Galacian (HP)

Moonbeam Throne

this was the name of the ceremonial throne used by Supreme Overlord Shimrra of the Yuuzhan Vong. Located within the immense craft known as the Citadel, the Moonbeam Throne was surrounded by a blood moat, and had an unusual dovin basal installed at its base. This dovin basal acted according to the will of Shimrra, allowing the Supreme Overlord to appear to control the actions of any individual who requested an audience. (UF)

Moondrake

this old YT-1300 was owned and operated by Sassan Sareeta. Built from the parts of three separate YT-1300 hulks, it was distinguished by the lack of a starboard cargo mandible, which had been replaced by a huge double laser cannon. Also notable to this ship, the cockpit is mounted in between the port mandible and the laser cannon. (SWJ8)

Moonface

this was the monicker given to one of Ludlo Lebauer's Jenet henchmen by Leia Organa Solo, during her visit to Pavo Prime to recover ten Alderaanian boasas from the casino administrator. The name referred to the shape of the Jenet's face. (SWI67)

Moonflower Nebula

located in the Outer Rim Territories, this nebula can be found just past the K-749 System. This nebula was of little interest until Nichos Marr generated its coordinates when he tried to access the Force with his artificial brain. Luke Skywalker took the random numbers and determined their exactness, and took the Huntbird to investigate the Nebula. (COJ)

Moonglow

this pear-like fruit comes from a single grove of trees in a certain forest on a small satellite world. It is a rare and exotic fruit, although it is more like a fungus. Its crisp, delicious flesh, however, is extremely poisonous in its raw form. A single slice contains enough poison to kill 1,000 beings within a minute, and there is no known antidote. There is a unique, ninety-seven step method of preparing the moonglow which removes the poison and makes it edible. A chef must spend at least two years learning the technique from a Master Chef before they can obtain a license to prepare it themselves. Restaurants which choose to serve moonglow must display their own license, which indicates to patrons that the chefs who work there have been trained in the preparation. All of this licensing and training is necessary because, if one step is omitted or performed in error, the entire process is forfeit, and the moonglow retains its toxicity. (SE)

Moonglow

this was the name of Lorcu Malshae's light freighter. It was destroyed by a bomb, after it was learned that Lorcu had planned to seel the coordinates of the Port Haven to Boba Fett. (PSPG)

Moonlight Cruise

this Mobquet Medium Cargo Hauler was once a legitimate transport ship, owned and operated by the Skydove Freight corporation, until Mika the Hutt had the ship refitted and renamed the *Barabi Run*. (TF)

Moonlight Crystal Lodge

this expensive vacation spot was located near the polar ice cap found on the planet Coruscant. It provided vacationers with access to a number of traditionally winter sports and activities, but they were available year-round. (CCW)

Moonrunner, Artis

this woman was Lorn Moonrunner's wife, and Denel's mother. Like Lorn, she had her appearance altered when they fled from the Empire and settled on Rhamalai. She was terrified that, when the Empire subjugated the planet, they would be discovered. However, the family was able to make it to their hidden starship, the *Refugee*, and escape. (SWJ13)

Moonrunner, Denel

the son of Lorn Moonrunner, Denel grew up on Rhamalai on the outskirts of Argona. He was a fair pilot, having been trained by his father at the controls of their starship, the *Refugee*. When the Empire subjugated the planet, Denel was conscripted into the service of the Civilian Service Personnel. He was soon rescued by Nadra Enasteri and her mother, Charis, but they became separated before they could reach the Moonrunner residence. Denel and his family managed to escape in the *Refugee*, but the Enasteri's were stranded on Rhamalai. (SWJ13)

Moonrunner, Lorn

this man was Denel Moonrunner's father, and was the head of the Fair Value Control Department of Rhamalai's Planetary Trade Directorate at the time of the Battle of Yavin. However, Moonrunner was not his true name. In reality, he was Corvus Langlier. Lorn was a fugitive from Imperial justice, who had his appearance altered and a false identity developed so that he could hide. He and his wife, Artis, settled on the planet Rhamalai and lived in peace with the Cherishites there, believing that the planet was far enough removed from the rest of the galaxy so as to avoid imperial notice. They hid their ship, the

Refugee, in a remote valley, hoping against hope that they would never have to use it again. When the Empire finally subjugated Rhamalai, Lorn and Artis relied on their facial surgeries to keep them from being captured. However, their son, Denel, was conscripted into the Imperial armed forces before they could act. After Denel was rescued by Nadra Enasteri, the Moonrunners fled to the *Refugee* and managed to escape the planet. (SWJ13)

Moons of Yavin, The

the report Ken was working on when he escaped from the Lost City of the Jedi for the first time. (LCJ)

Moonshadow

this *Imperial-II* class Star Destroyer was commanded by Kir Vantai of the New Republic. (IR)

Moonshadow

this was the name of Rik Duel's smuggling ship. (MC70)

Moonside Run

this was the term used by smugglers who worked in Hutt Space to indicate any run which involved moving goods from one part of Nar Shaddaa to the another. (LFCW)

Moonskimmer, Krystick

this youth, a native of the Starpoint area of Draenell's Point, served as Bentharr's second-in-command of the Bentharr's Boys gang after Droxie left the gang. (GMK)

Moonsong

this was the name given to the unusual, musical sound which emanated from the beating wings of the ringed moon shadowmoth. The music was formed when air passed through the wingflutes which formed on the moth's delicate wings after it fought its way out of its cocoon. (T)

Moonstruck Pass

this mountain passage was located outside the city of Galu. Elan and the Hill People fought off the forces of Lonnag Giba during an attempt to assassinate her, driving the Tallah proton tanks into deep snow drifts and chasms. (MOC)

Moonus Mandel

this Mid Rim world was the home of Teemto Pagalies. (TPM, IWE1)

Moopsball

a sport which involves the passing of a ball among players on opposing teams. (CSA)

Moor, Basal

this Alliance agent was rescued from capture by TransGalMeg forces during the Alliance's attempt to infiltrate TGM's corporate headquarters on Pako Ramoon. (CRO)

Moor, Kasan

this woman was one of the best starfighter pilots the Empire recruited from the planet Alderaan. She was tops in her class, and moved quickly up the Imperial ranks until she was given the command of the 128th TIE Interceptor Squadron shortly before the Battle of Hoth. However, by this time, Kasan had begun questioning her loyalties. The destruction of Alderaan by the first Death Star was an emotional blow, for Kasan dearly loved her family and friends who died in the cataclysm. She felt that she could no longer serve a government that would wantonly destroy people for its own ambitions. When the 128th was sent to intercept Rogue Squadron on the planet Gerrard V, Kasan offered herself and her ship as a defector, and joined the Alliance. (RSG)

Mooren

this man was one of the Ministers who formed the government of the planet Danoor, shortly after the Battle of Endor. He was a contemporary of Waric Nane. Like his fellow Ministers, Mooren believed that the *Lance of Endor* was, in truth, a New Republic ship sent to maraud the Kathol Outback. After hearing

from Kaiya Adrimetrum and the crew of the *FarStar*, though, he began to see the truth. Unknown to Nane, Mooren was also a member of the resistance on Danoor, which rose up in opposition to the initial efforts of the Empire to take control of Kathol Sector. Mooren believed that he could gain the assistance of the *FarStar's* crew if he could convince them of the resistance's need. (KO)

Moori

the Alliance modified CR90 corvette group which attempted to knock out the NL-1 outpost in the Pakuuni System. (TIE)

Moorin

an intelligent but vicious alien race. (TME)

Moorja

this small Inner Rim world was governed by Salliche Ag, and was used to mining and agriculture. As long as the colonies on the world paid their taxes and sent all its production Coreward, Salliche left it alone. The population cared little for the galaxy outside it, and continued its production of ores and foodstuffs without much change for many years. During the height of the Clone Wars, Moorja was one of the first planets liberated by the Separatists during Operation Durge's Lance. It was later one of the first Separatist worlds to be defended by organic troops, a necessity given that Moorja's ion storms wreaked havoc with the droid control systems used on other worlds. Among the forces deployed to Moorja were the Neimoidian Gunnery Battalions, Gossam Commandos, and the Koorivar Fusiliers. Production of foodstuffs continued during the Galactic Civil War and following the Battle of Endor. A small population of Arcona mined salt on Moorja, and an Ithorian contingent harvested specialty fruits and low-yield forest crops. The average day on this temperate world lasts 17 standard hours, and its year lasts 310 local days. (SWJ8, SWI76)

Moorjay

this is the capital city, and site of the primary spaceport, of the planet Moorja. (SWJ8)

Moorlu

the bounty hunter ambushed Boba Fett in a remote system during the hunt for Bornan Thul. He kept his pin-wheel-shaped starship hidden until Fett arrived, then attacked. Using a blast from his ion cannon, Moorlu disabled *Slave IV* and thought he had the infamous hunter dead in space. However, Fett activated a pneumatic launcher and shot a warhead at Moorlu's ship. The craft was destroyed, and Moorlu was killed in the explosion. (SHA)

Moorsh

this Yuuzhan Vong priest was stationed aboard the *Creche* during the attack on Gyndine and the development of a new yammusk. While on the *Creche*, Moorsh spent a great deal of time observing the Ryn who were enslaved to help mature the yammusk, hoping to glean information on how the Ryn divined the future with sabacc cards and other simple tools. (JE)

Moorsh Moraine

this icy plateau was located on the planet Hoth, just east of the Kerane Valley. It was here that Imperial dropships placed the troopers and hardware of Blizzard Force, during the hours leading up to the Battle of Hoth. (IWS)

Moort

this was the name of one of the pilots in the Hawk-bat pirate fleet, the alias of Voort saBinring. The pirate alias was used only once, during the Hawk-bats' participation in Warlord Zsinj's attempt to steal the *Razor's Kiss* from Kuat Drive Yards. If and when Voort used it, it was a signal to Garik Loran and the rest of Wraith Squadron that he had "crashed" onto the surface of the *Iron Fist*. To anyone listening in, Moort was dead. Voort, however, used a landing claw to lock onto the huge ship's armor plating and ride with it to wherever it fled to, after the New Republic intercepted Zsinj at Kuat. After Zsinj's short jump, with the *Razor's Kiss* slaved to the *Iron Fist*, the New Republic again pounded Zsinj's forces, destroying the *Razor's Kiss* and nearly taking the *Iron Fist*. (IF)

Moosea, Disk

this member of the Exalted Torcaine was part of its constabulary force. He was not as proficient in capturing smugglers as Vor Childermoss, often giving offenders nothing more than a scare. (CSWDW)

Moot

this yearly gathering on the planet Yelsain is held in a huge open field near Tradetown. Merchants from across the Minos Cluster are invited to come to Yelsain and trade their wares. Business the primary reason for the Moot, but drinking and gambling are the primary activity. Almost half of Yelsain's population attends the annual Moot, making it an event of sometimes epic proportions. (GG6)

Mooth

an elderly, alien trader who worked on Endor's forest moon, Mooth was distinguished by his long, furry snout. (ECAR)

Mopak

this Ansionian swear word was used to indicate excrement. (APS)

Mopakky

this adjective was derived from an Ansionian swear word that was used to indicate excrement. (MJH)

Mopiee

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Mopiee

according to Ewok legend, this powerful nature spirit could make the crops grow. (GCG)

Moplin Jarron

this Sullustan male bought Heff's Souvenirs from Tebbi, following her father's murder. Moplin is skilled in the art of forgery, something he learned while serving a prison sentence for a "minor misunderstanding." (GG7)

Moppo

this name, which meant "sad", was common among Gungan males. (GCG)

Moppo Dop

this Gungan was a renowned gulliball player. (E1A10)

Mor

a title used by the head clansmen of Ammuud's seven major clans. (HSR)

Mor Glayyd

see Ewwen. The head clansman of the Glayyd clan on Ammuud. (HSR)

Mora

this given name was commonly given to female human children throughout the galaxy. (GCG)

Mora

a large species of ten-legged beetle which could be trained to mimic certain words. It emits the simulated word through its large nose-horn. (E1A5, E1A6)

Mora

a supporter of the Alliance who was captured by the Empire, she was rescued by Ranulf. Mora was the adopted daughter of the H'drachi seer Ch'no, much to the chagrin of the other H'drachi. It was later revealed that Mora was the lost heir to the ruling house of M'haeli. She and Ch'no had the unique ability to disrupt a time-stream, which also made their passage obvious among other H'drachi. (ROC)

Morado

a planet. (TFNR)

Morag

a powerful Tulgah which who lived on the forest moon of Endor, Morag's evil magic was a potent match for Logray's good magic. She lived in Mount Thunderstone, and her castle was patrolled by Yuzzums which ride rakazzaks. She once possessed the Shadowstone, and hoped to control the Ewoks with it. However, the shaman Logray managed to steal the Shadowstone and combines its power with that of the Sunstar. Logray defeated Morag in combat, and took possession of both stones. Morag vowed to exact revenge on Logray and the Ewoks, and retreated to her lair to plan her revenge. Some time before the Battle of Endor, Morag tried to enslave the Firefolk, but only managed to capture Queen Izrina. Morag hoped to use the Firefolk to set fire to the Soul Trees of the Ewoks, thereby conquering the Ewoks and eliminating the threat of Logray's magic. However, all her plans were thwarted by the efforts of Wicket, Teebo, and Paploo, who obtained Logray's magic foam and doused the Soul Trees before they could burn. Morag was defeated, and fled into the forest. (ECAR)

Mora'ga

this Coynite curse literally translated into "weakness." (PG3)

Moraices

this barren world, which was orbited by a single moon, was the third planet in the Feraie System. (SWMW)

Morano

this was one of the most common human surnames encountered in the galaxy. (GCG)

Morano

this New Republic Navy Captain served under Etahn A'baht, commanding the *Intrepid* during the search for the Teljkon vagabond. (BTS, SOL)

Morasil

this large, yellow star was the dominant body in the Cularin System, supported by the white dwarf Termadus. Morasil was much older than Termadus, and many scientists have theorized that it was one of the first stars ever born in the galaxy. The corona of Morasil was quite large, and many of its gases were being drawn to Termadus's small gravity, creating a sort of cloud cover that sometimes hides Termadus from navigational computers. (LFC)

Morath

an alien race which inhabited a colony on the planet Elcorth, in the Koornacht Cluster. (BTS, TT)

Morath Nebula

a galactic region located in the Rim, it was largely unexplored by New Republic standards. (BTS)

Moratrigh

this is one of the four moons of the planet Zelos II. Zelosian superstitions about the night keep these satellites unexplored. (PG2)

Morcanth

this planet was unknown to most of the galaxy, and never made it into any astrogation charts. Located in the Unknown Regions, it was the site of a prison for Jedi Knights which had been set up by a former student of the Force, Winslau Da'k. The prison complex was infiltrated by New Republic agents who hoped to restore the Jedi to the galaxy. The planet was also in the midst of three warring star system, and Winslau had become wealthy playing all sides of the war. The war around Morcanth had been waged for centuries prior to the Galactic Civil War, and as technology increased, so did the slaughter. (GMS)

Morcur Valley

located on the planet Garos IV, the Morcur Valley was first settled by Garosians. It grew to become the

planet's primary agricultural and manufacturing site. It was here that the emigrating Sundars also settled, bringing in more factories and competition and earning the resentment of their fellow Garosians. (SWJ2)

Mordageen

this humanoid race, similar in stature to most human races, was distinguished by its reddish-organe skin. This skin was wrinkled, giving individuals the appearance of advanced age. The face of a Mordageen was dominated by a flat nose, and their skulls were crowned with yellow hair and pointed ears. (BH)

Mordi, Krdys

one of Sedriss' sergeant-at-arms aboard the Avenger during the early stages of Operation Shadow Hand. He was also one of Emperor Palpatine's Dark Jedi, and was sent to New Alderaan to kill Luke Skywalker. In the attack, Mordi was slain by Jem Ysanna's lightsaber. (DE2)

Mordon

the Imperial Admiral overseeing the invasion of the Taroan System on the flagship *Vengeance*. Following the successful mission to Taroan, Mordon was shuttling up from the surface of Farboon when a group of Alliance starfighters intercepted the shuttle. A distress signal was sent out, but the only person who heard it was Maarek Stele, who was flying a newly-repaired TIE Interceptor. Stele did his best to drive off the Alliance ships, not realizing that he was rescuing his Admiral. Upon returning to the *Vengeance*, Mordon met with Stele and suggested that he join the Imperial Navy as a pilot. (TIE)

Mordran

this vicious warrior served Borvo the Hutt as a champion gladiator, during the height of the New Order. Borvo often dispatched Mordran to deal with those merchants and traders, especially those of the Gungan race, who refused to pay their protection money to the Hutt. (SWGAL)

Mordur

this Imperial Admiral was in charge of the siege of Vandelhelm, and controlled the planet from a command barge that stayed in orbit around the planet. He did this to avoid the notice of the New Republic, but it required a heavy bribe to be paid to Orrk in order to maintain its secrecy. He tried to steal the metals promised to the New Republic by Orrk, but was defeated in a space battle with Han Solo and Nien Nunb. (VM, EGC, MC98)

Moree Yad

this female Gran and her sister, Sarhah, were noted smugglers who worked from a base on the planet Malastare during the years leading up to the Battle of Naboo. (BH)

Moreldahl

this small corporation produced a variety of personal conveyance devices during the era of the New Order. (GFT)

Morellia

this planet was the homeworld of the Morellian race, and was located within the Morellian Commonwealth. (AIR)

Morellian

this was a race of near-humans native to the planet Morellia. Despite the fact that Morellians were known to be extremely long-lived, by the Battle of Yavin it was believed that only one true Morellian - Barosa Warren - remained of the entire race. (AIR)

Morellian Commonwealth

this remote area of the galaxy was beyond the furthest reaches of the Old Republic. (AIR)

Morellian Enforcer

this was the name given to those Morellians who were the elite soldiers and protectors of the Morellian Commonwealth. (AIR)

Morellian Weapons Conglomerate

this low-tech weapons manufacturer produced armament for the Morellian Enforcers during the Old Republic. As Morellian technology was far behind that of the modern galaxy, MWC produced a variety of slugthrowers and projectile pistols and rifles. (AIR)

Morely

this well-muscled man served the Empire as an officer, serving under Commander Shad during the years following the Battle of Yavin. (T15)

Moren

this was one of the many mining settlements, or o'bekis, established on Goroth Prime. It was close enough to the planet's equator to suffer from electromagnetic discharges from the planet's debris ring. (GSE)

Moren Chonk

an overweight Quarren, whose officious and pompous attitude hides his incompetence. He was most successful running Morjanssik's sanitation bureau, and relied heavily on Kelmur Wolg to help him run Morjanssik as its Chief Manager. He was murdered by the Imperial agents under Generet, in an effort to frame the Alliance and turn the Quarren solidly in favor of the Empire. (DU)

Mores

this gas giant was the sixth planet of the Metellos System. It was orbited by seventeen moons. (CCW)

Morett, Firin

this Alliance engineer was responsible for maintaining the starships of Red and Gold Squadrons at the Massasssi Base on Yavin 4, prior to the Battle of Yavin. He had final launch approval for all starfighters garrisoned on Yavin 4. (CCG9)

Morg Nar

this Houk enforcer worked for Wonn Ionstrike on Cloud City. (GG12)

Morganian

this slender, humanoid race is characterized by their fair, white skin and wide, almond-shaped eyes. (GCQ)

Morgannier

this freighter was owned by SoroSuub Corporation, but was stolen from a dock on Ord Mantell by Kn'ik Th'ronik. (ND)

Morgath

an Alliance container transport group that was part of a convoy trying to supply Admiral Harkov's defecting fleet. The convoy, and the *Karflo* group, were destroyed in an Imperial ambush. (TIE)

Morgath Industries

this combine controls several food processing and genetic food additives producers. It was one of the non-voting Contributing Sponsors of the Corporate Sector Authority. (CSA)

Morgavi, Luke

Han Solo used this alias when he returned to Jubilar, some 30 years after he survived the All-Human Free-for-All there. (TBH)

Morgo

a young boy on Kalarba, he is assisted by Q-E and 2-E in finding his way home one day, just before the two E-series droids exposed Vuldo's secret blaster plans. (DRO)

Morgot

this Skrilling was living on Ord Mantell during the years following the Battle of Naboo. He was a friend of

Quinlan Vos, and served as a ready source of information for the Jedi. Morgot was a notoriously bad gambler, and often got into trouble trying to cover his debts. (ROP)

Morgotou

this Rodian was a confederate of Marg Sonat and Pari' Notgoth until Sonat had him executed to keep the Rodian from revealing information on their plans. Morgotou was working for the Kessel Spice Corporation, and had been invited to the *Stellar Mermaid* by Sard Nightbringer, to take part in the auction of the Imperial prototype armor and shields she had stolen from station T-1583. Sonat feared that Morgotou would reveal the Ithorian's plans for taking control of Nightbringer's organization, and had Notgoth execute him. His body was later discovered by the very smugglers who were transporting the prototype for Nightbringer. One of the smugglers posed as Morgotou, but the ruse was discovered by Natja the Hutt and the smugglers were arrested. (POC)

Morgukai Warriors

this ancient order of Kajain'sa'Nikto warriors was nearly extinct by the time of the Battle of Geonosis, and very little was known of them at the time. The Morgukai existed in the farthest reaches of the Endless Wastes, and experts in survival and battle. The members of the Morgukai were always male Nikto, and fathers often trained their sons in a style that resembled the Master-Padawan relationship of the Jedi Knights. The Morgukai cared little for the aspects of good and evil, but relied on their own code of honor to guide their actions. By the time Chancellor Palpatine had installed himself as Emperor, the Morgukai were outlawed as religious fanatics. (ROP, WOTC)

Morichro

this was one of the most dangerous Force techniques known to the Jedi Masters of the Old Republic. It was an art forbidden to all but a handful of Masters, and was used to rapidly slow the body functions of other beings, resulting in a quick death. It was a controlled art, as its usage bordered on the Dark Side of the Force. It could also be used by a being on themselves, creating a form of suspended animation that was more effective than a Force-induced trance. This use of Morichro allowed the user to survive without food, water, and even air for a up to a month, with a pre-defined duration or stimulus for awakening. (SWDB, GMR5, WOTC)

Moridebo District

this was one of the many low-income sectors of the cityscape which covered the planet Metellos. It was distinguished from other urban areas by its distinct subculture, which included a specialized dialect and cuisine. (CCW)

Morish

this was the native language of the Morish race. (SOP)

Morish

this short, furry race of beings was native to the planet Morishim. (SOP)

Morishim

this planet was the site of a New Republic starfighter base about fifteen years after the Battle of Endor. The planet was located close to the borders of Imperial space, which was greatly reduced at the time. It was here that Imperial Admiral Pellaeon had hoped to meet with Garm Bel Iblis to begin the negotiation of a peace treaty between the remnants of the Empire and the Republic. Pellaeon's invitation never got to Bel Iblis, having been intercepted by Moff Disra's agents, and Pellaeon himself was attacked near the planet by some of Disra's ships. The ships had been camouflaged to resemble Corellian Defense Force ships, but Pellaeon recognized them for what they were. (SOP)

Morjakar

this rogue planetoid occupied the second orbit of the Cularin System, but was believed to have been born in a solar system across the galaxy. Morjakar's orbit was some fifty degrees tilted to the planetary plane defined by the system, and its path was cigar-shaped, extending well above the plane while remaining within the orbits of Acilaris and Cularin. Scientists theorized that Morjakar was the outermost terrestrial planet in a solar system whose planet expanded into a red giant, destroying the inner planets and flinging

Morjakar out of orbit. It wandered the galaxy for many millennia before being caught in the gravity of the binary stars Morasil and Termandus. (LFC)

Morjanssik

one of the many Calamari floating cities, Morjanssik was a mining town built by the Quarren to supply the nearby mining facilities. It was one of the few cities designed, built, and populated almost entirely by Quarren; they wanted to see if they could survive without their Mon Calamari brothers. It was located in the southern hemisphere of Calamari, and was populated by nearly 75,000 Quarren and a few hundred Mon Cals. (DU)

Morla Maalet

this overly tall, weathered, Sullustan male was a small-time smuggler before he met up with Qual'om Soach. Soach hadn't created his empire yet, but Morla decided to go to work for him just the same. Over time, Morla was promoted into a position to be Soach's personal pilot and confidante, commanding the *Invisible Star*. (FBS)

Morley

this Imperial recruit was part of Kyle Katarn's squadron, during the taking of asteroid AX-456. He held the rank of Sergeant in Kyle's squad, reporting to Sergeant Major Hong, and was the team's demolitions expert. Because he was often the first man through a newly-opened door in training, Morley was first to enter the Alliance base on AX-456, and was shot in the head by an Alliance soldier. (SFE)

Morn

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "male ruler" or "king". (GCG)

Morn

this Mon Calamari served as one of Black Sun's *vigos* during the years leading up to the Battle of Naboo, serving under Alexi Garryn during his tenure. Morn worked from a base on his homeworld of Calamari, until he was targeted for execution by Darth Maul about a year before Naboo was blockaded by the Trade Federation. Maul had been working to eliminate any shred of evidence linking his own master, Darth Sidious, to Hath Monchar, and had already executed the Dug *vigo* Darnada. Maul attacked Morn's base in order to learn the whereabouts of Asa Naga and Garryn, destroying the facility and executing Morn in order to maintain secrecy. (DM)

Morne-3

this Arakyd concussion missile launcher was a common armament of tramp freighters whose captains could afford it. The 10-missile system was easy to fire and caused a great deal of damage. (GG6)

Morning Star

an iron weapon used by the Whiphids on Toola. (CPL)

Morning's Bell

a world in the Koornacht Cluster inhabited by Kubaz. It was known to the New Republic as Doornik-319. It was razed by the Yevetha during the Great Purge. Its significance to the Yevetha was not lost on the New Republic, which attempted to blockade the planet in an effort to halt the Yevethan progress across the Cluster. The Fifth Battle Group was rallied and sent to the planet, and the blockade began well enough. However, the Republic's ships were bombarded with pleas from prisoners of the Yevetha, begging the Republic not to fire on Yevethan ships because they were transporting prisoners. Most of the K-Wing bomber pilots on the front line hesitated, and the Yevethan attacked. They successfully repelled the Republic, staking their claim to the planet. (BTS, SOL)

Morningstar-class Fighter

this three-winged starfighter design was popular among pirates and shipjackers during the last decades of the Old Republic. The upper wing stood straight up from the fuselage, while the other two wings spread out from the bottom. Three sublight engines were situated in between the wings, providing speed and maneuverability. (STF)

Moro Y'Arano

this male Genian worked as the head of business outreach for Fry Industries on his homeworld of Genian, during the height of the Clone Wars. (SOJ)

Morobe

this red-yellow binary star is the primary sun in the Morobe System, which includes Talasea. (XWN)

Morodin

this was the spoken language of the Morodin race. It was believed that there was no written form of the language, as the Morodins lacked manipulative hands. (WOA33)

Morodin

a sentient race of creatures found in the jungles near Tropis-on-Varont, they were intelligent, fifteen-meter-long lizard-slugs that excreted a nutrient-rich slime when they travel. Each Morodin had six short legs to support their bodies, and a pair of arms for holding things. They were not native to Varont, but instead traveled to the planet in organic starships of their own creation nearly 1,000 years before the Old Republic was formed. After their homeworld suffered an ecological disaster, the colony on Varont was left to fend for themselves. When humans first settled Varont, the Morodin were hunted by the colonists, who thought that the slime trails left in their vegetable and grain fields were detrimental. However, after seeing the results of the slime's intense nutrients, the colonists began to allow the Morodin to move through their fields. The creatures created huge, maze-like patterns as they move through the forests, which they use to confuse their prey as well as their attackers. When the Krish Gamgalon discovered the beneficial effects of their slime on Yagaran Aleudrupe plants, he began "hunting" them in order to herd them into his aleudrope beds. He paid off the local Imperial Moff for the rights to "hunt" sentient beings. (SWJ1, EGC, AE)

Morol

this man was the repair expert working at Just Armor on StarForge Station. Morol personally made sure every piece of armor sold was fitted perfectly to its new owner. (FOP)

Morp

this predatory amphibian was native to the planet Dagobah, and was believed to be related to the nharpira. A terrestrial creature, the morp anchored itself into boles and wormholes and attacked its prey as it wandered by. The morp had a highly poisonous venom which it injected when it bit its prey. This venom paralyzed the prey, allowing the morp to extract itself from its hole and consume the prey. (WSW)

Morp Droid

the design of these repulsor-equipped droids was attributed to Asajj Ventress, the Dark Jedi who was one of Count Dooku's chief lieutenants during the Clone Wars. Each morp droid resembled a floating, six-legged beetle, and delivered a powerful electric discharge when they touched living flesh. The discharge was powerful enough to electrocute a human being. Because of the incredible power used by morp droids, they seemed to glow with an electric blue aura as they sought out their targets. (RDR)

Morph

this Polydroxol served as Bruce Mercy's bodyguard and enforcer. He flew pirate missions with Mercy on the *Starburst*, along with Durquist. (TSK)

Morr

this female Defel got started as a bounty hunter by bringing in a trader who had broken his word to several other Defel. She found that her natural skills as a hunter were more than adequate to make a living in the wider galaxy. (GG10)

Morr III

one of Zothip's base planets. (DFRSB)

Morril

an alien creature native to the planet Trinta, morrils resemble small chipmunks. They are omnivorous, subsisting on plants unless they can find carrion to feed on. (DOE)

Morro

this elderly man worked as a farmer on the planet Ceriun, some 1,000 years before the Battle of Endor. He was also considered the leader of his tribe at the time. When Ka'arn found a Jedi holocron in the downed ship of a Jedi Knight, Morro decided to hold onto the holocron until another Jedi could come to Ceriun to recover it. This proved to be a fatal mistake for many members of the tribe, when the Sith arrived and killed the young boys who had helped Tenno try and recover it. (T17)

Morrs

this New Republic Lieutenant was placed in charge of the investigation into Kyp Durrone's stealing of the Sun Crusher weapon from its resting place at the heart of Yavin. His survey results were largely insubstantial, because the sheer force of the storms at the planet's heart wouldn't allow his sensor teams to gather useful data. (IJ)

Morrt

furry, gray, mouse-sized parasites from the planet Gamorr, they feed on the blood of a living host. *Note that the Star Wars Adventure Journal #10 indicates that the morrts are slug-like creatures.* The Gamorreans have domesticated them and consider them to be pets, and they have adopted a social ideal which states that the more morrts a Gamorrean has attached to its body, the more status they have. The highest ranking matrons and warlords have twenty or more morrts attached to their bodies. Morrts found in the wild can be quite aggressive when they attach themselves to a host, and an entire swarm could bleed a full-grown Gamorrean dry in no time at all. (SWSB, SWJ10)

Morrt-class Droid

developed by Warlord Zsinj and Apwar Trigit shortly after the Battle of Thyferra, these small, parasite droids were distributed throughout the galaxy. They were designed to intercept signals from virtually any source and relay information about the source to their operators. The basic Morrt droid resembled a rectangular box, and could attach itself to virtually any surface. The project was initially successful, allowing Trigit to feed false information to the New Republic and allowed him to destroy Talon Squadron. The second hit came from Folor, but Trigit attacked the false beacons placed on the moon instead. When Gara Petothel discovered that the Morrts dispatched to Talasea where attaching themselves to ships which constantly moved in and out of the Morobe System, Apwar Trigit discovered that the intelligence of the Morrts was too limited to be useful. He canceled further development and abandoned the Morrts. (WS)

Mors

this surname was common among human settlements found throughout in the galaxy. (GCG)

Mors Eth

a member of Klyn Shanga's Renatasian vigilantes hunting down Vuffi Raa. (LCF)

Mors, Opeli

this woman was one of the primary representatives of the Jin'ri Trade Syndicate during the Yuuzhan Vong invasion of the galaxy. She supported the creation of Luke Skywalker's Great River, only because it would allow the Syndicate to make more of a profit by selling supplies to worlds along the pathway. (EVR)

Morsai, Rollo

this woman, whose stage name was Jona Reeten, had her acting career cut short when Babel Torsh took control of the Minos Cluster. Since that time, she has made a living plying the spacelanes in her converted *Baudo*-class yacht, the *Gilded Lily*, a ship which has been modified over time. Over time, she lost much of her exuberance and drive, and so much of the work aboard the ship gets done by her assistant, Tiebo. (GG6)

Morseer

this planet, the homeworld of the Morseerian race, was shrouded with a methane-based atmosphere. The Morseerians kept the planet's location a secret for more than twelve thousand years, and only members of the Morseerian race knew of its existence. (TBSB, UANT)

Morseerian

a four-armed race of methane-breathing humanoids, Morseerians were native to the planet Morseer. They were easily recognizable by their large, cone-shaped heads and the breathmasks they wore whenever they are in an atmosphere that lacks sufficient methane. The Morseerians were a client species to the Drackmarians, and every Morseerian was "owned" or under contract to a Drackmarian master. Beneath their protective suits, Morseerians had transparent skin and large, black eyes. They kept the location of their homeworld a heavily-guarded secret, protecting its independence with their lives if necessary. As a people, the Morseerians were secretive and quiet. Although generally peaceful in nature, Morseerians often reacted swiftly to any threat they encountered, whether real or perceived. (CCG, SSR, TBSB, ANT, UANT)

Morseerian

this was the name given to the native language of the Morseerians. (ANT)

Morshdine Sector

when Luke Skywalker infiltrated the Cavrilhu Pirates' base in the Kauron System, he managed to discover that Wesselman had traveled to this area of the galaxy to pick up a load of unregistered Tibanna gas. (SOP)

Morst Tayl'skar

this Bothan was transported to Dressel by Pyrron Nox. An Alliance agent, Tayl'skar was attempting to contact Orrimaarko. (GG12)

Mortar Gun

any weapon which can launch mortars. They are often small enough for handheld use, but can be built to fire large mortars from a stationary base. (DF)

Mortav

this was the innermost of the four moons which orbited the planet Mutanda. (PG1)

Morteos

this man was a native of the planet Nar Bo Sholla. He was known as one of the best freelance assassins, specializing in the assassination of corporate officials. He is known to have killed one of SoroSuub's top executives, although who hired Morteos remains a mystery. Morteos was also responsible for the death of Crix Masst on Sinded, and was nearly captured when New Republic pilots shot at his modified freighter. Despite taking damage, Morteos outran the Y-Wings and disappeared. He was known to wear black battle armor to hide his true identity, and usually executes his target from a remote location, using bombs, poisons, and other subtle means. (WBC)

Mortex Sector

the Alliance gained a foothold in this area of the galaxy shortly after the Battle of Yavin. (BI)

Morthul

this Dark Jedi was known for his cruelty to non-human races. He was eventually defeated by a group of young Jedi shortly after the Battle of Endor. (GMS)

Morti

this large-nosed, green-skinned alien worked as a talent agent during the height of the Galactic Civil War. He booked one of his clients, known simply as Shirley, to perform at the delegation on Kabray station, just prior to the Battle of Endor. (MC77)

Mortunk, Rabby

this man served as the ship's engineer aboard the pirate vessel *Free Lance*. (PP)

Moruth Doole

a Rybet, leader of the spice-smuggling operation on Kessel. He has one mechanical eye to replace one lost in a struggle with some of Jabba's hitmen. He bribed and murdered his way to the top of Kessel's operations, and was the primary source of bootleg spice during the Imperial occupation of Kessel. When Han Solo had to dump a load of spice which Jabba the Hutt had already paid for, Jabba placed a death mark on Doole's head. One of Jabba's men almost got to Doole, but succeeded only in blinded one of his eyes and damaging the other. This occurred around the time of Jabba's death and the death of Emperor Palpatine at Endor. Doole, always the opportunist, sought to free himself from Imperial and get back at Jabba by killing off the prison warden (a man whom Jabba had already bought) and overthrowing the Imperials. He keeps captive female Rybets for his pleasure, and uses the offspring he sires on them as slaves in the spice mines. This eventually led to his demise, however, for when Han Solo and Lando Calrissian returned to Kessel to take over the spice mines following the defeat of Doole's Navy at the hands of Admiral Daala, he tries to escape them, only to be turned on by his various wives and children. He flees into the mines, where he is attacked and killed an energy spider. (TLC, JS, COTF)

Morvak

this unusual creature was able to derive sustenance from rocks and stones. They required neither gravity nor atmosphere for their survival, which allowed them to live in asteroid belts, which provided abundant sources of food. Resembling large crustaceans, the average morvak was more than a meter across, and was covered with a heavy exoskeleton. Two pairs of legs allowed it to move, while a pair of clawed limbs allowed it to dig through rubble. A grouping of tentacles hung from their mouths, and exuded a powerful acid which the morvak used to break down rock and stone into digestible forms. These tentacles could also give the morvak an indication of what kind of rock it was burrowing in. When deprived of sustenance, morvaks can go into a form of suspended animation, surviving for years until discovering a new source of food. Despite their fearsome appearance, morvaks are social creatures which traveled in packs, working together to repel attackers and locate new sources of minerals. (PG1)

Morvogodine

a planet, located in the Calaron Sector, that was occupied by the Empire during the Galactic Civil War. (TME, REB)

Morv'vyal

this Bothan was an investigator with the Drev'starn Department of Criminal Discouragement. He accompanied Proy'skyn to the Exocticalia Pet Emporium, on a tip that the store had been burglarized. When a fire broke out in the shop, the Bothans realized that it was related to the wiring. This led them to discover the hidden cache of weapons kept by Navett and Klif, which forced the humans to kill the Bothan investigators in order to carry out their plans. (VOF)

Morymento

this was the largest of the colonies found on Kerilt. Like most of settlements on Kerilt, it lacked self-sufficiency, and was a target for pirates. Morymento was also the home of one of the larger Caamasi Remnant communities. (IJ)

Morz

this common Zabrak surname meant "trader". (GCG)

Mos

this ball of searing rock was the first planet in the Dostra System. (AIR)

'mos

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Umos clan. (GCG, WOTC)

Mos Eisley

one of the primary cities of the modern era on Tatooine, Mos Eisley was also home to one of Tatooine's primary spaceports. Founded about 85 years before the Battle of Yavin, Mos Eisley grew outward from the crash site of the *Dowager Queen*, as spacefaring companies and individuals realized Tatooine's proximity to existing spacelanes was advantageous. As the popularity of podracing waned, the unofficial capital city of Tatooine was moved from Mos Espa to Mos Eisley. In just a few decades, Mos Eisley's population tripled as businesses took root to offer services to starships and travelers who were passing through the system. Some 362 docking bays were built within its boundaries. During much of the Galactic Civil War, Jabba the Hutt used Mos Eisley as a base of operations. The female Whiphid Valarian also used Mos Eisley as a base, keeping Jabba at arm's length. The city was divided into two main sections, the Old Quarter surrounding the wreckage of the *Dowager Queen*, and the more tourist-friendly areas known as the New Quarter. Ben Kenobi once described Mos Eisley as "...a...wretched hive of scum and villiany". Following the death of Jabba, the city was thrown into a raging chaos. Much of the city was burned and/or looted, and for a time Tatooine was isolated from the major shipping lanes because the spaceport was inaccessible. (SW, GG7, TME, RSG, SWDB, RESB, SOT, IWST)

Mos Eisley Cantina

this was the primary watering hole located in the spaceport city of Mos Eisley, on Tatooine, during the height of the New Order. Although it was most commonly known as the Mos Eisley Cantina, it was actually named Chalmun's Spaceport Cantina. During this time, it was owned and operated by the Wookiee Chalmun. It was rumored that Jabba the Hutt once threatened to shoot one arriving starship a day from the skies over the spaceport until the doors of the cantina were enlarged enough for him to fit through. It was Chalmun who installed a droid detector in the doorway, despite Wuher's obvious distrust of droids. The mixing computer of the cantina's ancient bar was capable of synthesizing more than 16,000 different drinks, although Chalmun refused to stock all the necessary ingredients. A sign over the arched doorway offered the warning "Watch Your Head(s)" in the Basic language. Before Chalmun assumed control of the cantina, it was the property of the Vriichon Brothers, who ran an illegal spice den on the premises. (SW, SWJ3, SWDB, IWST)

Mos Eisley Inn

a marginal motel located in the spaceport city, on the planet Tatooine. (TME)

Mos Eisley Merchant's Association

the Chadra-Fan pickpocket Kabe claimed to be a representative of this organization, during her years spent on Tatooine. Dressed up like a Jawa, she approached incoming starship captains and explained to them that they had to buy a "trade license" from her for 500 credits in order to do business on the planet. This façade infuriated the Jawas, since the Merchant's Association was a scam, and the license that captains really needed cost just 200 credits. (SOT)

Mos Eisley Mourners

this was the name given to four DX-series assassin droids owned by Jabba the Hutt. The four droids were purchased and programmed to act in the event of Jabba's death. The droids were programmed to request a specific password each week from Jabba himself. If the password was correct, they would deactivate themselves for another week. If, at the end of each week, the droids did not receive the password, their onboard systems fired up and the droids set out to eliminate their targets. Jabba figured that his death would most likely come from a competitor or underling, and he was determined to keep their greedy hands off his fortunes. Each droid was given specific targets - Lady Valarian, Jun Seros, and Bib Fortuna were all in the target database - and, when activated, set out through the streets of Mos Eisley. As they searched for their targets, the droid would mutter woeful cries and mourn the death of the mighty Jabba, while efficiently hunting down their targets. When Jabba died just prior to the Battle of Endor, it was never learned if the ancient droids actually woke up to make their attacks. (RESB)

Mos Eisley Spaceport

a run-down spaceport by most standards, the Mos Eisley Spaceport was originally established as an alternative to the Anchorhead port. A group of Rodian refugees helped build the Spaceport, which grew as word spread that it was much less expensive than Anchorhead. Over time, the Spaceport expanded in concentric circles of packed-sand landing pits. It also has its own cantina. The layout of the spaceport

was overseen by the Hutts who established bases of operation on Tatooine, and had to conform to a simple rule: "Visitors must have easy access to the city, where they can spend their money. They must also have easy access to the spaceports, so that they can go back to their ships and fetch the rest." For this reason, most docking bays in Mos Eisley were protected by a passcode that was given free-of-charge to incoming starship captains. (SW, ZHR, SWDB, SOT)

Mos Eisley Special

a nickname for the DL-18 blaster, it referred to the fact that they were readily available on the desert world. (CCG7)

Mos Eisley Towers

a hotel located in Mos Eisley, on Tatooine, the name is deceiving because the entire building - except for the lobby and restaurant - was buried under the desert sands. (TJP)

Mos Entha

see Mos Ethna (GQRG)

Mos Espa

one of the larger townships found on the planet Tatooine, Mos Espa was originally founded some 80 years before the Battle of Yavin by a group of Rodian refugees. Soon, the Hutts moved in, and by the era of the Battle of Naboo it was controlled by Jabba the Hutt. It was a sprawling city built on gambling money, originally settled by a large contingent of Rodians but quickly controlled by the Hutts. Each year, its surrounding desert was the site of the annual Boonta Eve Classic podrace. The city also was home to a large contingent of slaves, owned by the merchants and the Hutts. (CCG9, SW1, TPM, OWS)

Mos Espa Circuit

this was the most noted swoop racing course on the planet Tatooine, during the height of the Galactic Civil War. Much of the course was based on Jabba the Hutt's old pod racing course, which was also known as the Mos Espa Circuit. (SWGAL)

Mos Espa Circuit

this was the name of the pod racing course established by Jabba the Hutt, just outside the spaceport city of Mos Espa. Beginning in the confines of the Mos Espa Arena, the course started out across the Starlite Flats, then wound through Waldo Flats before opening into Mushroom Mesa and Ebe Crater Valley. From there, racers had to negotiate Beggar's Canyon before getting a brief respite while crossing a desert plain bordering on the Dune Sea. Then, racers were forced to navigate through Arch Canyon before weaving through The Whip, Jag Crag Gorge, and the Lagula Caves. After emerging from the Caves, racers moved through the Canyon Dune Turn before hitting the Bindy Bend. At the far end of the Bend, the course narrowed sharply as it passed through The Coil, Jett's Chute, and The Corkscrew. Once through this set of challenges, racers pushed their machines to the limit in an all-out speed race to return to Mos Espa Arena across Hutt Flats. (IWE1)

Mos Espa Galactic Food Emporium

this large grocery store was located down the street from Watto's junkyard, in the city of Mos Espa on Tatooine, during the last years of the Old Republic. (E1A8)

Mos Espa Grand Arena

this huge arena was built by Jabba the Hutt with a great deal of governmental help. Jabba obtained the necessary permits, licenses, and funding by claiming the huge arena would bring business to Mos Espa, and he was true to his prediction. Each year, the Arena hosted the Boonta Eve Classic podrace, which attracted more than 100,000 spectators from across the Outer Rim. Other pod races were also run there, on the amateur circuits. (SW1, RAC, SWDB)

Mos Espa Medical Center

this was the finest medical facility available on the planet Tatooine, during the last years of the Old Republic. (PRT)

Mos Espa Open

this podracing event was held on the planet Tatooine, and was considered a preliminary event to the Boonta Eve Classic. (GMR10)

Mos Espa Podraces

during the last decades of the Old Republic, this collection of podraces was run at the Mos Espa Arena. The series was formed and controlled by the Hutts of the Desilijic *kajidic*, led by Jabba himself. (NEGC)

Mos Espa Podracing Arena

see Mos Espa Grand Arena (TG)

Mos Espa Swoop Arena

in the years which followed the decline of podracing's popularity and the ravages of the Clone Wars, the former Mos Espa Grand Arena on Tatooine was more or less abandoned by the Desilijic Hutts. It was eventually taken over by a small band of swoop racers, who used it to stage a regular series of semi-legitimate races during the early years of the New Republic. (TG)

Mos Espa Way

this was the name of the primary street that worked its way through the city of Mos Espa, on Tatooine. (TPM)

Mos Ethna

this was a settlement found on the planet Tatooine during the New Order. (WOA5)

Mos Ethna

this settlement was located on the planet Tatooine, across the Mospic High Range from Mos Espa. For many years, it was a distant third in terms of population and appeal to the spaceport city of Mos Eisley and the settlement of Mos Espa. However, in the years following the Battle of Endor, Mos Ethna experienced a resurgence of wealth. By the time the Yuuzhan Vong invaded the galaxy, Mos Ethna was the site of a much more modern spaceport. (IWE1, SOT)

Mos Gamos

this settlement, located on the planet Tatooine, was one of the most remote locations on the planet. It was considered a haven for many criminals during the years following the Battle of Naboo. (BH)

Mos Nytram

this was one of the most remote settlements found on the planet Tatooine, during the last decades of the Old Republic. (X2)

Mos Taiké

this settlement, located on the planet Tatooine, was found just outside Mos Ethna. (IWE1)

Mos Tommro Spaceport

this is the primary starport found on the planet Cilpar. (SOP)

Mos Zabu

this was one of the smaller cities on the planet Tatooine. (T7)

Mosbree, Arcel

this man was a former Senator to the Old Republic, who retired from Senatorial duty to return to his homeworld of Brentaal, shortly before the onset of the Clone Wars. He was elected to serve as planetary governor, but many failed to see that he had developed alliances with the Separatists. Mosbree allowed the Confederacy of Independent Systems to assume control of Brentaal, under the military direction of Commander Shogar Tok. However, a task force of Jedi Knights managed to defeat Tok and arrest Mosbree on charges of conspiracy, liberating the planet from Separatist control. Mosbree was succeeded as planetary governor by Jerrod Maclain. (SWI70)

Mosep Binneed

this Nimbanel served as Jabba the Hutt's accountant. Working from Jabba's Mos Eisley townhouse, his inside contacts allowed him to disrupt the cash flow of Jabba's enemies. (GG12, CCG2, UANT)

Mosgoth

a reptilian avian native to the planet Togoria, the mosgoth have been befriended by the Togorians for their mutual protection against the liphons. The mosgoths allow themselves to be used as mounts. Over the generations, the Togorians established permanent camps to be near the mosgoths, and they began domesticating mosgoths for use as hunting mounts. (GG4, TPS)

Mosh Pelkan

this Mephitisian crime lord controlled a vast underground network in the city of Gralleenya, on Questal. Pelkan worked from a penthouse suite in his luxury hotel. The suite was equipped with a series of repuslorlift engines that allowed it to separate from the hotel and travel around the planet. It was shaped like a crystal mushroom. Pelkan himself was a purple-skinned humanoid who planned to be a prospector on Questal, hoping to cash in on the ardanium rush there. However, he quickly learned that it was easier to importing certain illicit goods for sale to other prospectors. His penthouse ship contained a gladiator pit in which he pitted his champion, Cromag, against challengers often provided by Moff Bandor. His small empire grew quickly during the ardanium boom, but he started seeing a drop-off in profits when the mines began playing out. (GCQ)

Moshaw Dark Star

this black hole was located on the edge of Sesswenna Sector. (PP)

Moshene Tre

this Rellarin was the Un'Yala of the Cas'ta tribe on Rellnas Minor. He was also a New Republic Observer in charge of patrolling the sector around Cejansij. It was Tre who intercepted Luke Skywalker on Cejansij and asked him to witness the gatherings in Tranquility Common, in hopes that the Jedi Master would better understand the galactic situation following the revelation of the Caamas Document. (SOP)

Moshudda

this Hutt reporter for the *Nal Hutta Kal'tamok* produced an in-depth analysis of the various newsfeed available during the height of the Galactic Civil War. (SWJ11)

Moshuddaa

this being made regular reports to the Basic version of the *Nal Hutta Kal'tamok* during the height of the Galactic Civil War. (SWJ10)

Moska

this minor Hutt crimelord was a rival of Torga the Hutt, vying for spice smuggling supremacy on Nar Shaddaa during the height of the New Order. Moska had Torga's chief lieutenant, Nak Simm, murdered shortly after the Battle of Yavin, in an effort to persuade Torga to turn over his spice operations. The plan was to ensure that Torga looked incompetent in the eyes of Jolla the Hutt, with whom Torga had been planned to forge an alliance. Moska hoped that the death of Nak Simm, coupled with several other assassination attempts on Torga's life, would also make Torga too much of a risk for Jolla. Moska's plans were thwarted when his Clawdite assassin, Nomo Sliken, was captured while posing as Nak Simm. His operations were further undermined by Jolla himself, who posed as Moska to hire a number of assassins to eliminate the mercenaries working for Torga. (WOA23, WOA24)

Mosko Bolpa

this Moggonite befriended Qui-Gon Jinn, when the Jedi Master traveled to Arorlia with his Padawan apprentice, Obi-Wan Kenobi. Like most members of his race, Mosko Bolpa was conceited and uncaring, continually berating Qui-Gon's every effort to be friends. He later betrayed the Jedi by leading his people in an ambush of the Jedi's camp. Qui-Gon was forced to kill Mosko Bolpa during the attack, and explained to Obi-Wan that if he hadn't killed him, then Mosko would have prevented him from completing his work as a Jedi. (T1)

Mospic High Range

this string of low, rocky outcroppings marked the delineation between Mos Espa's environs and the Dune Sea. (TPM)

Mosrk'teck

this alien creature inhabits the swamps of Marca, and has highly-sensitive hearing and smell. The mosrk'teck was a carnivorous amphibian measuring upwards of two meters in length, and resembling a squashed lizard. These creatures were at the top of the food chain in the swamps of Marca, hunting in groups of six or more at one time. (POM)

Moss

this Bothan name was given to newborn males. Translated into Basic, it meant "dutiful" or "dependable." (GCG, WOTC)

Moss Deevers

this Bothan was known as a two-bit smuggler who lied much better than he smuggled. He worked with a Sullustan side-kick named Twingo. It was said that, if they actually did one-hundredth of what they claimed, they would be the richest rogues in the galaxy and would have single-handedly defeated the Empire long before the Battle of Endor. They weren't well-liked by their brethren, especially after they set the two-man record running through Lando's Folly. (VP)

Moss-hopper

a carnivorous creature native to the moon Yavin 8, the centimeters-long moss-hopper is also one of the moon's tiniest predators. Its front teeth are pointed and hollow, and inject a poison into the moss-hopper's prey. (GG2)

Mossk, Choaaty

a freelance operative working for the G'uatr Network, he was a space pirate and galactic strong-arm before joining the Network. He and Elena Ray have had several arguments about his tactics. (SN)

Mossol the Menace

this man was a member of Swang's Swoopers, the Mos Eisley swoop gang which kidnapped Diew Rejeff and held him for ransom, shortly after the Battle of Yavin. (MEAS)

Mossonian Sector

another name for the M'shinni Sector, using a form of the derogatory term 'Mossy.' (GG12)

Moss-painting

this was a form of art which developed on the planet Alderaan. It involved the cultivation of specific strains of moss which neither spread nor reproduced, keeping their position static within the artwork. The secrets of how to cultivate these mosses and grow them into a painting were well-guarded even on Alderaan, and were lost when the planet was destroyed by the first Death Star. Because of these secrets, moss-paintings could not be forged. In order to maintain the moss patches, specialized moisture-control circuitry was developed to ensure the survival of the mosses. (TG)

Mossy

a derogatory term used to describe the M'shinni race. (GG12)

Most Honourable Guild of Armourers

this Outer Rim Territories group is formed from weapons specialists who have experience in exotic and rare weaponry. It maintains an auction house on Epsi Nadir, and has developed methods for avoiding "Imperial entanglements." The main guildhouse is located in the galactic Core, and oversees the sale of various weapons. Past customers of the Guild include Boba Fett, Dengar, Zardra, and Matt Talon. (GG9)

Mostlaa

a short, weasel-like humanoid race. (GMH)

Mosu System

this star system was located on the edge of the Cademimu Sector of the galaxy. (WOA26)

Mot Not Rab

this Old Republic Senator was known to be stubborn and confrontational, and kept his true motives as well-guarded secrets. Rab was a Tarnab, with shaggy hair and horns. (IG1, SWI74)

Mota

this man was a member of the Worker faction on New Apsolon, some twelve years before the Battle of Naboo. Mota secretly worked with a group of individuals to obtain and sell virtually anything, providing the highest bidder with weapons, vehicles or rations. Mota demanded, however, that his fellow Workers refrain from using illegal methods in fighting for their freedom. During Balog's attempt to take control of the planet, Mota helped Qui-Gon Jinn and Obi-Wan Kenobi obtain a probe droid and speeders, to help them track Balog. Unfortunately for the Workers, the Jedi learned that Mota had been selling weapons and explosives to the undercover Absolutes, thereby undermining their attempt to remain free. (DOH)

Motamba

this old, blue-eyed Wookiee was a munitions expert in Katarra's underground, during the Imperial occupation of Kashyyyk. (RD)

Mote, The

this space station was located in orbit around the star known as Kuna's Eye, and was located in the Modell Sector of the galaxy. It was named for the way in which it resembled a speck of dust in Kuna's Eye, but it was originally constructed to serve as a mining platform. The planetary disk surrounding Kuna's Eye was rich in metals and ores, and several mining operations were established on the station. The Mote was actually a collection of refineries, law offices, and spaceports, which served the various mining concerns. (GMR9)

Motee'

this woman served as one of Senator Padme' Amidala's handmaidens, during the years following the Battle of Geonosis. *Motee' was portrayed by Kristy Wright in Star Wars: Episode III - Revenge of the Sith.* (SWI71, E3)

Motesta

this was the fourth settlement founded on Tatooine. It located between the Jundland Wastes and Mos Eisley, along Arnthout Pass. It was a farming community located about two and a half hours north of Anchorhead by landspeeder. (GG7, TJP, GMH)

Motesta Oasis

this freshwater oasis was located near the settlement of Motesta, on the planet Tatooine. It was found on the edge of the Jundland Wastes, between Arthout and the Jawa Heights. (IWST)

Motexx

this planet was the origin point of the *Star Morning*, as it left fully-loaded and bound for Gowdawl just before the Battle of Endor. The ship was lost from New Republic records until it reappeared on Arat Fraca - a full two sectors distant - a year after the fall of the Empire. (SOL)

Moth

this hot ball of rock was the innermost planet of the Naboo System. It had no natural satellites. (SON)

Moth

an Alliance container transport destroyed during the Galactic Civil War. (TIE)

Mother

this was the title given to the eldest woman of each Tarasin Irstat. Each Mother was considered a wise woman and leader, having served as an Irstat-Kes for several years. (LFC)

Mother

this was Mara Jade Skywalker's callsign, as a member of Saber Squadron, during the defense and evacuation of the Jedi Knights' base on Eclipse, two years into the Yuuzhan Vong invasion of the galaxy. (SBS)

Mother Ithor

this Ithorian herdship made regular excursions into the Tion Cluster, the Corporate Sector, and the fringes of Hutt Space. It was known as a ship which provided aid to oppressed inhabitants of these areas. (GMR4)

Mother Jungle

what the Ithorians call the environment of Ithor, they choose not to set foot on it in order to preserve its natural beauty. In order for an Ithorian - or any other being - to come into contact with the forest floor, they had to first give up something of themselves in order to prove their desire to save themselves. (DA, DTR)

Mother of Night

a Gamorrean religious icon or deity. (JTH)

Mother Sea

this was a New Republic frigate. (IF)

Mother Vima

this starship was part of the fleet commissioned by Queen Elsinore' den Tasia to carry explorers from Grizmallt to a new planet, accompanying the *Beneficent Tasia* on its final journey, many millennia before the Battle of Naboo. The colonists aboard the ships, which also included the *Constant*, settled on the planet Naboo some 3,900 years before the Battle of Yavin. (GB)

MotherClan

this was the primary governmental body of the Riileb, consisting of those Riileb who were considered the only direct descendants of the mythical first Riileb. All representatives of the MotherClan were females, with the eldest being the leader and holder of the ClanRing. (SWJ13)

Mothers United March on Alsakan

this event was staged on the planet Alsakan, in protest of the way the Jedi Council handled the case of baby Ludi Billane. Baby Ludi was taken from her homeworld of Ord Thoden after a devastating earthquake destroyed Domitree, but her mother, Jonava, also survived. Jonava tried to recover her daughter, but the Jedi refused to release the child. The March on Alsakan was organized to raise the level of awareness of Jedi tactics with regards to young children, as well as to raise money to help Jonava cover her legal expenses. (HNN5)

Mother's Valkyrie

this starship, belonging to Belezaboth Ourn, was nearly destroyed when the Aradamia tried to lift off from Coruscant. Nil Spaar used the damaged ship as part of his plan to show how Leia Organa-Solo was keeping him on the planet against his will, thus causing damage to "innocent bystanders." The ship was later impounded by the New Republic, forcing Ourn to remain on Coruscant. This provided Spaar with a source of information on the planet, but kept Ourn from being able to leave. (BTS, SOL)

Mothma, Lieda

this young woman was Mon Mothma's daughter, born during the early years of the Alliance. (NEGC, SWI82)

Mothma, Mon

a native of the planet Chandrila, Mon Mothma grew up in a political environment, as her mother was a governor on Chandrila and her father was an arbiter-general in the Old Republic. Mon Mothma eventually became the youngest person elected to the Imperial Senate at that time. (Leia Organa was the youngest ever to be elected.) She was an outspoken representative, who was one of the first Senators to notice the degeneration of the Old Republic. She was also one of the first to do something about it. As the Clone

Wars ground on, Mon Mothma and Bail Organa worked with Padme' Amidala to enact legislation that ensure Chancellor Palpatine relinquished the additional powers he had acquired during the conflict. Their efforts were only marginally successful, and they received only Palpatine's assurances. When the First Battle of Coruscant caught the Republic off-guard, Mon Mothma was the first Senator to openly voice the suspicion that the Jedi Knights had become Palpatine's pawns in the larger game that resulted in his rise to power. Bail Organa managed to convince her otherwise, and joined with her to create the Petition of the eTwo Thousand. It was Senator Mothma who suggested that they bring in Senator Amidala to join their petition, hoping that her relationship with Palpatine might help them push their petition through. However, the Petition of the Two Thousand failed to produce results, and Senator Mothma and her colleagues were forced to watch Palpatine name himself Emperor and institute the New Order. Along with Senators Garm Bel Iblis and Bail Organa, Mon Mothma negotiated the Corellian Treaty following Palpatine's institution of the New Order, and formed the Alliance to Restore the Republic. She became the leader of the Alliance, and her political savvy made her nearly irreplaceable. How domineering attitude, however, created tense situations, and led to the departure of Garm Bel Iblis from the Alliance prior to the attack on Milvayne. Mon Mothma, along with Crix Madine and the Mon Calamarian Ackbar, devised the plans to destroy the second Death Star at Endor, which eventually succeeded. From that point on, Mon Mothma served as the Chief of State for the New Republic. While trying to bring more worlds into the New Republic's fold, she was poisoned by Furgan, the ambassador from the still-Imperial world of Carida. He threw a drink into her face; the drink contained a huge number of carefully-created nanodestroyers which ate away at Mon Mothma's genetic structure. A timely solution was found when the Jedi Healer Cilghal extracted the nanodestroyers, but Mon Mothma no longer felt able to run the New Republic. She asked Leia to take over for her, and retired to her estate on Coruscant. Just before the Yuuzhan Vong invaded the galaxy, Mon Mothma died of natural causes. *Mon Mothma was portrayed by Caroline Blakiston in Star Wars: Return of the Jedi.* (ROTJ, HTTE, COTF, EGC, DW, LEV, VD3)

Mothma, Tanis

this woman was the planetary Governor of Chandrila, during the years leading up to the Clone Wars. (HNN4)

Mothra

this Imperial Tax Inspector was a thorn in the side of Roark Garnet. He was a hypochondriac, and any symptom of a cold was shunned by Mothra at the first chance. Garnet once faked the Merthian Lung Infection in order to scare Mothra away from inspecting a cargo he was carrying. After being promoted to Associate Governor, Mothra later discovered that the disease didn't exist, and become extremely vigilant whenever Garnet was in his local area. (SWCP)

Mothut

meaning "charity" or "generosity", this was a common female name among the Mon Calamari race. (GCG)

Motion Interface Package

created by SoroSuub, this cyborg system allows the recipient to have increased visual acuity through a direct interface with a starship's computer systems. A cyborg with this package can control piloting controls, weapons systems, and shield systems, allowing the cyborg to operate the ship with increased efficiency. Designed around the Multi-Motion computer framework, it allows the cyborg to manage huge amounts of tactical data. Many recipients claim that a starship dogfight becomes much like a holo-vid arcade game. However, the recipient quickly grows tired of even the most intense engagements, because they become easy to handle. (CFG)

Motivator

this *Imperial*-class Star Destroyer was stationed near Maldra IV during the height of the Galactic Civil War. It had been dispatched to investigate a pirate base on the planet, but Captain Briera and his crew discovered an Alliance training base and munitions plant on the planet. (SWJ10)

Motivator

the device which converts energy into mechanical motion and provides locomotion for droids. (SW)

Motmot

native to Toola, these huge, shaggy herd creatures are the preferred prey of the Whiphids and snow demons. They measure up to 12 meters at the shoulder, and up to 15 meters in length. A single motmot - or mastmot, as some Whiphid tribes call them - can feed a tribe for a month, and its pelt will provide each family with a tent and jacket. (CPL, SWJ10)

Motoball

this droid locomotion system utilizes a large, round ball as its base. The metallic ball rests underneath a cap which allows the ball to roll freely while balancing the upper section of the droid over the ball. The system uses tiny repulsors to keep the upper section upright while the ball is free to roll in complete motion. (OS)

Motor-sled

this was another name for a repulsorsled. (SWJ10)

Motosurfing

a sport in which a rider uses a motorized sled to race across the water. (SE)

Mott

this swift-moving, herbivorous creature resembled a small hippopotamus, and was native to the planet Naboo. They have sharp claws and small horn on the end of their snouts, all of which are used to dig up the delicate flowers of the Naboo plains. Individual motts can be domesticated, but they often uproot their owner's gardens. Motts were the favored prey of many of Naboo's predators, and the motts evolved to reproduce rapidly. Up to fifteen young were born per litter. Each community of motts was led by a dominant male and, maybe, a lieutenant which guarded the newborns. (GF, WSW)

Mott, Cellis

this famous leader of the Nanth'ri Pirates created a list of "ship's articles" used by pirates everywhere. He was a portly, bearded man who wasn't as dashing as he believed himself to be. He kept his eyebrows in the Peluchian style, dyed and trimmed. He suddenly disappeared, and the Nanth'ri Pirates disbanded soon afterward. It was later learned that Mott had been captured by the Alliance, and was en route to an Alliance penal colony when the transport ship - the Celestial - was lost in Otherspace. Mott was part of the group, led by Bane Nothos, that escaped from captivity and took control of the transport, only to be deposited into Otherspace when the ship tried to jump into hyperspace. Mott was severely affected by the Charon's red mist, and went mad aboard the huge ship, the Desolate. Mott was killed when a group of Alliance agents tried to rescue any survivors of the Celestial's crew, in a firefight aboard the the Desolate. He hid a substantial treasure on a remote asteroid, which went undiscovered until Marka Durn located it a few years after Mott's death. (SWJ2, OS, IA)

Motta

this Hutt crimelord was active on the planet Tatooine, during the era of the Great Sith War. He was known to have dealt in slavery, and was one of the few beings that enslaved members of the Rakata race. Motta also controlled the local swoop racing circuit. Motta kept a Rakata 'specimen' in a strange box, which he shipped across the galaxy with a warning to its carrier: never open the box. If the box was opened, the being was transported inside and forced to answer three of the Rakata's question. If the being failed to answer the questions, they were trapped inside the box until Motta opened it himself. The box was a unique device known as a mind prison. The entrapped beings were then sold into slavery by Motta, once he recovered the box. (KOTOR)

Motti

this Imperial Admiral was part of Grand Moff Wilhuff Tarkin's support staff, in command the the Navy forces assigned to the first Death Star prior to the Battle of Yavin. Motti was a strong proponent of the first Death Star's abilities, and was believed to have been related to Tarkin by marriage. He once told Darth Vader that he was a "sorcerer", and that the Force was an ancient religion. For his outburst, Vader nearly choked Motti to death through the Force, hoping to prove to the Admiral the power of the Force. In the end, Motti was killed when the Death Star was destroyed during the Battle of Yavin. *Motti was portrayed*

by Richard Le Parmentier in Star Wars: Episode IV - A New Hope, and by David Clennon for the Star Wars Radio Drama on National Public Radio. (SW, SWR, DSTC, NEGC)

Moulee-rah

this Huttese word translated into Basic as "money." (GMR5)

Moulee-Rah Patogga

this Besadii *kajidic* transport was captured on the planet Karnst by a joint team of Jedi Knights and Old Republic forces, after more than 100 metric tons of ryll spice were discovered in her holds. The discovery occurred just before the Battle of Geonosis, and prompted a full-scale investigation of the sources of ryll spice throughout the galaxy. (HNN5)

Mound Mite

this cale-covered insect was native to the planet Tatooine, where it lived in mounds of refuse in cities and towns. (GQRG)

Mounder Potato Rice

this staple food is found within, and as a side dish to, many Corellian meals. (TNR)

Mount Avos

this large mountain, part of the Hormack range found on the planet Troiken, overlooked the Lycinder Plain. The mountain was once a source of spice during the Old Republic, but the mines dried up quickly. (SHW)

Mount Berin

this Garosian peak is situated on the outskirts of Zila. (SWJ3)

Mount Dagger

former name of the highest mountain peak on Dagobah. It was renamed Mount Yoda following the Battle of Endor. (MMY)

Mount Deldarca

this active volcano was the site of the Alliance base known as Dalgeer's Rim. The base of the volcano was riddled with caverns and tunnels which had been formed from lava flows, which made the location ideal because much of the excavation work was already done. (HAS)

Mount Hollow

this extinct volcano, located on the planet Velusia, was the property of the Nexcore Mining Corporation during the last decades of the Old Republic. NMC established a small city and a spaceport inside the shaft of Mount Hollow, allowing NMC to control its operations from a single location. The operations within Mount Hollow were split into four layers. The lowest layer was originally set aside for the Aquar laboreres who worked for NMC, but it eventually became a sort of slum where unemployed Aquar eked out miserable existences. The next layer up served as the living quarters for NMC's executives. The second layer from the top contained hotels, casinos, and holovid theaters, serving as the entertainment district. The topmost layer served as the spaceport, which had four landing pads that could accommodate large transport vessels. (CCW)

Mount Hugo

named for Hugo Bartyn, this mountain was the tallest peak in the range known as the Krakana's Maw, located on the planet Lamaredd. It was on the slopes of Mount Hugo that the Bartyn family estate was erected, overlooking Bartyn's Landing. Beneath the mountain, a series of tunnels and caves were excavated by the Outer Rim Oreworks corporation, many of which remained actively mined by droids and other automata for more than 500 years. The Menahuun took control of many of these caves as their own, including the cavern known as Hua'Bal. (GMR7)

Mount Ison

this immense, snow-covered mountain was the tallest peak in the North Ridge chain, found on the planet Hoth. (IWST)

Mount Meru

site of the Jedi Assembly speech on Deneba. (DA, COTF, DLS)

Mount Meru

this mountain, located on the planet Drogheda, was the site of the planet's primary mining operations. Much of the planet's economy was based on the ores and minerals mined from Mount Meru. (LTA6, MC83)

Mount Mogaar

this was one of the tallest mountain peaks found on the planet Naalol. (GMR5)

Mount Scich'tl

this worn-down peak was located on the planet Barab I. (EGP)

Mount Skar'lak

this huge, inactive volcano was located on the planet Lwhekk. (EGP)

Mount Ste'vshuulsz

this mountain, a jagged mound of shale and rock, was located on the planet Barab I. (FH2)

Mount Tantiss

this mountain, located on the planet Wayland, was considered a forbidden place by both the Psadan and Myneyrsh races. This made it the perfect location for Emperor Palpatine to hide his collection of valuable artifacts and extreme technology, including a cloaking device and the Spaarti cylinders used for cloning. The main purpose of the Mount Tantiss installation was to protect and preserve the new technologies in case of the Emperor's death. To this end, the Emperor placed a Guardian to watch over the installation. Joruu C'baoth later arrived on Wayland and defeated the Guardian, taking control of the Imperial interests there, but was unable to maintain control of the world. In the aftermath of Grand Admiral Thrawn's reign of terror, C'baoth confronted Luke Skywalker and Mara Jade within its living areas. In the battle of light and dark, Luke and Mara defeated the clone Luuke Skywalker and C'baoth, but the release of dark-side energy brought much of the mountain down in a huge explosion. Nearly everything in the storehouse was destroyed, and the mountain itself was shattered. It later collapsed under its own weight, reducing itself to a slope of rocky debris. Some years later, a clan of Noghri established a dukha at the foot of Mount Tantiss, as a reminder of the betrayal their race suffered at the hands of the Empire. (HTTE, TLC, SOP, GMR10)

Mount Thunderstone

located on the Forest Moon of Endor, this craggy mountain was believed to have been the home of the evil witch, Morag, during the height of the New Order. (ECAR)

Mount Thunderstorm

see Mount Thunderstone (MECAR)

Mount Umate

it was believed that this was one of the highest peaks found in the Manarai Mountain range, located on the planet Coruscant. It was at the peak of Umate that Monument Park was created. (CCW)

Mount Usca

located on Garos IV, this peak was the site of some of the planet's richest hibridium mines. (EGP, SWJ5)

Mount Yeroc

located on the planet Tahlboor, this mountain contained the sky cannon. The mount was controlled by the

Hobors for many generations, with only a few individuals knowing that the mountain could be used to communicate with the planet. (DRPC)

Mount Yoda

the highest mountain peak on Dagobah, it is the home of a secret Alliance outpost used by DRAPAC. It is also the site of Dagobah Tech. (MMY)

Mountain Nerf

this species of nerf evolved on the planet Fennesa, after a group of colonists brought them to the rocky world. Originally from the main stock of nerfs from the planet Alderaan, mountain nerfs on Fennesa have adapted to life in mountainous terrain over several thousand years. This led to a problem for the colonists, as the nerfs were able to hide in the crags and crevices of the mountains and were hard to capture for shearing or slaughter. The saliva of the mountain nerf contained an acidic compound that helped them digest food. This saliva was not poisonous to the colonists, but could produce a burn on the skin if not washed away. (WOTC)

Mountain Nikto

the common name of the Esral'sa'Nikto people. (GG12)

Mountain Squill

this subspecies of squill was native to the rocky hills and mountain ranges of the planet Tatooine. (GQRG)

Mountain Terrain Scout Transport

see MT-ST (PH)

Mountain Vesp

this naturally-occurring species of vesp was native to the planet Naboo. (GQRG)

Mountains of Faith

this range of mountains was located between Colony One and Colony Two, on the planet Ylesia. (TPS)

Mountains of Lightning

this crystalline rock formation, found near the city of Hweg Shul on Nam Chorios, is thought to be the source of the strange Force lightning storms which sweep the planet's valleys. Seti Ashgad maintained a residence there. (POT)

Mountains of the Exalted

this mountain range is found on the planet Ylesia. The beautiful peaks are located near Colony One, and the Altar of Promises is located at their base. They are so named because the t'landa Til priests stand with the mountains at their backs during Exaltations. (TPS)

Mourning Glory

this was the name of Grov Bricker's pirate ship, used during the height of the New Order. (PH)

Mouse Droid

another name for the smaller versions of MSE droids. These black, trapezoidal droids roll around on 6 wheels. (COJ, DF)

Mousul

this Ansionian represented his planet as a Senator to the Old Republic, during the years leading up to the Clone Wars. He was one of the many supporters of the secession movement which sprang up as the Old Republic began to crumble, following the Battle of Naboo. He allied himself with Shu Mai, and agreed that Ansion would serve as the lynchpin of the secession movement. He had correctly represented his people as fractious beings who cared little for the Republic's endless laws and requirements, and believed that there was no possibility of the city dwellers agreeing to a treaty with the nomads which would keep Ansion a member of the Republic. However, he was unable to foresee the work of the Jedi Knights in

persuading the two factions of Ansionians to define a common ground and sign the treaty, which allowed Ansion to remain part of the Republic. Despite this setback, Senator Mousul remained loyal to Shu Mai, who decided to maintain the Senator's support despite the loss of Ansion. (APS)

Mouth of the Ancestors

this unusual translation device was used by the Rajah of Virjuansi to speak with off-worlders who were visiting the Palace of Splendid Harmony. (SW172)

Moutil, Barr

this Imperial Navy Captain commanded the Interdictor cruiser *Stellar Web*, in the service of Admiral Rogriss. (SOC)

Movator

this was a moving walkway which passed through an elevated tube. Movators were used to connect sealed domes on remote worlds which had no atmosphere, or a very polluted or toxic atmosphere. However, individual movators tubes were not self-sealing. Any breach would simply trigger the blast doors at either end to close down, isolating the tube until the breach could be repaired. (GSE)

MoveSense 34

this top-of-the-line BlasTech motion sensor is often regarded as too sophisticated for its own good. When installed in a tight pattern, the MoveSense 34 will trigger during a slight breeze. This is due to quality components, but also to the fact that the MoveSense 34 monitors average air density surrounding it. (CFG)

Moving Meditation

this was a form of active meditation that was practiced by many of the Jedi Knights of the Old Republic. Rather than remaining in a single position and entering a meditative trance, those Jedi who preferred moving meditation engaged in a relaxing activity. This allowed their minds to remain active without requiring a great deal of concentration and thought. Anakin Skywalker often used this relaxing technique during the Clone Wars, turning his attention to the repair of machinery to take his mind off the struggles and ravages of the war. (RNML)

Movo Brattakin

this tall humanoid ran a criminal organization from a tall spire on Nar Shaddaa. Olag Greck worked with him for some time, prior to the Galactic Civil War. Brattakin expelled Greck from his organization, and Greck fled to Kalarba. Movo wore a tall, elaborate helmet and was draped in flowing red robes. He was killed when Olag Greck, trying to return to Nar Shaddaa with a load of stolen ash ore, was intercepted and disabled by the ship run by Unit Zed, R2-D2, and C-3PO. Greck's ship crashed into the landing bay in Movo's hideout, killing everyone in the area, including Movo himself. It was later discovered that Movo was able to place his brain inside the cranium of the droid B-9D7, and was able to continue his plots to overcom Olag Greck and Jace Forno. However, Movo and B-9D7 were destroyed by Jace Forno when they attempted to discredit Boonda the Hutt. (DRO)

Movris

this planet is located in the Noonian Sector. It was surmised that a cell of Alliance support was located there, since foodstuffs stolen from Nebula Consumables were traced to the planet. (SWJ2)

Mowa Gundeeb

Mowa was one of the New Republic scouts who served under Korren Starchaser aboard the scout ship *Jedi Dreamer*. One of the rare Sullustans who lacked a sense of humor, Mowa was a former mercenary whose team was wiped out by a rival gang. Mowa survived only because an Alliance X-Wing patrol happened upon the scene of the battle and rescued him. The commander of the X-Wings was Captain Starchaser, and Mowa agreed immediately to join the Alliance's starfighter corps. When Starchaser left his command to become a scout for the New Republic, Mowa followed him and became Starchaser's second-in-command. (SWJ6, SWJ13)

Mowen, Enger

this grotesquely obese human was an Imperial recruiter who worked on the Ihtorian herdship *Bazaar*. His favorite ploy was to plant rumors that he was actually an Alliance recruiter, and got his business associates to forward prospective recruits to him. He then turned their names over to the Imperial Security Bureau, who rounded them up and arrested them. (GA)

Mowgle

a temperate, agricultural planet which has not developed a high level of technology. (SN)

Mozos

this temperate world was the third planet in the Empress Teta System, and was orbited by a pair of moons. (PH)

Mozz Box

this was a musical instrument which was developed by the jizz wailers of the New Order. (WOTC)

MPS

manufacturers of shipboard power cores. (SCRE)

MPTL 17

this was Bryn & Gweith's mini-proton torpedo launcher, used by ground-based strongholds to defend against aerial invasion. (HAS)

Mqaaq'it

this unusual creature was bio-engineered by the Yuuzhan Vong as a form of replacement eye. The Supreme Overlord, Shimrra, was one of the most prominent members of their society to use mqaaq'it implants. The mqaaq'it implants employed by Shimrra changed colors to match his current mood. (DW, UF)

MR-9

this series of humanoid housekeeping droids was used by the Empire. They were similar in many respects to a short, simple 3PO protocol droid. (POM)

Mradhe

this is a form of (plant? animal?) which produces a slimy muck. (SOP)

Mrahash

a crimelord and authority figure from the planet Kvabja. Mara Jade claimed to have a gift from the Mrahash to Chay Praysh, in an effort to gain entrance to Praysh's fortress during her attempt to rescue Sansia Bardrin. The Drach'nma guards let her in, but Praysh put in a call to the Mrahash himself to verify the delivery. When the Mrahash claimed to have no knowledge of the gift, Praysh immediately had Mara detained. (TFNR)

M'rak, Yade

this Corellian smuggler was addicted to gambling, and spent most of his earnings betting on the pod races which were popular during the last decades of the Old Republic. Yade was forced to set up a makeshift base on the planet Tatooine, after losing most of his belongings on a bet with Gardulla the Hutt. He made his money smuggling black market weaponry. (CCG13)

Mrash

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "gives no mercy". (GCG)

MREM-02

this was the designation of the droid known as Urahasam Moreemohtwo. (T7)

Mrid

this small beast, native to the planet Velmor, was the favored target of the royal family. Mrids were ancient natives of Velmor, and had developed fantastic survival instincts. Large numbers of mrids were bred for sport, to be released when a ceremonial hunt was held. Part of the sport was locating the small, four-legged creatures, which could hide virtually anywhere. (LTA2, MC49)

Mriss

this was the name of a single member of the Mrissi race. (TLC)

Mriss artwork

traditionally two-dimensional paintings and planics. (TLC)

Mrissi

the native sentient species of the planet Mrisst, the Mrissi cultures were noted for their primarily two-dimensional art. An avian race descended from flying animals, the Mrissi no longer have the ability to fly. They are known in the galaxy as educators and administrators, and are very knowledgeable about the politics of the known galaxy. (TLC, TTSB)

Mrisst

a planet located by the 10th Alderaanian Expedition, Mrisst is the homeworld of the Mrissi species. It was singled out by Thrawn as a feint point for the Corsucant attack. It is located in the GaTir System. The average day on Mrisst lasts about 20 standard hours, and its year encompasses 278 local days. (DFR, TLC, WG, TTSB)

Mrisst Trade and Science Academy

an institute of higher learning located on Mrisst, the MiTSA provided high-quality education to those beings who were unable to attend one of the Imperial Academies. (TTSB, WG)

Mrkeesh

this was one of the many cities found on the planet Mrlsst. (HNN4)

Mrlssese

this was the name given to the native language of the Mrlssi. (ANT)

Mrlssi

this avian race, first encountered by the Old Republic some 7,000 years before the Battle of Yavin, was native to the planet Mrlsst. They are short in stature, and walk upright. They have large, black eyes, blunt noses, and beautifully-colored feathers. However, they are not born with coloration to their feathers. Babies are born with dusky-brown plumage which developed color with age. They pride themselves on their plumage, and bright, full plumage is often regarded as idyllic. They are also a technologically advanced race, as demonstrated in the creation of the Phantom cloaking device. However, this advance also brought out the Mrlssti deviousness. They showed themselves to be manipulative and conniving in their dealing with Wedge Antilles and Rogue Squadron a few years after the Battle of Endor. *Note that this species is referred to as Mrlssti in Alien Encounters.* (XWPA, PGT, AE, UANT)

Mrlssi Half-hitch

this was one of the more complicated knots known in the galaxy, developed by the Mrlssi during the last decades of the Old Republic. (YDR)

Mrlsst

this swamp-covered planet was one of two worlds in the Tapani Sector of the galaxy on which humans were not the dominant species. After the fall of Emperor Palpatine at Endor, Mrlsst aligned itself with the New Republic. Wedge Antilles and his Rogue Squadron of X-Wing pilots were escorting a supply convoy to the planet when they were ambushed at Cilpar. This was the homeworld of the Mrlssi race of avians. The Rogues ended up on Mrlsst again, during the negotiations for the Phantom cloaking device. (XWRS, XWPA)

Mrlsst

this New Republic CR90 Corvette was part of the force sent to liberate the planet Ciutric from the control of Prince-Admiral Krennel. It supported the flagship Emancipator, along with several other Corvettes and a trio of Nebulon-B frigates. It took heavy fire during the battle, and was left for dead. (IR)

Mrlsst Academy

the primary institute of higher learning on Mrlsst, it was here that the Phantom cloaking device was developed. It was also here, years ago, that the Jedi Taj Junak made his final stand against Palpatine's forces. (XWPA)

Mrlsst Center for Linguistic Studies

located in the city of Mrkeesh, on Mrlsst, this university was dedicated to the study of language and its development throughout the galaxy. At the time of the Clone Wars, the university had been in operation for 800 years, cataloging and cross-translation of all forms of verbal communication in the galaxy. It had become a common training ground for diplomats and businessbeings throughout the Old Republic. (HNN4)

Mrlsst Motorworks

this Mrlssti vehicle maker produced a variety of flitters and speeders for use by the Mrlsst, including the MVD-1 flitter. (LOE)

Mrlsst Planetary University

see Mrlsst Academy (EGP)

Mrlsstese

this was the native language of the Mrlssi race. (UANT)

Mrlssti

see Mrlssi (AE)

Mroc

this Nociv was one of the elder leaders of his people, during the Galactic Civil War. (LAT3)

MRR

this was Alliance fighter pilot slang for the food they were fed after they were captured by Imperial forces. MRR actually stands for "meals ready to regurgitate." (XWES)

Mrrov

this orange-and-white-striped Togorian female was the promised mate of Muuurch. She became bored with society on Togoria, and chose to leave the planet and explore the galaxy, much to the dismay of Muuurch. Mrrov left her world, and traveled for some years before landing on Ylesia. She was pursued all the while by Muuurch. On Ylesia, Mrrov fell under the attractive spell of the t'landa Til who ran the worship of the Oneness, and was enslaved at Colony Two. After Muuurch and Han Solo were able to escape from Colony One, they rescued Mrrov from Colony Two in a daring escapade. They fled to Togoria, where Mrrov and Muuurch were eventually married. They had two cubs, a male and a female, before they rejoined Han and Bria during the Battle of Ylesia. She sustained several injuries, and lost an eye, in the battle, but was otherwise unharmed. (TPS, RD)

MRX-BR Pacifier

this exploration starship, designed and manufacturer by Sydon Vehicle Works, was so well-armed that it could be classified as a light fighter. It measured 25 meters in length, and was capable of hyperspace travel. Minimum armament included a pair of proton torpedo launchers and three laser cannons. During the New Order, it had been the Empire's scout ship of choice, especially when additional weaponry allowed it quickly subjugate any new worlds it encountered. It required a pilot to fly, and could carry up to three passengers and 10 cubic meters of cargo. The ship's sensors were capable of counting the leaves on a single tree from orbit, and its weapons systems were tightly-controlled by the ship's onboard computers. All of this meant that the bat-shaped Pacifier was equally useful as a contact ship and as an

assault vessel. *Note that No Disintegrations denotes this craft as the MBR-RX Pacifier.* (GG6, GG8, VOF, ND)

Mrykos

this is one of the three barren moons of Atraken. (PG2)

MS/8

this was the designation of the morning work shift at Santhe/Sienar Technologies. (ML)

MS-133

this Imperial research team was working on the planet Aaris III during the early years of the New Republic, trying to unlock the secrets of the ancient Aaris civilization. They had discovered the Aaris Artifact in the Place of Kastays, and was trying to discern its operations when the primitive Aaris began attacking them. Their SOS calls were answered by the crew of the *FarStar*. (DARK)

MS-15

this diamond boron missile was developed by Sienar Fleet Systems. The MS-15 wasn't a weapon itself, but was a high-strength carrier for a variety of explosive warheads. The diamond boron construction allowed the MS-15 to penetrate virtually any starship hull. However, these devices were prohibitively expensive, and even the Empire gave up on using them. (EGW)

MS-19

this was the codename of a Siener Fleet Systems warhead, with the capability to pass through most forms of shielding to strike at its target. The MS-19 was self-guiding, and was sure to give the struggling Empire a chance to defeat the New Republic. Information on the MS-19 had been passed from the Squib trio of Grees, Sligh, and Emala to the Invisible Shell. Ludlo Lebauer, acting chairman of the Invisible Shell, then made sure that the information was passed onto the New Republic Intelligence agency. Unfortunately for the Squibs, Ludlo discovered that the MS-19 never existed, and that they had been passing him false information for months. Angry that the Squibs had used him to make a quick profit, Lebauer had Grees captured and frozen in carbonite. Ludlo later revealed to Leia Organa Solo that the information on the MS-19 was bogus. (SWI67)

M-s3

Seinar Fleet System's Concussion Missile Launching system, used on the TIE Bomber. (SCRE)

MSD-32

this was the designation of Merr-Sonn Munition's handheld disruptor pistol. Like other disruptor weapons, the MSD-32 fired an energy blast that caused the target's molecules to become excited and lose cohesion, leading to the utter annihilation of the target. This disintegrative affect made them illegal in most parts of the galaxy, although the MSD-32 was actually commissioned for use by Imperial agents. Because of its destructive capability, the MSD-32 was a heavily-guarded secret, and the Imperial Security Bureau spent a great deal of time tracking down individual weapons that were lost or stolen. Eventually, the effort to conceal the existence of the MSD-32 became too great, and the Empire ordered its production stopped. All records of the MSD-32 were erased from Merr-Sonn's computers, and individuals assigned to the development and manufacture were either executed or sent to the Spice Mines of Kessel. (FOP, AEG)

MSD-36

this was a model of heavy disruptor pistol produced by Merr-Sonn. (WSV)

MSE-15

a series of cleaning droids. (COJ)

MSE-5

this is a general-purpose droid produced prior to the introduction of the MSE-6. (GCQ)

MSE-6

Rebaxan Colmuni's general purpose droid, the MSE-6 was heavily advertised and promoted in over 400 sectors. While many trillions were sold throughout the galaxy, billions were returned because their emissions were similar to those of various species of pests. The galaxy generally detested the little droids, and Rebaxan faced bankruptcy. The company ended up selling them to the Empire at a small loss. The Empire used these small, 10-inch-tall droids to fill the need for cheap, reliable labor. These boxy little droids, known as Mouse Droids because of their size, were easily programmed to perform class-three tasks, such as message delivery, in nearly every Imperial outpost, including the Death Star. (ISB, SW, TLC)

MSE-6-E629L

this messenger droid was part of the pool maintained aboard the *Iron Fist*. It was also one of the first droids reprogrammed by the astromech Tonin, on the orders of Lara Notsil. MSE-6-E619L often assumed the identity of MSE-6-P303K, which Tonin use for other purposes. (SOC)

MSE-6-P303K

this messenger droid was part of the pool maintained aboard the *Iron Fist*. It was also one of the first droids reprogrammed by the astromech Tonin for subversive activities, on the orders of Lara Notsil. MSE-6-P303K was instrumental in acquiring holocam access to parts of the ship, as well as obtaining information on the *Iron Fist's* schematics. With these schematics, Lara discovered the secret labs Zsinj maintained to house the work of the Binning Biomedical team on board the ship. (SOC)

MSE-9

a series of general purpose droids that have often served as security guards. (SN)

MSE-X-PR6

this excentric droid was, at one time, a standard mouse droid assigned to the Imperial research base on Binaros. It was programmed to shuttle messages between the research personnel, so it's skill matrix was removed and replaced with a volcabulator. The droid's holographic projector and manipulator arm were removed to allow for several storage spaces for datapads and other objects. Because of the droid's many modifications, it developed an enjoyment of petty theft and the acquisition of shiny objects. Among the objects MSE-X-PR6 collected was a thermal detonator and an artifact recovered by the research team from their temple base. (KO)

MSF

this variant of the MSE-6 mouse droid was produced by the droid manufacturing center on Uffel, during the early years of the New Order. The MSF was given programming to allow it to perform minor repairs, and it was given a small repulsorlift engine to allow it to maneuver in tight spaces. The profits from the sale of MSF droids allowed QS-2D to buy out Riboga the Hutt and take control of Uffel outright. (LFC)

MSF-F2

this droid was the original prototype of the MSF-series line produced on the moon of Uffel. MSF-F2 was on the only type of its kind kept on Uffel by QS-2D, and it was programmed to follow any visitors to the moon in order to keep QS-2D aware of their activities. (LFC)

M'shento'su'Nikto

one of the five Nikto races, the M'shento'su'Nikto were commonly known as the Southern Nikto. These Nikto had yellow scales, and lacked the facial horns of the other four species. Instead, the Southern Nikto had a multitude of breather tubes which protruded from the back of their skull, which acted as ultrasonic sensory organs. (GG12, EGA)

M'shinni

this strange race of humanoids is characterized by their outer coating of plant material. They are often referred to as Mossies. The M'shinni people (an individual in called a M'shinn) are skilled botanists and traders, and live in close-knit families. The M'shinni plant-like skin covers all but the palms of their hands and the soles of their feet. It ranges in color from pale yellows through vibrant greens to dark emeralds, depending on the type of star they live near. The plant covering begins to wither when natural sunlight is

not available, and will die completely after ten sunless days. This plant material lives in a symbiotic relationship with the M'shinni flesh, feeding upon sweat and dead skin cells while supplying nutrients and moisture. M'shinni give birth is done by cloning cells of the female's body. This parthenogenic reproduction has instilled a strong sense of family ties in the M'shinni, who show an unassailable allegiance to their own familial Rootline. The M'shinni evolved on the planet Genassa, but have spread throughout the galaxy with the discovery of the hyperdrive. They have long been members of the Old Republic, providing their unique terraforming practices to the Republic in return for technologies they do not possess. However, the M'shinni were also opportunistic, and were known to have driven the Skirlling off their homeworld in order to turn it into an agricultural planet. They tried to remain neutral during the Galactic Civil War, dealing with the Empire at arm's length while secretly aiding the Alliance. (GG12, ANT)

M'shinni Sector

this area of the galaxy is located along the Celanon Spur. (GG12)

M'sluss

this name was commonly given to Quarren males, and meant "good-humored" or "comical". (GCG)

M-SMS

this was the designation of the Merr-Sonn Missile System developed for use by Imperial rocket troopers. The M-SMS was a simplified version of the basic rocket launcher, lacking any form of homing or heat-seeking capabilities. Because the weapon had to be carried while in flight, it was armed with just three missiles to cut down on weight. (WOTC)

MSS-C-342A

this was Loronar's most popular *Corporate*-class modular unit, which provided a pre-selected configuration of the most useful outpost station elements. It included a landing bay, command center, garage, airlocks, and lab space. (HAS)

Msst

this planet is seemingly named for the dense mists that shroud its surface. This Rim world was a major Imperial stronghold until it was abandoned after the truce at Bakura. Much of the planet's ecology was destroyed by the Empire, which ravaged Msst's crystal swamps to generate credits. (TNR)

MST-3K

a container group. *This is a reference to the Comedy Channel's Mystery Science Theatre 3000 television show.* (TIE)

mstrslcr

this was the handle of one of the many slicers who first discovered Tiny F's message of an impending attack by the Thaereian Military on the people of the Cularin System, during the early stages of the Clone Wars. Many months later, mstrslcr claimed to have intercepted a transmission from the Jedi Temple on Coruscant, bound for the Almas Academy. Although unsure of what to do with the message, mstrslcr placed an unedited copy on the newsnets of Cularin for all to see and read. He claimed that he had no love for the Jedi Knights, but also that he was concerned about the transmission's authenticity. These conflicting ideals made him pause, albeit for a couple of days, before releasing it to the newsnets. The transmission itself was damning to the Almas Academy, citing "lack of leadership presence, inconsistent visioning, and policy avoidance" as the key reasons the school should be closed down, and all personnel reassigned to other locations. (LFCW)

MSW-9

this was the designation of Xana Exotic Arms' molecular stiletto. The blade on this weapon measured thirty centimeters in length when extended, and was made up of a mono-molecular material that was fragile but extremely deadly. (ROE, AEG)

MT/191

designation of a model of dropship manufactured by Meller & Dax for the Empire. This 52.5-meter craft was armed with a single light laser cannon. Before each drop, the MT/191 is coated with VACX, which

provides an added layer of protection during atmospheric entry. The VACX is burned off, and needs to be replaced before each drop. It requires a single pilot, but can transport up to 160 troops. (ISB)

MT-16

a modified version of the Incom T-16, built by the New Republic Engineering Corporation, the MT-16 was a combat speeder. (HTSB)

MT-5

a hyperdrive unit manufactured on Kalarba. (DRO)

MT-AT

these Mountain Terrain Armored Transports were developed by the Empire on the planet Carida. They were first used against the New Republic by Furgan of Carida during his assault on Anoth. Derived from a smaller vehicle known as the MT-ST, the MT-AT was a late-model Imperial walker which had been tested on Carida for some time. The MT-AT had eight legs with highly-articulated joints, and clawed "feet" that employ mild explosives to better grip the terrain. It was deployed from a capital ship in a cocoon-shaped drop ship, which protected the MT-AT by enclosing it in bistate gel. The gel was fluid during descent, which helps dissipate the frictional heat of atmospheric entry. The gel was hardened by the dropship's droid brain just before impact, cushioning the MT-AT. When the dropship was safely landed, the cocoon cracked open to allow the MT-AT to emerge. The abdomen of the MT-AT had three sections: a forward cockpit, a middle drive pod, and a bulbous rearward cargo section. Also nicknamed spider walkers, they could climb an almost-vertical mountain face. The body and legs were studded with laser weapons. (COTF, EGV, PH)

M-TD

this is a small, face-shaped, miniature translation droid built by C-3PO and Chewbacca to help Chewie's nephew, Lowbacca, communicate with the students and instructors at Luke Skywalker's Jedi Academy on Yavin 4. When Lowie was kidnapped by Tamith Kai, she had Em Teedee reprogrammed to spout Imperial doctrine whenever he talked with Lowie. The little droid was quickly repaired by Jaina Solo and Lowie upon his return to the Jedi Academy, and given the ability to communicate in six unique languages. As the other student on Yavin 4 learned more and more of the Wookiee language, M-TD's primary function became less important. However, with the help of other students, he obtained new programming and learned new ways to be of assistance. M-TD proved useful in starship navigation and repair, as well as communications and remote slicing. (HTF, SA, DK, SHA)

M-TD Droid

this was a series of repulsor-equipped translation droid. They were considerably less expensive than a protocol droid, but had a limited translation package. (SWRPG)

MTS-56T

this was a model of power pitons produced in the Tapani Sector, during the height of the New Order, for use by mountaineers and thrill-seekers. (LOE)

MT-ST

developed on the planet Carida, the Mountain Terrain Scout Transport was the design basis for the MT-AT. Measuring 7.2 meters in length and resembling a huge, six-legged insect, the MT-ST was given the name "bug walker" by the Imperial soldiers who tested it, during the height of the New Order. Capable of speeds reaching 100 kilometers per hour over flat terrain, the MT-ST was actually designed for moving over and around rugged, mountainous territory. The six articulated legs gave the MT-ST amazing traction and maneuverability. It required a single driver to operate, and was armed with a turret-mounted, twin blaster cannon. (PH)

MTT Large Transport

this Baktoid Armor Workshop Multi Troop Transport (MTT) craft was designed for the Trade Federation's droid army. Piloted by two command droids and two co-pilots, the 31-meter-long ship had a bulbous front end which opened to allow the deployment of a full complement of 112 battle droids, which were carried in folding racks. The MTT stood just over 13 meters tall, and could attain a maximum ground speed of 35

kilometers per hour. It was lightly armed, with four 17-kv anti-personnel laser cannons mounted on a pair of turrets at the front of the craft, but it was heavily armored to protect against attack. Like all Federation craft, the MTT was remotely controlled by an orbiting droid control ship. (X1, IG1)

Mu Fiev

this was the name of a noted Blood Carver, famous in the history of the planet Batorine. (UANT)

Mu Tree

native to the moon of Isamu, these trees were unusual in that individual trees made love to each other at night. Two trees would twine together, exchanging pollen and reproducing their species. (SWJ15)

MU-12

this spindly, humanoid housekeeping droid was owned by Jango Fett during the last years of the Old Republic. Jango employed the droid to tend his young son, Boba, while he was away from home on bounty hunts. MU-12 was also something of an administrative assistant to Jango, accepting incoming messages and screening poor clients or fake bounties. (JF)

Mu-2 Long Range Shuttle

a variant of the Sienar Fleet Systems' *Mu*-class shuttle, the Mu-2 was developed to transport armaments and supplies. (OE)

Mu-3 Shuttle

this Sienar Fleet Systems shuttle was the third variant of the successful *Mu*-class troopship and was created to drop troopers whenever stealth was not required. It measured 20 meters in length, and was capable of hyperspatial travel. Each Mu-3 shuttle was armed with a pair of front-mounted laser cannons. (ROE)

Muawa

this was an alien word which translated into Basic as "no." (GMR10)

Mubbin

a Whiphid smuggler who claimed to have found a "secret" in Plett's House on Belsavis. He disappeared shortly after. (COJ)

Mubs

this ancient Quarren surname meant "keeper of spears". Like many Quarren surnames, it could be traced back to the time of the Battle of Ruusan. (GCG)

Muchardis Mulaxis

this Ayrro heirarch served as the chairbeing of Tripartite Lines, based on the planet Ovise III, during the early years of the New Republic. Mulaxis was also sworn in as Moddell Sector's Senator to the New Republic, although his only trip to Coruscant was for his swearing-in ceremony. (GMR9)

Muckracker

see Muckraker (VD3)

Muckraker

this was the more common name of the crab droid that was developed by the Separatists during the height of the Clone Wars. (SWI81)

Muckwalker

native to an unspecified swamp world, the muckwalker was domesticated by the natives for use as a mount. Muckwalkers congregate in large herds, using their numbers for protection against predators. When attacked, a muckwalker used its heavy tail to lash out at its attacker. Despite their name, muckwalkers were better swimmers than they were runners, a trait which stemmed from their evolution in the swampy environment. These creatures also had excellent night vision, and used a form of echolocation to augment their perception. (ANT)

Muckworm

this large annelid was known to eat raw forms of spice. (GOF1)

Mu-class Shuttle

this series of Imperial troop ships was designed and manufactured by Sienar Fleet Systems. The *Mu*-class was designed from the basic form of the *Lambda*-class shuttle, with the upper wing removed and the fuselage expanded for passenger and cargo space. It measured 20 meters in length, and was often armed with a pair of laser cannons. The basic *Mu*-class design could carry up to 6 passengers and 100 metric tons of cargo. Several variants of the basic *Mu*-class design were developed, each with a different mission profile. (ROE, OE)

Mucous Salamander

a pink-colored, amphibious creature that was formless in water, the mucous salamander was found on Yavin 4. When the salamander was exposed to dry conditions, its outer membranes harden, forming the creature into a salamander-like shape. The hard, outer casing acted like an insect's exoskeleton, allowing the shapeless mass inside to maneuver by contracting and expanding against the outer membranes. When exposed to water, however, the molecular structure of the skin "loosened," becoming amorphous and giving the creature its mucous-like appearance. (HTF, WSW)

Mucus Trees

unusual trees which excrete a yellowish ooze which serves to disseminate their pollen. (JS)

Mud Crab

this crustacean was native to the planet Vernet. (SWJ15)

Mud Crawler

see Sid'Han. (POC)

Mud Puddle, The

this cantina, located on the planet Ord Mantell, was located in a building that once housed a landspeeder repair garage. It got its name from its location, on the edge of a small pond that partially blocked the cantina's only entrance. Patrons were often forced to get their feet wet in order to enter the building. (WOA29)

Mud Sloth

the name given by Luke Skywalker to Akanah's Verpine Adventurer, the *Mud Sloth* was a Model 201, Production Group E starship. Originally owned by Andras Pell under an unknown name, the ship was passed into the possession of Akanah after Pell's death. Akanah had the ship extensively modified when she began her search for the Fallanassi, stopping on the planet Golkus to allow Talon Kaarde's people to perform much of the work. Kaarde's technicians added a Smuggler's Kit to the hyperspace transponder, and the ship's hyperdrive motivator was programmed so that it wouldn't kick in until the ship had cleared a planet's Flight Control Zone. (BTS, SOL)

Mud Station

this was the name of the city which sprang up around the primary starport on the planet Shador. (SL)

Mud-baller

this is scout slang for anyone who lives on the surface of a planet. (GG8)

Mudcrawler

this creature is protected by a thick, spiked shell. When flipped over onto its back, the spikes severely hamper its ability to return to an upright position. The mudcrawler usually flounders on its back until it dies of starvation or thirst. (SOL)

Mudfoot

Imperial military slang for the infantry which accompanies an AT-AT walker. (SWJ9)

Mudlath

this man was a Captain in the Aphran Planetary Exosecurity force, during the years surrounding the Battle of Coruscant. Captain Mudlath was on duty when Han Solo and his wife, Leia Organa Solo, arrived on Aphran IV in an effort to establish a resistance cell on the planet. Mudlath immediately had them imprisoned, on charges that they were subverting the security of Aphran IV by being recognized on the planet, when they were obviously targets of the Yuuzhan Vong. He then alerted his Peace Brigade superiors, hoping to win favor with them by turning in the Solos. (EL2)

Mudman

an amorphous creature composed of mud that inhabited the planet Roon, mudmen were deemed semi-sentient by many xenobiologists. Comprised almost entirely of loose, wet soil, mudmen could be broken apart into smaller versions of themselves with a strong spray of water. In fact, some amoral beings captured the tiny mudmen and kept them in glass jars, to be sold as pets. (DCAR, EGP)

Mudmauler

see Swamp Crawler (SME)

Mudmub

this Sullustan bounty hunter was among the group that agreed to help Risso Nu eliminate Boba Fett on Ma'ar Shaddam. Mudmub and his Rodian partner were eliminated by Fett when he captured the Sullustan and strapped a number of explosive devices to his chest. Fett then shoved Mudmub into a room with his partner just before the explosives went off, killing both bounty hunters in a gory mess. (T18)

Mudon

this Ithorian surname was believed to mean "forest warden" - or, more specifically, an individual who dealt with animal control - according to historian who studied the Ithorian race. (GCG)

Mudopterist

this was the title given to any being who studied avian insects. (MJH)

Mudwasp

this was a species of flying insect that lived in huge swarms. (TF)

Mudwater

this was a slang word used by smugglers to describe any cloudy, gritty beverage. (TG)

Mueb

this was a common female name given to Sullustan females. It meant "tearful" in the Sullustan language. (GCG)

Muehling

this alias was used by Mara Jade Skywalker, during her attempt to locate Thrynni Vae on Duro and determine what was going on with the refugees who were displaced by the Yuuzhan Vong invasion of the galaxy. Baroness Muehling was a native of Kuat, who wanted to meet with the SELCORE representatives - mainly, Leia Organa-Solo - and discuss possible assistance. Baroness Muehling was accompanied by her servant Emlee, who was actually Jaina Solo. She later used the Muehling alias to meet with Dassid Cree'ar, thereby exposing the scientist as the Yuuzhan Vong executor Nom Anor. (BP)

Mufrenes

meaning "melancholy", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Muftak

this Talz was orphaned at Docking Bay 12 of the Mos Eisley spaceport on Tatooine. He grew up among the cantina's regular, local customers, performing odd jobs to make a living. He always knew that he was different from almost every other race that passed through Mos Eisley, but he couldn't learn who or what

he was. He searched out information from his friend, Momaw Nadon, but Nadon had never seen a Talz before. In time, Muftak found and adopted the abandoned Chadra-Fan female named Kabe, and the two are nearly inseparable. Together they are known as pickpockets and thieves, with Muftak providing the brawn, while Kabe provides the brains. Muftak and Kabe decided to rob Jabba the Hutt's Mos Eisley townhouse just after the *Millennium Falcon* blasted out of Mos Eisley, and were rewarded when they were able to rescue a droid from Barid Mesoriaam, who was being tortured by Jabba for information on the Alliance. Muftak and Kabe barely escaped, but were paid 15,000 credits and a pair of travel vouchers signed by Grand Moff Tarkin. They fled Tatooine, traveling to both Alzoc III and Chad before visiting other planets. During this time, Muftak wrote his autobiography, *Sands in Winter. Although uncredited, Muftak was played by Laine Liska in Star Wars.* (SW, SCRE, TME, SWDB)

Mufti

the title given to the religious ruler of the planet Gaurick. (CSA)

Mug

a name used to describe any foolish being. (RP)

Mugaar

this Mid Rim world was known as the homeworld of the Mugaari race. (WOA33)

Mugaar

this was the specialized language used by the Mugaari. (CCW)

Mugaari

this was a race of heavy-browed, lantern-jawed humanoids which were native to the Javin Sector of the galaxy. This area of the galaxy used to be known simply as Mugaari Space, until the Old Republic began settling planets in the neighboring Anoat Sector. The Mugaari were native to the planet Mugaar, and eventually colonized ten other planets, including Javin. Many people associated the Mugaari with pirates, and for good reason. As a people, the gray-skinned Mugaari resented the rest of the galaxy for isolating them, believing that the decline of their own culture was caused by the apathy of the Galactic Senate. Despite an uneasy truce with the human race, the Mugaari continued to operate pirate fleets in the Tungra Sector. With the ascension to power of Emperor Palpatine, the Mugaari threw their support to the Alliance, although they took no official position during the Galactic Civil War. Their base was destroyed in an Imperial raid shortly after the Battle of Hoth. (TIE, CCW, WOA33)

Mugaari Space

this collection of eleven star systems was controlled by the Mugaari. It was located along the border of the Mid Rim and Wild Space, and contained the planets Javin, Aztubek, and High Chunah. After the Old Republic began to settle and colonize worlds in these systems, Mugaari Space was absorbed into an area later called the Javin Sector. (WOA33)

Muggask

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "pummels with his fists". (GCG)

Mugruebe

native to the planet Agamar, this creature resembled a large frog, with huge rear legs and tiny front legs. The natives of Agamar considered the flesh to be a delicacy, and used it in a stew-like meal favored by Keyan Farlander. (XW, EGP)

Mugshub

Gamorrean matriarch of the Klagg tribe on Pzob. (COJ)

Mugwump

this was a Khoan term of derision. (SL)

Muh

this Gamorrean word was used to describe any being who was not a native of Gamorr. It translated to "outlander." (SWJ14)

M'uhk'gfa

this was the name given to the battle armor assembled by a Gamorrean warrior. Each plate of m'uhk'gfa armor was supposed to be retrieved from the battlefield on which a warrior distinguished himself, serving as a collection of trophies taken from their enemies. However, after the decay of the Old Republic and the rise of the Empire, many Gamorreans chose to purchase pre-fabricated armor in order to better protect themselves against blasters and other energy weapons. (UANT)

Muhndee

this form of Nimbanese competition was developed in an effort to avoid all-out warfare. Each Nimbanese clan would present the others with a puzzle which required complex thinking to solve within a year. These yearly muhndees kept the ancient Nimbanese busy working on puzzles rather than on weapons and warfar. The development of muhndees over the centuries has given rise to a healthy bureaucracy among the nimbanese, as each clan has to keep track of the paperwork involved with solving many of the puzzles. There have also emerged electoral muhndees geared toward determining the best candidates for political positions. (GG12)

Muja

this flowering tree was native to the planet Gala. The tree produced a tasty fruit which was often used in muffins. (MOC)

Muja Juice

this juice was created from the berries of the muja tree. (DH)

Muja Muffin

a breakfast pastry once favored by the Daan, muja muffins originated on the planet Gala. (DOD)

Muja, Kav

this colorful smashball player was one of the galaxy's best-known players at the time of the Clone Wars. Muja was also known to be xenophobic, and often complained that the league's allowance of non-human players was contrary to the sport's roots and objectives. Just before the onset of the Clone Wars, Muja was playing for the Elom Ranphyx team when they were soundly beaten by the Corellian Dreadnaughts, which had admitted several non-human players to its team. His tirade against smashball's leaders and directors was as much a political statement as it was a personal one. (HNN4)

Mujmai linan

this Yuuzhan Vong Lieutenant once proposed that the planet Kubindi could be taken with just half the usual number of coralskipppers. Unfortunately for him, Kyp's Dozen was able to hold off the reduced force, allowing all spaceworthy ships to flee Kubindi. Tsavong Lah, upon learning of the loss of so many potential sacrifices, had linan executed. (BP)

Mukit

this Ubese criminal was one of many who went to work for Ghez Hoka, when the crimelord took control of the planet Qiilura during the last years of the Old Republic. Mukit was forced to clean up the remains of his fellow Ubese, Cailshh, after Cailshh was beheaded for disobeying Hoka's orders. (RCHC)

Mulack

a alien creature. (RD)

Mulako Corporation

this corporation was set up on a huge comet that wandered through an uncharted system every hundred years or so. They stripped the outer layers of primordial ice off the comet as it passed through its orbit, and distilled it for sale as a gourmet water to self-important chefs and dignitaries. When the comet neared the star it orbited, it was also used as a resort. The corporation had dug out luxurious living spaces deep

within the comet's core, and opened them to the well-paying public twice each orbit. The first time came as the comet neared the star; the second came after the comet had passed close to the star and was on its way out of the system. During these two, three-month periods, the evaporating elements in the comet created a breathable environment for non-workers. When the comet was close to the star, the environment was too hot and the gases too plentiful. When it passed beyond the star, the comet was too cold. During these times, the comet is only inhabited by the workers of the Mulako Corporation. (DS)

Mulblatt

the larvae of this creature are considered a delicacy by the Hutts, and they are served with fregon-blood sauce. (RD)

Mule

an Imperial heavy lifter group assigned to outpost D-34, just after the Battle of Hoth. (TIE)

MULE Droid

see Mechanical Universal Labor Eliminating Droid. (EGD, GG8)

Mulissiki

this species of small scavenger was native to the planet Cularin. In nature, mulissiki lived by eating the refuse and waste of their environment. The Tarasin of the planet used controlled populations of mulissiki to keep their villages clean. However, uncontrolled populations often formed in the true cities of Cularin, and the mulissiki were forced to scavenge anything in order to survive. The average mulissiki stood about a meter tall at the shoulder, and was covered with yellow- and green-striped fur. The nose of a mulissiki was prehensile, and used for searching for its food. The long tail of the mulissiki was seemingly useless, and simply dragged behind the creature as it moved. (LFC, EOS)

Mulk

this was one of the more common surnames used by the Duros people. Like all such names, Mulk was used only for official business, to indicate one individual from another when in the presence of non-Duros. This name literally meant "speaker" or "politician". (GCG)

Mull

this was the term used to describe a group of cochlera individuals. The average mull contained thirty and fifty cochlera at a time. (WOTC)

Mullanite Sculpture

an artform which uses specially-constructed lattices on which grow creeping vines. The lattices allow the vines to grow into many beautiful shapes and images. (HSL)

Mullee

this Huttese verb translated roughly into Basic as "to pay for." (E1A14)

Mulleshar, Troye

this man was a member of the Blue Guard, during the months leading up the Clone Wars. Shortly before the vote on the Military Creation Act, he was knocked unconscious by a horde of rioters who were protesting the possible passage of the Act. His fellow officers managed to extricate him from the mob. (HNN5)

Mullinine

a metallic substance which holds an edge extremely well. (TME)

Mullinore

this Imperial Navy Captain was a classmate of Admiral Daala on Carida. A native of Taanab, Mullinore grew up in a strict family and learned to be formal and proper in all his actions. He was assigned as the commander of the *Basilisk*, in support of the Maw Installation. (DA, JASB)

Muln, Garen

this restless boy was one of Obi-Wan Kenobi's friends, during the time he trained at the Jedi Temple on Coruscant. The two boys fought over the most trivial things, but maintained a strong friendship. Because they were of similar size, Garen was used as Obi-Wan's double during the search for Xanatos. Xanatos had infiltrated the Jedi Temple with the intent of stealing a cache of vertex crystals and destroying the Temple, but Obi-Wan and Qui-Gon Jinn managed to thwart the attempt. Garen later trained as a starfighter pilot, in an effort to augment the ranks of pilots among the Jedi. Garen was among the first Jedi chosen to train at Clee Rhara's starfighter facility on Centax 2, later apprenticed with Clee Rhara as a Padawan. Despite their efforts, the starfighter training facility eventually closed its doors, but Garen and Clee went on to have distinguished careers among the Jedi. Just prior to the Clone Wars, Muln was elevated to the rank of Jedi Knight, and accompanied Siri Tachi on a mission to the Xanlanner System. While en route, they discovered Obi-Wan's distress signal from TY44, and helped him reach Vanqor to rescue his apprentice, Anakin Skywalker. (RF, HP, CT, JAD, JQ7)

Muloha, Ingah

this woman served the Empire at the Tatooine garrison, in the years leading up to the Battle of Yavin. She served under Lieutenant Harburik during her tenure on Tatooine. Her troopers were the first Imperials to discover the hidden base of Momaw Nadon near Mos Eisley, but she was unsure what to do with the information. She set out on her own, working with Centa Sonhan to pursue the Ithorian. They hoped to destroy Nadon's small grove of bafforr trees as an example to any Alliance sympathizers on Tatooine. She was delighted when the Gamorrean and his thugs captured Momaw Nadon, but she was killed when a team of Alliance agents captured Sonhan's sail barge and rescued the Ithorian. (WOA5)

Multi-Frequency Targeting Acquisition System

known as an MFTAS, this part of a stormtrooper's helmet provided assistance in acquiring targets in conditions of low visibility and at long ranges. (FOP, SWJ1)

Multifrequency Targeting and Acquisition System

known as an MFTAS, this sensor system is part of a stormtrooper's standard armor. It is centrally located in the helmet, and allows the trooper to "see" in darkness, smoke, rain, and other blind situations. (SF)

Multi-Motion

this computer framework, pioneered by Holo3-Graphics, allows the programmer to manipulate three-dimensional data in a realtime environment. (CFG)

MultiNode Comlink

this communications link was manufactured by BCC during the Galactic Civil War. (ROE)

MultiPack

this is the term used to describe any carrying case used by a scout or explorer to transport their personal effects. A good multipack can hold medpacs, glow rods, ration kits, breath masks and/or aquatic rebreathers, a ThinHut, a recharging unit, a HydroExtractor, cutting blasters and/or weapons, and a datapad. (GG8)

Multipede

this many-legged insect was native to the planet Corellia. It was said that the multipede's simple brain was incapable of doing anything but placing one tiny foot in front of the other. It ever were to think about something else, it would be unable to continue walking. (E3N)

Multisensor Airflow Analyzer

a device which measures the direction and force of air flowing around a spaceship's hull. Useable only in atmospheres, the device is useful for detecting homing beacons or detonation devices attached to the outside of a ship. They work best with smooth-hulled ships. (DFR)

Multi-Sentient Unarmed Combat Rounds

this sport was essentially a regulated form of multi-species, unarmed combat. (TTSB)

Multitool

a compact hand tool which contains a number of useful parts, including a drill, a lens, and other implements. (CS)

Multitroop Transport

see MTT Large Transport (X1, IG1)

Multitude, The

this was a religious reference used by the Fia of Galantos, used to describe the heavenly appearance of the Koornacht Cluster. (FH1)

Multiweapon

any form of hand-held weapon which can perform many different tasks. Most multiweapons can act as a knife, club, or garrote, depending on its configuration. (ROE)

Multopo

an alien race native to the planet Baralou. They have been at war with their neighbors, the Krikthasi, for most of their history. The average Multopo was a tall, muscular amphibian with a humanoid appearance. Attached to their arms and legs were thick membranes which assisted them in swimming. Their heads were conical in shape, with a rounded cranium and a pointed snout. Three pairs of gills were located just below their jawbone. Aside from their feud with the Krikthasi, the Multopos were a curious people who adapted to technology with ease. The Multopos especially disliked the Krikthasi after the Krikthasi developed a taste for Multopo eggs. (PG1, AE)

Multycorp

this was one of the largest corporations based on the planet Vorzyd 4, during the decades leading up to the Battle of Naboo. The corporation's headquarters were bombed by the Freelies, at the height of the youth organization's industrial sabotage. The plan had been to explode the bomb at night, but Flip decided to detonate it in the morning, when the adult Vorzydiaks were arriving for work. Thanks to Tray, Grath and Obi-Wan Kenobi were able to warn the adults of the bomb and evacuate nearly every Vorzydiak in the building. Unfortunately, Flip was caught in the blast and was killed. (TTW)

mum

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "claw", "climber", or "tool". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Mumbin

this name, which meant "stormy", was common among Gungan males. (GCG)

Mumbri Storve Cantina

this seedy tavern was the location where Aves intercepted Wedge Antilles, Derek "Hobbie" Klivian, and Wes Janson just prior to the Battle of Bilbringi. Aves more than likely saved the New Republic pilots from being discovered by Imperial agents, who were searching for clues as to the Republic's intentions to attack either Tangrene or Bilbringi in order to obtain a crystal gravfield trap receptor. (TLC)

Mummergy

an aromatic plant that Wuher uses to create the perfect liqueur for Jabba the Hutt. (TME)

Mummers

this gang was formed on the planet Naboo during the height of the New Order. (GQRG)

Mummery

see Mummergy (IWST)

Mumuu

this creature was native to the planet Kalee. The skull of the mumuu was often carved into elaborate

masks worn by Kaleesh warriors and soldiers. The hide of the mumuu was also used to make heavy cloaks. (VD3)

Muna

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Muna referred to a lake or other still body of water. It also referred to a mirror, as in the mirror-like surface of a lake. (GCG)

Munchen

this was the Gungan word for "meal." (SW1, E1A9)

Munch-fungus

this edible form of mold was found within the caves of the planet Ryloth, and was the basis for many Twi'leki dishes. (PSPG)

Mundi

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Mundi indicated an individual's intelligence, strong will, or mental power. (GCG)

Mundis

a foodstuff grown on Cilpar. (XWRS)

Mung-tee

this casino game was played with a set of metallic balls. (BF4)

MuniCenter

the social and cultural center of Plawal. (COJ)

Munificent-class Star Frigate

this 825-meter-long frigate was designed and manufactured by Hoersch-Kessel Drive and Gwori Revolutionary Industries during the height of the Clone Wars. The *Munificent-class* frigate was originally commissioned by the InterGalactic Banking Clan to protect planets on which the IBC had erected vaults and storehouses, as well as to harass those planetary governments that owed the IBC debts. After the Battle of Geonosis, these vessels served the Confederacy of Independent Systems as combat communications platforms, coordinating fleet movements and navigation across vast distances. The *Munificent-class* frigate was armed with a pair of heavy turbolaser cannons, two long-range ion cannons, twenty-six twin turbolaser cannons, twenty light turbolaser turrets, and thirty-eight point-defense laser cannons. A crew of 200 droids was required to operate the vessel, which could also accommodate up to 150,000 deactivated battle droids. A Class 1 hyperdrive gave the *Munificent-class* frigate a range of some 150,000 light-years, allowing it to move into and out of battle zones with ease. Separatist engineers added huge hyperwave transceivers and communications jamming systems to the *Munificent-class* frigate, allowing it to broadcast battle plans to other CIS vessels while jamming the communications and targetting systems of Republic ships. Two separate reactors provided power to the many shipboard systems, and could operate independently if one was damaged or forced off-line. The Needle-shaped *Munificent-class* frigate had an array of four wings at the aft of the vessel. The larger, horizontal wings provided stability, while the shorter, vertical wings housed the hyperdrive systems. Interestingly enough, the *Munificent-class* frigate lacked any sort of hangar or docking bays, although droid starfighters could be held in a cargo area if needed. (X3)

Munk

this was a Stassian swear word, indicating a form of excrement. (SWJ6)

Munlali Mafir

this planet was noted for its rugged landscape and thin, though breathable, atmosphere. The homeworld of the Krizlaw race, Munlali Mafir was one of several planets investigated by Luke Skywalker for clues as to the location of Zonama Sekot. (FH2)

Munn City

this was the financial and political capital of the planet Muunilinst. (HNN4)

Munni

referring to a variety of kelp found on the planet Naboo, this name was common among Gungan females. (GCG)

Munni

this was a form of kelp that grew in the waters of the planet Naboo. (GCG)

Munten

this grumpy man was in charge of security for Finis Valorum, during Valorum's tenure as Chancellor of the Old Republic. When a group of freelance security officers captured Senn Riip Domeet and brought to light the activities of The Flail, Munten had them arrested until Valorum explained that they were hired to augment Munten's own forces. (SWRPG)

Muntique, Corell

this young noble of House Calipsa was naive enough to think that his appointment to the annual Vor-cal was an honor. He was also very focused on his goals, which included representing Calipsa and meeting with Vaskel Savill in the planning of an attack on the Imperial torpedo sphere near Tallaan. To help ensure his victory, Corell even purchased a trained vornskr - which he name Crill - to assist him during the Vor-cal. (LOE)

Munto

this large city is located on the planet Commenor, spreading through a wide valley. (IR)

Munto Codru

the planet on which Jaina, Jacen, and Anakin Solo are kidnapped. It is the homeworld of the Codru-Ji, who have built their civilization on top of the ancient ruins of a long-lost alien race. (CS)

Muntuur Stones

this famous grouping of seven stones was once held aloft by Ferleen Snee, using only the Force. Each of the Muntuur stones weighs five or more metric tons apiece. (GG9)

Muo Glandish

this small-time smuggler used to dive into the StarForge Nebula to avoid being captured by Old Republic forces, until he finally got tired of it and established a base on operations on an asteroid in the nebula. The base grew as more and more smugglers and pirates realized that Glandish had the right idea, and Glandish made a tidy profit skimming profits from the smugglers as "rent." The asteroid base grew into StarForge Station, and Glandish invested most of his profits into expanding and enhancing the base's facilities. Glandish was shot and killed by an old enemy who wanted a piece of the action, but Glandish ensured the continued freedom of StarForge Station by killing the enemy with his own returning fire. His groundwork allowed a succession of leaders and administrators to continue growing the station. (PP)

Muphrida

this is the Whiphid term for a large, disgusting creature. (RD)

Muptupp

this red-haired human was one of Huba's crew of chefs that were wrongly enslaved to a Hutt crimelord by Olag Greck. Muptupp followed Huba to Kalarba, where they tried to be pirates in order to steal enough money to start their own restaurant. When R2-D2 and C-3PO beat Rippter in a vump-shugga race, and Huba refused the Captain's medal, Muptupp made R2-D2 the Captain. (DRO)

Mura, Ado

this dark-skinned human girl was a student at Madame Vansitt's Charm Academy at the same time Pala was there. (E1A6)

Muracie

this city was located near Rubyflame Lake, on the planet Centares. (WOA32)

Murahl

this woman was a Lieutenant in the customs agency of the planet Kaal, during the height of the New Order. She as known to be a friend of independent spacers, acting as a go-between with the Imperial customs officers who were stationed on the planet. She would bend the rules to make sure everything she did ended up a win-win situation, as long the Imperials weren't drawn into the deal. (PSG)

Murashani

this was the Huttese word for a bounty hunter. (SWI76)

Murble

this man eked out an existence beneath the surface of the planet Coruscant during the early years of the New Republic. Along with his pet bursa, Fierce, Murble shuffled through life by staging makeshift circuses for any being in the Southern Underground who would pay a credit to see it. (CCW)

Murchason Ring

these rings were used in a variety of technological applications. (IWE1)

Mure, Nigella

this woman was placed in command of the clean-up crews in the Desrini District of Coruscant, shortly before the Clone Wars, when a garbage launcher misfired. She discovered that a group of squatter families had tapped into the power matrix of the garbage launcher, disabling its obstruction sensors and causing the launcher to activate, even though the path of the garbage bin was blocked. (HNN5)

Murglak

this was a species of vile, disgusting creature. (T3)

Murglak

this was a swear word used by many disreputable groups, during the last decades of the Old Republic. (SHW)

Murgoob

a Dulok oracle, Murgoob was over 600 years old just before the Battle of Endor. He was known to the inhabitants of the forest moon of Endor, especially the Duloks, as the Great Murgoob or Murgoob the Cranky. It was Murgoob who recognized that Wicket Wystri Warrick had discovered the battle wagon his ancestor, Ephram, had built. Murgoob insisted that King Gorneesh take the battle wagon from the Ewoks and use it against them. Unfortunately, Wicket was able to destroy the battle wagon before the Duloks could take possession of it. (ECAR)

Murishani

this Huttese word translated into Basic as "bounty hunter." (GMR5)

Murisson, Rith

this young woman decided to try a new massage therapy, and allowed herself to be covered with an umgullian blob. However, her doctor failed to alert her to the possibility that her skin might have reactions to the blob's secretions, and she found herself scarred by the suction disks used by the blob to move about. (EGA)

Murk

this airless planetoid was the innermost body in the Murk System, located in the Modell Sector of the galaxy. It was continually bathed in dull, red light from its primary star, a red dwarf that was also called

Murk. The planetoid was best-known as the site of an Imperial transfer station during the construction of the second Death Star, at the end of the Sanctuary Pipeline. After the Battle of Endor, the transfer station was abandoned. It was later refurbished as a haven for the Shell Hutt known as Tagoonta. (GMR9)

Murk

this red dwarf was located in the Moddell Sector of the galaxy. It was best-known as the terminus of the Sanctuary Pipeline, which was established by the Empire to help ensure safe passage into Moddell Sector, during the construction of the second Death Star. The star was orbited by a collection of airless planetoids, many of which were mined for ores. The innermost planetoid, also known as Murk, served as the Empire's primary transfer station. (GMR9)

Murk Lundi

this Quermian, born on the planet Ploo II, was a noted professor teaching galactic history on Coruscant during the years preceding the Battle of Naboo. He was distinguished from other Quermians by the black apparatus which covered his left eye. Doctor Lundi was something of an expert on the lore of the ancient Sith, and his lectures on their magic and the Dark Side of the Force were extremely popular. One of his students, a youth named Norval, listened intently to Doctor Lundi's words, as did another student named Omal. Lundi took a sabbatical some six years before the Battle of Naboo, in an effort to recover the Sith Holocron which was believed to exist at the bottom of the planet's oceans. Norval, sensing the power of the Holocron, traveled to Kodai and tried to take it for himself, but the Holocron was lost in the struggle to control it. The appearance of Qui-Gon Jinn and his Padawan, Obi-Wan Kenobi, forced Norval to flee. However, Lundi was captured by the Jedi and held prisoner on Coruscant. He languished in prison for ten years, going slowly insane, until the Jedi decided to return to Kodai and attempt to recover the Holocron again. This time, Doctor Lundi was accompanied by Obi-Wan and his own apprentice, Anakin Skywalker. Anakin's own growing power frightened Doctor Lundi, who began to die after realizing that the Holocron would never be his. Despite the fact that the Jedi were able to recover the Holocron from Norval, Doctor Lundi died shortly afterward. (JAF)

Murk-cave

this was the term used to describe any of the deepest, dankest caves found on the planet Af'El. (CCW)

Murl

this was one of the more common Kel Dor surnames. Its meaning and origins were unknown. (GCG)

Murleen, Ru

a member of the Alliance, Ru Murleen played a number of key roles in the events leading up to the destruction of the first Death Star during the Battle of Yavin. She was the youngest of the Alliance's starfighter commanders, with a quick wit and an eye for talent that helped her train many new pilots. She was also instrumental in the discovery of the V-38 fighter. (RA, RA2)

Murmamn City

this was one of the largest cities found on the planet Baltimn. The School of Hidden Wisdom was located in the city's residential district. (PJSB)

Murninkam

this world was a tropical paradise that was only sparsely settled at the time of the Battle of Endor. The primary reason for this was that it was located far from most space lanes, although the presence of Spinda Caveel was more than enough to keep most people away. (SEE)

Murno, Kot

this man was a Lieutenant within the Peace Brigade, and led the team which traveled to Yavin 4 in an effort to capture the students of Luke Skywalker's Jedi praxeum, when the Yuuzhan Vong claimed they would stop their invasion if the New Republic turned over the Jedi. When challenged by the Jedi, Murno claimed to be acting on the authority of the Alliance of Twelve. (EVC)

Murquan

this Imperial Moff controlled the Lorn System during the early years of the Galactic Civil War. (AIR)

Murr

this was a species fo tough, but dim-witted, beast of burden that was raised on the planet Ithor. (GCG)

Murr

this was one of the seediest cantinas found on the moon of Nar Shaddaa. Located on Level 15, well below the level at which natural light can penetrate, the Murr was little more than a room with some tables and chairs arranged haphazardly within it. (TF)

Murr

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name referred to a tough, albeit slow-witted, Ithorian beast of burden. (GCG)

Murr Danod

this peaceful Ithorian smuggler was part of a trade guild that was operative in the Outer Rim Territories, during the last decades of the Old Republic. He had no qualms about dealing with questionable cargoes, but always tried to treat his customers fairly. (CCG13)

Murra

this bristle-furred herbivore was native to the planet Corellia, and was often herded together by farmers for its milk and meat. (QQRG)

Murra

a tribesman of the Ysanna on Ossus, Murra is the first to help Okko attempt to defeat Luke Skywalker and Kam Solusar when they arrive on the planet. (DE2)

Murra Orders

founded during the early years of the New Order, this brotherhood of weaponsmasters created the Kartranin method of wielding a sword. (AIR)

Murripin

a Hutt divan or bed. (JTH)

Murrtaggh

this former Jedi Master once defeated a "Dark Underlord." (HR)

Murrwooro urrwooro

this Wookiee and his friend, Urrurrowo, were badly injured when a swarm of flame beetles exploded near them, shortly after the Clone Wars. Murrwooro was a native of the city of Rwookrrorro. (GMR4)

Murtceps

an Imperial freighter discovered by Keyan Farlander during his first tour of duty as an X-Wing pilot, the *Murtceps* evaded Farlander and survived his attack. (XW)

Murthe', Leonis

this depraved Imperial scientist was known to have been one of the staunchest supporters of Emperor Palpatine's High Human Culture. To this end, Doctor Murthe' and his partner, Admiral Mir Tork, spent much of their careers subjugating and destroying entire alien civilizations. Doctor Murthe' set up a collection of holding pens and laboratories aboard the *Azgoghk*, where he perfected his techniques and torturing and killing. Murthe' later retired to Malicar 3 in the wake of the Battle of Endor, shortly after working with Admiral Tork to destroy the Gulmarid civilization. On Malicar 3, he spent much of his time torturing and killing aliens for the pleasure of it, no longer concerned with any scientific pursuits. Murthe' was later hunted down and killed by Boba Fett, who had been hired by Slique Brighteyes to avenge the Gulmarids. (AOD)

Muru Ki

an Imperial Nebulon-B frigate that saw duty during the Galactic Civil War. (TIE)

Murul Trench

this undersea valley was located on the planet Calamari. (SWJ10)

Murzz

this young boy was one of many children captured by, and forced to work for, Gilramos Libkath, during the years leading up to the Clone Wars. Libkath forced the children to perform a number of criminal activities or suffer his wrath, such as stealing weapons from Jabba the Hutt and disrupting the activities of the Separatists in Mos Espa. (BF4)

Mus

this name was given to female Zabrak, and meant "wine". This name originally referred to any strong alcohol that was used to cleanse wounds. (GCG)

Muscave

this large gas giant was the seventh planet of the Coruscant System. It was orbited by twenty-one natural moons. (PH)

Muscle Maggot

this burrowing insect was native to the planet Rattatak. They were named for the way in which the consumed only the muscle tissue of a host organism, a trait that the native Rattataki put to use as an interrogation technique. A few muscle maggots were placed on the skin of a prisoner and allowed to begin burrowing. Over time, the prisoner lost muscle and strength, making them more susceptible to questioning. (RHF)

Muse, Duriel

this Corellian was the wife of Grondorn Muse. (CCG9)

Muse, Grondorn

this former Corellian militia member was also a noted musician, until the Empire blacklisted him. He then joined the Alliance with his wife, Duriel. (CCG9)

Museum of Applied Photonics

this museum of technology was located on the planet Obroa-skai. Twenty-seven years after the Battle of Yavin, after the Yuuzhan Vong overran Obroa-skai and claimed the world for themselves, they left the Museum of Applied Photonics intact, one of a thousand such buildings which were saved from destruction so that the Yuuzhan Vong could better understand their enemies. The Museum itself was converted into use as Warmaster Tsavong Lah's personal base of operations during the war. (SBS)

Museum of Light

this wondrous museum was located on the planet Tandis Four, until it was destroyed by Count Dooku's Separatist forces during the height of the Clone Wars. (MJH)

Museum of Tatooine

this art museum was located in the city of Bestine, on Tatooine, and boasted a huge collection of artworks created from the sands and minerals of the planet by the galaxy's best artisans. (SWTJ)

Museum of the Absolutes

located in the city of New Apsolon, on the planet of the same name, this museum was built in the former headquarters building of the Absolutes. It was established as a grim reminder of the atrocities of the Absolutes under the Civilized Authority, and presented information and artifacts from the civil war between the Workers and the Civilized. It was later revealed that Eritha and Alani had arranged for an underground tunnel to be excavated, connecting the Governor's palace to the Museum. They used it to reach the Museum, where they regularly met with the Absolutes who had been in hiding, planning for the time when Alani would be elected Governor and return power to the Absolutes. The Absolutes had gone so far as to make the displays in the Museum active, in case of a breach in their security. (TTB, CTV)

Museum of the Galactic Republic

this Old Republic monument was established on the planet Centares by the Senate of the Old Republic. The Museum was shut down by Emperor Palpatine. (VQ)

Museum of the Republic

established on Coruscant, this New Republic edifice contained numerous displays depicting the events of the Galactic Civil War and the years following the Battle of Endor. It contained a room dedicated to the Battle of Yavin, which had a cut-away model of the first Death Star and a listing of the battle station's full complement of personnel. The display was designed to highlight the destructiveness of war, regardless of the outcome. (SOL)

Mushkil

this Noghri, a member of the Baikh'vair clan, accompanied Corran Horn and Jacen Solo to Garqi, during their attempt to infiltrate the Yuuzhan Vong occupation of the planet. In their first battle with the Vong, Mushkil was killed by Krag Val's amphistaff. (DTR)

Mushroom Cutting Festival

this annual event took place on Gandle Ott, when the cattarash mushrooms were ripe enough to harvest. (DARK)

Mushroom Mesa

this Tatooine landmark was located on the Mos Espa podracing course made famous by the Boonta Eve Classic. The top-heavy stone pillars of this area are shaped like giant mushrooms, and many observers claim to have seen faces carved into the stones. Legends say that the Sand People are the keepers of the secrets hidden in the stone faces, while most geologists claim that any "faces" in the stones were carved by unusual wind erosion. The Mesa later served as a section of the noted Mos Espa Circuit, a swoop racing event held annually during the height of the New Order. (RAC, IWE1, SWGAL)

Mushroom Patch

this was the term used by owners of moisture vaporators to describe the patch of ground at the base of the vaporator. It was here that stray moisture collected in the soil, creating a damp area that allowed mushrooms to grow. (NEGW)

Music Ball

a small, silver orb that plays music when shaken. (XWRS)

Musk Merchant

this was the name given to those merchants who captured thrantcills and extracted fragrant oils and chemicals from their flesh and organs. (TCD)

Musket

a Ripoblus assault transport operative during the Sepan Civil War. It was used in the Sepan battles against the Empire. (TIE)

Muskov

Captain of the Cloud Police when Zorba the Hutt assumes control of Cloud City, Muskov is a secret agent working for the Central Committee of Grand Moff. (MMY)

Muskree

this planet, little more than a barren, red ball of dust, was located about an hour's hyperspace travel from the Perlemian Trade Route, beyond the Tion Hegemony. It was considered the primary planet in the Simus Minor System, and was once believed to be a treasure trove of minerals and ores. However, initial scans proved false, and many mining operations went broke and abandoned their bases on Muskree. A small world, Muskree was so remote that it lacked any form of spaceport, and any being with a reason to visit was warned to follow an automated beacon to an open landing area. A single settlement near the landing field was the only inhabited area on the planet. It was here that Osaji Hux chose to live as a

recluse, keeping herself safe from harm as the leader of the Osaji Syndicate during the height of the Galactic Civil War. (WOA32)

Muslo, Defaris

this Imperial Governor blamed the Alliance for the death of his daughter, Marna, who actually died under the ministrations of an Imperial interrogation droid. Because of his daughter's allegiance to the Alliance, Defaris was also suspected of supporting the Alliance and was targetted for assassination. (GMH)

Muslo, Marna

this woman was the daughter of Imperial Governor Defaris Muslo. She was an active supporter of the Alliance. She was killed after she was captured by Imperial agents and subjected to torturous interrogation by an IT-0 droid. (GMH)

Muss

this hide of this creature was used to cover furniture. (PSPG)

Mussat Nasrabi

this Mon Calamari owned and operated a Tibanna gas mining operation out of Cloud City during the early years of the Galactic Civil War. An old friend of Platt Okeefe, they worked together on a Sullustan starliner before going their separate ways. Nasrabi had served as the liner's chief engineer, and used his experience to set up the tibanna operation later on. Nasrabi also owned and operated the Floating Fish gambling club, and he was a member of Cloud City's Gambling Guild. (IDC)

Musson System

this star system aligned itself with the New Republic, following the Battle of Endor. The pirate Jerresk once ambushed a Republic convoy bringing supplies to the Musson System. (WBC)

Mussubir III

a planet with an ancient, aristocratic House. (COJ)

M'ust

this race of cave-dwelling aliens worshipped the eternally-burning fires found in subterranean caves on an unspecified planet. Cody Sunn-Childe discovered the M'ust people when he was shot while fighting the Empire on the planet, after its subjugation during the early days of the Galactic Civil War. It was from the M'ust that Sunn-Childe learned to control his desire for violence, and eventually became a peace-loving individual. When Sunn-Childe finally decided to leave their planet, many of the M'ust followed him to his newly-created spacecraft, which traveled between dimensions rather than in realspace or hyperspace. (MC46)

Mustafar

this volcanic world was the smaller of two twin worlds that orbited a remote star. The surface of the planet was continually being shaped and reformed by eruptions of lava and gas, and it appeared to glow a deep orange-red from space. Amazingly, a race of tall, thin humanoids known as Mustafarians managed to eke out a civilized existence on the planet. The Techno Union established a mining outpost on Mustafar, extracting precious metals and ores from the free-flowing lava that covered much of the planet's surface. It was on Mustafar that General Grievous hid the Council of Separatists, after the Jedi discovered the presence of Grievous on Utapau. This was all part of the schemes of Darth Sidious, who knew that he needed to eliminate the Separatists before he could assume control of the galaxy. By gathering the Council of Separatists on Mustafar, Sidious had them trapped in one location. Then, he dispatched Anakin Skywalker to eliminate the Separatist leaders. This event served as the final act of both the Clone Wars and the Old Republic, solidifying Chancellor Palpatine's position as Emperor of the galaxy. (SWI80, IS3, VD3, E3N)

Mustafar Lava Flea

this was a species of immense insects, used as mounts by the inhabitants of the planet Mustafar. The six-legged lava flea walked in a head-down position, with its armor-plating torso held high enough to place a

fire-resistant saddle at its crest. The eyes of the lava flea were protected by nictitating membranes that could cover the eye and protect it from dust and ash. (IS3, VD3)

Mustafarian

this tall, thin-bodied alien race was native to the planet Mustafar. Many xenobiologists believed that the Mustafarians were related to the Kubaz, a link that was emphasized by the similar facial structures of both races. The Mustafarians had a long trunk instead of a nose, and their foreheads sloped gently back to their necks. (VD3)

Musti

a creature which can be domesticated. Once trained, it becomes extremely loyal to its owner. (XW)

Mutanda

this planet, located in the Killaniri System, is the site of an orbital prothium gas mining/producing facility. The mining rights are owned, and the mining controlled by, BlasTech Corporation, Czerka Weapons, and Blethern Gas Industries. Mutanda itself is a moist, temperate world which is home to the Horansi race. Mutanda rotates once about its axis every 18 standard hours, and its year encompasses 267 local days. It had four moons. While Killaniri was known for the prothium gas, Mutanda was known as a safari world, on which the rich and wealthy of the galaxy could hunt for exotic game such as the kalans and hokami. (PG1)

Mutandan Porf

described by those who have eaten it as a dangerous meal, it consists of grain, meats, and spices stewed together and served with bread. (XW)

Mutant Zombie Cooler

a mixed beverage Han Solo makes sarcastic reference to while escaping with Dracmus from the Human League on Corellia. (AS)

Mutar-Horan

this was the outermost of the four moons which orbited the planet Mutanda. (PG1)

Mutated Behemoth

this creature was once the apex predator found on the planet Caamas, known for its lengthy hibernation periods. When Caamas was destroyed, most of the baseline-stock behemoths were killed or died shortly afterward. Some of those that were hibernating at the time managed to survive, but were horribly mutated. These mutated behemoths had three pairs of clawed legs, and had oblong-shaped skulls filled with oversized teeth. These behemoths measured over four meters in length, including a short tail which was used for balance. (WOTC, CCW)

Mutdah, Bohhuah

an extremely obese human, Bohhuah Mutdah was the richest man in the galaxy during the early years of the New Order. He was a retired industrialist who personally controlled trillions of credits. He lived on Oseon 5792, an asteroid in the Oseon System that he had altered to create his own fortress. There, he had servants to perform any task he required, and it was rumored that he had not lifted a finger or used his hands in five years before he was killed by Rokur Gepta as part of a convoluted plot to kill Lando Calrissian. He was well over 100 years old when he was murdered, an age achieved by the proximity of one of the largest life-crystals ever exported from the Rafa System. Another source of his longevity was his intense addiction to lesai. He also had the asteroid's gravity modified, to allow him to maneuver his bulk around with ease. In his asteroid retreat, Mutdah had amassed one of the largest private collections of writings and books, and possessed them in all their forms: early scrolls, worn hardcover texts, memorywire spools and memory rods, and data cards. (LCF)

Muted Orbs of Valah'ha

this was a religious reference used by the Gran people. (ETM)

Mutilator

this was the name of the YZ-775 transport owned by the Dark Jedi Gilflyn. (CCW)

Mutiny Box

this was the generic term for any failsafe device which could be triggered in case a military position was breached or infiltrated. Hidden within the mutiny box, which was controlled by the base commander, were switches that triggered the self-destruct mechanisms on weapon emplacements other defenses. Essentially, the mutiny box prevented traitorous forces from gaining control of one's weaponry. (SHPT)

Mutiny, The

another term used to describe the Galactic Civil War. (DESB)

Mutonium Ore

this highly-valuable metal was mined in the Stenness System. It was often smuggled out of the system, or stolen by one of the system's pirate bands. (TOJ)

Mutriok

native to the planet Socorro, this canine hunter was known for its sharp senses of smell and direction. The nomadic tribes domesticated the mutriok, using them as companions during their hunts. The mutriok was also valuable to sniffing out pockets of Trauger Gas before a hunting party could stumble into them. (BSS)

Muttamok

this species of small mammals was not fully sentient, but often acted as if it understood what an intelligent creature was thinking. Resembling a bipedal, russet-furred fox, the average muttamok was attracted to bright and shiny objects, which it usually tried to steal and bring back to its lair. These objects were quickly forgotten in the hunt for new trinkets, but a captured muttamok had the uncanny ability to return a stolen object to its original owner. This act was accompanied by an apparent plea for sympathy, which was actually a modified Force skill that projected a form of friendship into the other being's mind. In this way, the muttamok was able to escape from its captor without harm, although it often left its trinkets behind. (PJSB)

Muttani

this humanoid race was distinguished by its sickly appearance and peculiar body odor. The skin of a Muttani had a greenish-gray coloration, and their bodies were generally hairless. The bald head of a Muttani was crowned by pointed ears, and their mouths were filled with sharp teeth. (BH)

Mutual Claim Registration

developed by independent scouts to solve a situation where two or more parties lay claim to the same unregistered planet prior to credit being paid, the Mutual Claim Registration is signed by all parties. It gives each party an equal share in the claim, thereby eliminating any bickering over claim jumping. It never fully settled the issues surrounding the fact that more than one claim was entered, but it ensured that everyone got some form of compensation. The development of MCRs actually led to more claim jumping, as it gave each party a share whether they actually found the planet or not. (GG8)

Muudabok

this herbivore was native to the coastal swamps of the planet Naboo. Resembling lupine antelopes, the muudaboks were distinguished by their thick horns and the spikes which protruded from their haunches. It was a streamlined swimmer, but rarely dove below the surface of the water. The claws on the front feet of the muudabok were used for digging up roots. The horns of the muudabok were hollowed out by the Gungans to form musical instruments. A collection of buoyant knobs were found at the end of the muudabok's tail, which were used as floats during swimming as well as clubs when attacking or defending. (WSW)

Muun

this archaic name was common among Sullustan males, and meant "bludgeon". (GCG)

Muun

this young Sullustan served as a General during the Yuuzhan Vong invasion of the galaxy, despite his young age. Many believed that his command was the result of excellent testing scores, and not any conduct or success in battle. Others believed that he achieved the position because of his relationship with Admiral Sien Sovv. Two years after the initial appearance of the Yuuzhan Vong, General Muun was placed in command of ensuring that the Bilbringi Shipyards continued to operate under Republic control, thereby ensuring a stream of new warships for the battle. He was flustered when Han Solo and his wife, Leia Organa Solo, asked for twenty ships to assist a Vray convoy fleeing the invasion. Muun refused, citing that the New Republic could not play favorites among its member species. (SBS)

Muun

this tall, thin, humanoid race was native to the planet Muunilinst. Their skulls were elongated and thin, with a tall brain cavity and drooping cheekbones. Their large hands were tipped with equally long fingers. The skin of the average Muun was a pasty-white color, the result of living indoors and underground for much of their lives. A Muun's internal organs were perhaps most noted for the fact that each Muun had three hearts. Although Muuns often traveled away from their homeworld, such trips were quite short, as many Muuns became homesick if away from Muunilinst for too long. (SWDB, GMR10, BF3, UANT, E3N)

Muun

this was the native language of the Muun people. It consisted of two sounds - "eh" and "um" - combined in varying pitches, frequencies, and orders, creating a language that was very similar to droid Binary language. The written form of the Muun language was a simple, mathematical shorthand representation of the spoken form. (GMR10, UANT)

Muun

this was the shortened name for the planet Muunilinst, used during the last decades of the Old Republic. (SWI65)

Muunilinst

this planet, the homeworld of the Muun race, was the financial heart of the Empire in the years following the death of Grand Admiral Thrawn. Known to many Imperial officers as Moneyland, it was a world steeped in history that dated from the glory days of the Old Republic. It was protected by a pair of Golan III defense platforms, defenses which Moff Disra had tried to move to Bastion. Years later, after the Yuuzhan Vong took control of the planet Coruscant and then were soundly defeated at the Battle of Ebaq, the alien invaders turned to the fringes of the galaxy to make smaller attacks. After destroying the Yevethan homeworld of N'zoth, the Yuuzhan Vong turned their attention to the Imperial Remnant. In a coordinated strike, the Yuuzhan Vong eliminated Bastion and its supporting fleet, then decimated the forces protecting Muunilinst. The planet itself was bombarded from orbit, reducing it to a wasteland from which the Yuuzhan Vong plucked any survivors for use as slave labor. (SOP, SWDB, FH1)

Muur

a tentacled predator. (RPG)

Muur

this simple, yeast-based food formed the basis of the Yuuzhan Vong diet, during the long trip between galaxies. (FP)

Muurbux

this was a common name among the Sauvax race. (UANT)

Muurian Transport

a 40-meter cargo and personnel mover, this wedge-shaped craft has a outriggered storage and weapons module. It has been rated at a top speed of 90 MGLT, and is armed with 2 turbolasers and 3 laser cannons. 80 SBD shields protect a 30-RU hull. (TIE)

Muuurgh

this huge Togorian stood nearly three meters tall, and was covered in patterned black fur. Muuurgh was

betrothed to Mrrov while on Togoria, but she wanted to see the galaxy before settling down. She left the planet, and Muuurch pursued her. He lost track of her on Ylesia, and opted to remain on the planet and work for Teroenza as a bodyguard. When Han Solo took the job of pilot for the t'landa Til, Muuurch was assigned as Han's personal guard. Their relationship grew steadily during Han's tenure, until both beings trusted each other. When Han discovered the truth behind Teroenza's religion and plotted to escape, Muuurch misunderstood his plannings as a direct attack on the t'landa Til. This went against Muuurch's vow of service to Teroenza, and he tried to apprehend Han. Han quickly relayed the information that Mrrov was a prisoner at Colony Two, and Muuurch was then convinced that Han was telling the truth. They developed an elaborate plan to get off the planet, which succeeded with only Muuurch taking a blaster bolt in the side. Muuurch and Mrrov returned to Togoria, where he soon recovered and they were married. They had two cubs, a male and a female, by the time Han and Bria returned to Togoria to recruit soldiers for the Battle of Ylesia. Both Muuurch and Mrrov joined them. (TPS, RD)

Muvon

this small B-7 freighter was owned by Brophar Tofarain, and was brought with him when he signed on as a crewman aboard the *FarStar*. It was a small ship, characterized by its cramped quarters and cluttered interior. The ship was stolen by Gorak Khzam and Nizzal, when they defected from the *FarStar* near the Qu'mock Station. (KO)

Muvon II

this was the *Aegis*-class shuttle acquired by Brophar Tofarain, after the loss of his first ship, the *Muvon*. (E)

Muz

this was a common name given to male Duros children. The name Muz came from the term meaning "hearty". (GCG)

Muza

this sentient race was native to the planet Muzara. They resisted the colonization efforts of the Brentaal League, some 4,000 years before the New Order, until the Jedi Knight Keval Raffaen mediated an agreement between the Muza and the human settlers. They were a nomadic species of hunter-gatherers who descended from nomadic ruminants. They could be aggressive when they needed to be, but often chose to work out their problems. (TOJC)

Muzara

this planet, located far from Coruscant in the Expansion Region, was first settled by the Brentaal League some 4,000 years before the Galactic Civil War. They were unaware that the planet was inhabited by the Muza, and the Jedi Knight Keval Raffaen was dispatched to mediate an agreement between the two factions. (TOJC)

Muzzer

an Imperial Grand Moff serving the Empire after the birth of the New Republic, Muzzer is an obese man who is brash and exciteable. (GDV)

Muzzlian Squills

this trinket is often found in starport giftshops. (GMH)

MVD-1

this flitter was produced by the Mrlsst Motorworks. It measured 14 meters in length, and had an insectile body which could transport up to five passengers and a metric ton of cargo. These craft, although beautiful to see in flight, were not very durable, and had to be scrapped within ten years of use. (LOE)

M'Ven

this avian creature was native to the planet Goroth Prime. Its name literally meant "swooper," which described its preferred method of movement. These creatures, distinguished by their coarse, black feathers, were herbivores that fed on the various mosses found on the planet. (GSE)

MVR-3

this was one of Incom Industries' earliest attempts at developing a speeder bike, first produced during the height of the Old Republic. Because it was also one of the first speeder bikes ever developed, its design and form were considered very different from the more modern speeder bikes. The MVR-3 was a bulky vehicle, with a large tail section housing the repulsorlift and thrust engines, along with the vehicle's electronics and a storage bin. The semi-circular seat was located just behind a curved housing that held the controls, allowing the driver to sit in the curve with their feet in the stirrups. While modern speeder bikes made the MVR-3 seem comparatively slow, the MVR-3 was nevertheless extremely maneuverable and had larger than average cargo capacity. (AEG)

Mwarri

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name meant "singer" - or, more literally, "singing water". (GCG)

M-Web Repeating Blaster

this was one of the derivatives of the original EWHB-10 repeating blaster, produced during the early years of the New Republic. (NEGW)

M-Well

this design of Gravitech navigational detection system was used on many Mon Calamari luxury ships. (RM)

Mwith

this was a common name among Quarren females. It meant "female ruler" or "queen". (GCG)

MX Cannon

an ancient weapon developed by the Old Republic, the MX cannon used ion flow as a power source. (TSW)

MX-10

this was MerrSonn's anti-vehicle missile emplacement, developed during the Galactic Civil War. (HAS)

MX9

this was the model number of the standard-issue blaster rifle issued by the Thaereian Military, during the height of the Clone Wars. (LFCW)

MX-series Droid

this series of droids was designed to perform routine starfighter maintenance. (VOF)

My Heart Belongs to You

this jizz tune was made popular by Evar Orbus and His Galactic Wailers. It remained a hit for the band's new incarnation, the Max Rebo Band. (SWI67)

My Princess

this was the name of a cracian thumper which was raced at the Heatherdowns Hotel and Track, during the height of the Galactic Civil War. (TSIA)

m'Yalfor'ac Order

this was one of the continental armies of the Bitthaevrian military, which was rumored to have defeated the Jedi Knights in battle shortly before the advent of the New Order. Based on the I'Quar'ta continent of the Bitthaevrian homeworld of Guiteica, the Order was sworn to eliminate two groups: Force-sensitives and Bothans. The m'Yalfor'ac detested the way in which Bothans avoided direct conflict, a triat which angered and frightened them because the Bothaevrians couldn't comprehend Bothan ways. The Order was led by five beings: Colonel Quaal Tavie Catharius and his four subordinates. At the height of the Galactic Civil War, the Order numbered more than 10,000 fanatically loyal soldiers, all but two of which were Bitthaevrians, and represented more than eighty percent of the Guiteica Militia. With the advent of

the New Order, the m'Yalfor'ac Order saw the Empire as the lesser of two evils, since anything was better than the Old Republic. (AIR)

Mycogen

this small, bio-engineered organism was used by the Yuuzhan Vong to generate light. Entire colonies of mycogens were implanted into the walls of Yuuzhan Vong worldships, providing a ready source of bioluminescence. (EVR)

Mycosia Flower

a species of plant with large pink blossoms, they were a favorite of Evir Derricote. They provided him with early experience in genetic manipulation. (MBF)

Mycroft

this temperate world was garrisoned by the Empire, in order to construct the M13 repair station in orbit above it. Mycroft had no sentient life, but had a temperate ecology which supported a variety of lifeforms. (SWCP)

M'yet Luure

this Exodeenian Senator to the New Republic was a powerful leader who spoke openly with Leia Organa-Solo at all times. Their friendship had grown with the Republic, and when former Imperial supporters became elected Senators, Luure countered Leia's distrust by reminding her that she herself once served Emperor Palpatine. The senior Exodeenian Senator at the time, Luure was killed when Dolph's sabotaged droids exploded during a Senate meeting. (TNR)

Mygeeto

this crystalline world was covered with thin layers of ice, making travel across its surface dangerous at best. The native crystal worms that lived beneath the ice compounded the danger. Mygeeto was singled out by Supreme Chancellor Palpatine, during the last stages of the Clone Wars, as one of the Outer Rim worlds that would be targetted by the Grand Army of the Republic. According to Palpatine, the worlds of Mygeeto, Felucia, and Saleucami were a "triad of evil" that served as Separatist bastions. Ostensibly, Palpatine ordered troops to Mygeeto and several other worlds as a way to end the Outer Rim Sieges and bring the Clone Wars to a halt. (OWS, LEV)

Myill

this race of blue-furred creatures was enslaved by the Ghawem pirates and used as laborers. (SWJ8)

Myinyar

this female was a member of the Quara species of Aqualish. She helped a member of the Alliance obtain quantities of sedrellium from the Ando fishing platforms, stealing it from refineries which supplied the Empire with raw materials. (COG)

Mykal

this flying creature was native to the forests of the planet Kashyyyk. (KOTOR)

Myk'Chur Finux Zug

this Lannik was part of the Red Iaro delegation ostensibly sent to Malastare to negotiate a peace treaty with Prince R'cardo Sooflie IX, shortly after the Battle of Naboo. Zug was the only surviving member of the Red Iaro to have faced Jedi Master Even Piell in battle. The Jedi was forced to kill the other six members of Zug's squad before Zug himself fled the scene of the battle. Zug later became an ally of Gran Senator Aks Moe, a position which he hoped would aid him during the negotiations. Senator Moe also promised that the Red Iaro would have the cooperation of the Malastare government during the negotiations. Zug was behind the plan to kill the Jedi mediators during the Vinta Harvest Classic podrace, but the plan failed when the Jedi escaped. Zug was forced to capture Prince Sooflie and hold him hostage. When the Red Iaro's plans to kill the Prince failed, Zug tried to escape them by igniting his rocket backpack and fleeing the Prince's hotel. Unfortunately, he took off into the midst of the Vinta Harvest Classic podrace, and was killed when he was sucked into the intake turbines of Sebulba's podracer. (ETM)

Myke

this near-human race was characterized by their tall, thin bodies and gaunt faces. They had two small horns descending from either side of his chin. (HCE)

Myles

this man was a member of the Mandalorian Shocktroopers, serving under Jango Fett some twelve years before the Battle of Geonosis. Myles was killed when he was cut in half by a Jedi Knight during the Battle of Galidraan. (JFOS)

Mylok IV

primary planet in the Mylok System, located in the Outer Rim Territories. It is the homeworld of the Habeen and the Nharwaak. (TIE)

Mylore, Yndis

this one-time governor of Bryexx was an Imperial Moff in charge of the Varvenna Sector. He, at one time, employed Porcellus. (TJP)

Mylthea

this was the name of a noted Vuvrian individual. (UANT)

Myn

this was one of the most common names given to female Corellians. (GMR9)

Myn

this was one of the most common male names among the Corellian population. (GMR9)

Myn Seda

this was a noted member of Chagrian history. (UANT)

Myneyrsh

this was the native language of the Myneyrsh people, consisting of primitive snorts, honks, and vocalizations. There was no written form of the Myneyrsh language, and all information was passed down from generation to generation through oral histories. (UANT)

Myneyrshi

a race native to the planet Wayland, the Myneyrshi were known for their close-in blade combat skills. They had four arms (an upper set and a lower set), two legs, and had crystalline blue skin. Like the Psadans, they disliked any offworld races. The Myneyrshi also shunned technology, calling any piece of advanced technology an "item of shame." This aversion applied even to weapons, as evidenced by the saying, "A knife never runs out of ammunition." (DFR, TLC, EGA, MBS)

Mynkin

native to the planet Mrlsst, this species of predator was humanoid in stature and stood over two meters in height. Their gangly arms were contrasted their stumpy legs, and their bodies were covered with plate-like scales that were colored in such a way as to camouflage the mynkin against a rocky background. The mynkin was armed with a mouthful of sharp teeth and heavy claws. (LOE)

Mynnic

this Jedi Knight was a consular during the years following the Battle of Naboo. Mynnic and his team - the Rodian Vinto, the Cerean Pal-Han-Das, and the Trandoshan Wertsnik - worked to resolve issues without the use of force. However, in a pinch, the team was able to act as a cohesive unit to deflect an attack. (GMR6)

Mynock

this independent smuggler was a supporter of the Alliance, during the Galactic Civil War, and often served as an intermediary between the Alliance and other independent spacers. "Mynock" worked from a base on the planet Calamari, often from the Fathoms restaurant. (FTD)

Mynock

a winged parasite made of silicon, they roam the vacuum of space and attach themselves to passing ships, from which they draw the energy they need to survive. They then find a suitable asteroid to feed on, ingesting silicon and other materials until it has enough to reproduce. Mynock reproduction is based on fission of a single mynock into two new mynocks. Their origins are unknown, but it is known that they cannot fly through hyperspace by themselves. This points to a single origination system. They can grow to lengths of 1.6 meters before reproducing. (ESB, MTS)

Mynock 7

a space station. (SWJ11)

Mynock Cloud City

this dish was served at Cal'ulorn's restaurant, the Kavsrach. It was described in the menu as "a spicy combination of marinated mynock strips with vweilu nuts and Ithorian chale, in a lum sauce." (IJ)

Mynock Hole

this tavern, located in Vlarnya on the planet Courkrus, was the favored hangout of the Blackstar pirate force. Despite the disgusting appearance of the main barroom, the pirates maintained an opulent gambling establishment and brothel in a rear room, behind a code-locked door. (IJ)

Mynock Mud Pie

this was one of the many dessert foods served at Aucellis Park, on the moon Keriba VI, during the height of the Galactic Civil War. (WOA27)

Mynock-class Assault Boat

this stubby, 44-meter warship was developed by Corellian Engineering Corporation to serve as a well-armed system patrol craft, during the early years of the New Republic. The *Mynock*-class assault boat required a pilot, co-pilot, and gunner, and could carry up to 24 troops. It was hyperspace-capable, and was armed with a turret-mounted quad-laser cannon, a concussion missile tube, a pair of medium ion cannons, and two chin guns. (CTD)

Mynock's Haven

a tavern in Coronet city, on Corellia. It was here that Haber Trell agreed to meet Borbor Crisk and transfer the false cargo being transported by Grand Admiral Thrawn, who was secretly disguised as Jodo Kast. (TFE)

Mynor Dac

this being served as part of Twin Suns Squadron, supporting the Galactic Alliance's efforts to defeat the Yuuzhan Vong. (FP)

Myntor

this burrowing predator was native to the Arblis Forest of Kothlis. It was protected by a hard shell, and moved about on four stout legs. The typical myntor was an ambush predator, creating a hole in the ground and covering with derbis, then waiting for an unsuspecting animal to fall into the trap. (SPG)

Mynus, Cor

this Imperial Intelligence agent was assigned to work with Bren-Jules Rordan some years after the Battle of Endor. His cover was that of a COMPNOR observer and trainee assigned to Rordan, given when the last agent was moved off of Kirima. He was a tall, gangly man with blond hair and blue eyes, and an appearance that belied his age. He reported directly to Kora Primos, providing information he gathered on Rordan and the activities of Corporate Sector and New Republic activities on Kirima. (TSK)

Myo

this vicious Abyssin had won three separate fights during Bloodings before being captured by the slaver Malak. Using his physical prowess, Myo managed to escape during a refueling stop at Kinun Depot, and met up with Lirin Car'n. He booked passage to Tatooine with the kloo horn player, and was actually in the Mos Eisley cantina when Luke Skywalker and Obi-Wan Kenobi first met Han Solo. Shortly afterward, Myo

met up with the Brubb, Dorlar, who convinced the Abyssin to come to work for him on OM813. Myo agreed, and in a short time became one of the Galactic Outdoor Survival School's top desert survival teachers. *Myo was portrayed by Laine Liska in Star Wars: Episode IV - A New Hope.* (CCG, SWDB)

Myocaine

this muscle relaxant was used throughout the galaxy during the last years of the Old Republic. (MJH)

Myoflex

this was a thin plastic sheeting produced during the early years of the New Republic. (GUN)

Myomar

this planet, which housed an Imperial maintenance facility, was subjugated by Grand admiral Ishin II-Raz in what became known as the Massacre at Myomar. Years later, Han Solo and Chewbacca once stole parts from there for the *Millennium Falcon*. The world joined the New Republic after the Battle of Endor, but was briefly occupied by Imperial forces under the command of Grand Admiral Thrawn. (SWSB, SOP, SWI66)

Myoplexaril

this was a form of muscle relaxant that was developed during the last decades of the Old Republic. There were several variants on the basic drug, each specially formulated for a specific species. (MJH)

Myor Devker

this was the name of a distinguished Morseerian individual. (UANT)

Myoris

this Harixian school teacher was one of the many teachers that openly rebelled against Imperial control of Harix. She was kidnapped by the Gektl Rahz, who attempted to silence the rebellion by removing the school teachers. Her son, Berd, enlisted the help of Luke Skywalker in rescuing his mother. Luke, along with Han Solo, managed to save her from execution at the hands of Darth Vader. (CSWEA)

Myostim Unit

a device which uses a sensor field coupled with adjustable, computerized electromyoclonic broadcasters to stimulate muscles. It can be programmed to alternately contract and relax muscles, thereby giving the user an intense physical workout while lying prone on the ground. The user can develop intense physical strength and muscle mass without a lot of equipment, time, or effort. Myostim units were originally developed to help combat muscular atrophy on low-gravity worlds. Medical research during the height of the New Order revealed that the units have certain side effects, including electromagnetic interference with the user's nervous system. Also, a being who had trained with a myostim unit and was forced to stop experienced rapid atrophying of the muscles they developed. Normal strength training was not a suitable substitute any more, and often caused more harm than good. (SE, SESB)

Myr, R'Ytha

this woman thought she knew Ace Azzameen from a party on Luxior 7. (XWA)

Myra

Wedge Antilles' nickname for Mirax Terrik. (XWPA)

Myra

a tentacled deity whose name is often used in vain by Rars Lefken. (SWSB)

Myrenia

this was the name of Coh Veshiv's personal *Lambda*-class shuttle, stationed aboard the *Empire Forever*. When Veshiv was captured by Dhas Vedij and the crew of the *Far Orbit*, they also took control of the *Myrenia*. (FOP)

Myrgaanti Shi-iki

this Gorvan Horansi was once a freelance operative for the Alliance, until he fled active service with Bryce

Agoris. Myrgaanti was known as a boisterous brawler and womanizer, and was inseparable from Agoris during their service to the Alliance. Shortly before the Battle of Endor, they deserted the Alliance, taking more than two millions credits worth of equipment with them. Aboard the *Warhog*, they became freelance mercenaries. (SWJ6)

Myrial

this ancient noble was the provisional governor of the planet Argazda, and was known as the man who seceded the Kanz Sector from the Old Republic and began seizing control of nearby planets. She ordered the slavery of Lorradians about 4,000 years before the Galactic Civil War, and ruled for about 300 years until her forces were defeated by the Jedi Knights. (CSA)

Myris Pictures

this was one of Adarlon's largest holofilm studios, known for their big-budget movies during the last decades of the Old Republic. (HNN5)

Myrkr

a haven for smugglers and other not-quite-law-abiding groups, this planet was located in a system near the Borderlands Regions. It was also known as the indigenous home of the ysalamiri and the vornskrs. Much of its native plantlife stored metals as part of their existence, and the presence of these metals often dampened the effectiveness of scanners and communicators. The planet was first settled about 300 years before the Battle of Endor, and seemed to have gone unnoticed before then. Old Republic records, as well as those of the Jedi Order, make very little mention of the planet, however, and the Jedi simply left it alone. Myrkr had a 24-hour day, and a 324-local-day year. Some twenty ears after the defeat of Grand Admiral Thrawn, Myrkr was attacked and overrun by the Yuuzhan Vong. A worldship was inerted into orbit around the planet, in which voxyn were bred for use against the Jedi Knights. *The planet is referred to as "Myrkyr" in the early chapters of the Heir to the Empire comic series from Dark Horse, as well as in Force Heretic III: Reunion.* (HTTE, DFR, HTSB, EGC, HTTEC, FH3)

myrlinator

this was the handle of one of the many slicers who first discovered Tiny F's message of an impending attack by the Thaereian Military on the people of the Cularin System, during the early stages of the Clone Wars. (LFCW)

Myrmin

this species of small, red, six-legged insect had a pair of feelers on its head and jaw pincers that helped them gnaw they prey to death. They were often chased and eaten by pittins. (CS, COJ, SWJ15)

Myssess

this unusual plant was native to the grottoes and dense forests of the planet Kashyyyk, where it produced wondrous blossoms. (SWGAL)

Myssess Glade

this forest area, located on the planet Kashyyyk, was named for the abundance of myssess blossoms that grew on the ground. The copse surrounded the opening to a natural system of caves, which eventually became home to the Myyydril clan of Wookiees. (SWGAL)

Myshand

this Snivvian word represented the number 3. (HNN5)

Mysterious Stranger

this was the nickname given by Ajuur the Hutt to the survivor of the *Endar Spire* crash who participated in his gladiator event, some 4,000 years before the Battle of Yavin. (KOTOR)

Mystic Burn

this disk-shaped freighter was a heavily-modified YT-1200 light freighter, measuring some thirty-five meters in length and armed with a single, turret-mounted laser cannon. The distinctive offset cockpit was mounted on the right side of the ship. The *Mystic Burn* could accommodate up to eight passengers and

seventy-five metric tons of cargo. The sublight engine pods rose up from the rear of the ship, while the hyperdrive was situated between the pods. The ship was purchased by Deel Suroon from Harkan Resch, on the planet Naboo, shortly after the Battle of Naboo. Resch, who named the ship after the glow of its engines, was unable to afford the necessary repairs to the ship, and Suroon was able to purchase it for a good price. (GMR1)

Mystic Martial Arts of Squib Combats and Transactions

this was one of the largest bodies of knowledge established by the Squib, developed for the training of future members of the Reclamation Fleet. (HR)

Mystifying Hoop Trick

developed by an unusual alien and stolen by Wim Magwit, this unusual device defies any specific explanation of its operation. Essentially a pair of hoop-shaped frames which were studded with replaceable matter transmitters, the hoop trick seemed to instantly transport anything that passed through one hoop to the other. In this way, Magwit could hold one hoop in his hand and step into it, and re-appear from the other hoop. The exact method of matter transfer is unknown, although the transmitters themselves have to be constantly replaced from burnout. (EGW)

Mystra

a female bounty hunter who worked for Raskar, she wore a wrist blaster and a cybernetic vision implants which allow her to precisely target her prey. She introduced Han Solo and Chewbacca to Raskar, during their search for a power gem, after being alerted to their search by an agent on Junkfort Station. (CSW)

Mytag Crystals

a very common crystal vertex used as oscillators in old subspace communications and detection gear. Xim the Despot, realizing the need for wide-ranging communication for his forces, had planned to stockpile mytag crystals in his vaults on Dellalt. Thus, the Queen of Ranroon was loaded with crystals when it was hidden on Dellalt. When Han Solo discovers the starship, he finds that the rumored treasure of Xim was really just a vast supply of military supplies. (HSL)

Mytaranor

this planet was located in the Outer Rim Territories, and served as the base of operations for the Mytaranor Slaving Council. (GMR7)

Mytaranor Sector

this area of the galaxy was known for the Mytaranor Slaving Council. (AIR)

Mytaranor Slaving Council

one of the galaxy's lesser-known slavery rings, this group was controlled by the former slave Talas Piran, who ran the operation from a base on the planet Mytaranor. Piran, in turn, was answerable to the Twi'leki crimelord Lonay. As part of Lonay's holdings, Mytaranor was at the beck and call of Black Sun during the Galactic Civil War. The Council plied the spacelanes of the Mytaranor Sector, but also provided slaves to a large number of mining operations and other "resource management" companies. (GG12, SESB, AIR, GMR7)

Mythosaur

this ancient reptile was once native to the planet Mandalore, until Mandalore the First and his warriors conquered the planet and wiped out the mythosaurs. It was generally believed that the skull-shaped markings on the armor of Mandalorian shock troopers was a stylized mythosaur skull, as an homage to the greatest predator to walk the surface of Mandalore. It was later discovered that the image was actually a reverential symbol for an ancient combat trainer. (SWI08)

Mythosaur Axe

this was the traditional weapon of the ancient Mandalorian Crusaders. It was named for the mythosaur, which was once native to Mandalore until the species was wiped out by Mandalore the First. Calcified mythosaur bone was used to form the blade of the axe, with overlapping plates being honed to razor-

sharpness. This overlapping pattern was repeated on each side of the handle, creating a deadly crescent of bone. (SWI80)

Mythra

this is a valuable metal often used in jewelry settings. (SWJ8)

Myto, Keos

this Old Republic scout is given credit for discovering the hyperspace route known as Myto's Arrow. His ability to locate faster routes between existing points was well-known, and several corporations and financial firms contracted him to seek out these routes. One such route was to link Dantooine with Obtrexta Sector, which eventually became Myto's Arrow. (SWJ8)

Myto's Arrow

this hyperspace route, discovered by Keos Myto, was commissioned by several financial institutions to connect Dantooine with Obtrexta Sector. However, the route had to pass through a multitude of dust storms, nebulae, and other dangerous phenomena, and many of the planets along the way were of little use to developers. Over time, the route was abandoned. (SWJ8)

Mytus V

the name for Stars' End given by Han Solo to Pakka when he was trying to flush out Rekkon's murderer. (HSE)

Mytus VI

the name for Stars' End given by Han Solo to Torm when he was trying to flush out Rekkon's murderer. Unfortunately for Torm, he discarded the name Han gave him and used the correct name, Mytus VII. (HSE)

Mytus VII

the planetoid on which the Corporate Sector Authority built the Stars' End penal colony. It is located in the outer fringes of the Corporate Sector, and is the outermost planet in its system. An asteroid belt separates it from the other planets and its primary sun. It is a lifeless, airless rock. (HSE)

Mytus VIII

the name for Stars' End given by Han Solo to Atuarre when he was trying to flush out Rekkon's murderer. (HSE)

Myyydril

this clan of Wookiees was native to Kashyyyk, although their home city was destroyed by a group of Trandoshan slavers. They were welcomed into the families of Kerritamba Village until Hosdra tried to assassinate the leader of Kerritamba Village. The Myyydril were outcast from Kerritamba, ordered to flee into the jungles to survive on their own. They wandered for many days until they found the caverns hidden within the Mysess Glade. They made the caverns into a home, reviving the tribe in the hidden safety of the caves. Following the discovery of an odd, brain-like creature by one of the younger Wookiees a few years before the Clone Wars, the Myyydril tribe's numbers began to dwindle. The missing Wookiees were attributed to the so-called Urnsor'is, which multiplied in a separate cave and began feeding on the Myyydril Wookiees. An intense battle between the two groups of cave-dwellers ensued, and the Myyydril Wookiees were unable to find a way to defeat the Urnsor'is. It was during this time that the Poltur Virus began afflicting the Myyydril Wookiees, further decimating their numbers. A being by the name of Yraka Nes agreed to help them fight the Pultor Virus, helping them remain alive during the struggle for Myyydril Cavern. (SWGAL)

Myyydril Cavern

this was the name given to the cavern, located beneath the Mysess Glade on the planet Kashyyyk, that was inhabited by the Wookiees of the Myyydril tribe. (SWGAL)

Mzerc

this alien was one of the Imperial supporters who attended the 13th Imperial Diplomatic Conclave on Phelarion. (CSWEA)

MZX33291 System

originally discovered by an Imperial survey team, this system was dominated by a pulsar that blocked communications into or out of the system. The fifth planet in the system, known as Bimmie, was discovered to have been visited by the Yuuzhan Vong nearly fifty years before they attacked Belkadan and Helska. (DTO)

*** N ***

N-1 Starfighter

this starfighter design was created for the use of the Royal Naboo air defense fleet by the Theed Place Space Vessel Engineering Corps. It was a sleek, needle-shaped craft with two short wings. It employed an astromech droid to offload key functions from the single pilot. Unlike future designs which load the astromech from the top, the smaller N-1 loaded the droid from the bottom. The legs and lower body fit snugly into position, and the droid's head was raised up to extend above the fuselage. This allowed greater connectivity to the ship's computers and freed up valuable space. The wings supported a pair of modified Nubian 221 sublight engines arranged in a J-type, or twin-radial, configuration, which made the craft extremely maneuverable in atmospheres. With this configuration, the N-1 had a top atmospheric speed of 1,100 kilometers per hour. The N-1 was also equipped with a Nubian Monarc C-4 hyperdrive for interstellar travel. The ship was armed with a pair of laser cannons and a proton torpedo launcher, and had a sophisticated sensor and shielding suite. Overall, the N-1 fighter measured eleven meters in length. The distinctive rat-tail which extended from the rear of the ship housed a computer communications package that allowed ground-based controllers on Naboo to relay battle information to each N-1 starfighter while in combat. In keeping with the Naboo culture and ecology, the N-1 was also equipped with propulsion systems that produced a limited amount of emissions. The ship's yellow fuselage was contrasted with a highly-polished chromium finish, which indicated that the ship served the ruler of Naboo. (SW1, X1, IG1, SWK, NEGV)

N-11

this was the callsign of the ARC Trooper known as Ordo. N-11 accompanied Kal Skirata during his tenure as special security advisor to the Galactic Senate, during the height of the Clone Wars. (SWI81)

N2

this Ubrikkian ion engine design was used on many of their cruisers and luxury yachts. (EGV, THG)

N21-3

this was a model of Incom Industries power converter. (GG2)

N21-H

this was one of the two Alliance encryption codes used to protect communications with the Condor drop point facility. (SWJ14)

N2-3PO

this blue and gold protocol droid served the Friends of Paran resistance group on Derilyn, during the height of the Galactic Civil War. N2-3PO had a female personality, and peppered her speech with Gamorrean curses. (OE)

N24-I

Incom's medium-duty shipboard power converter. (SCRE)

N2-f

this was the designation of a high-performance Koensayr microthruster design. (EGV, SWDB)

Na bads

this Mandalorian term translated literally into Basic as 'to not hurt'. (KOTOR)

Na esowon

this was the Mandalorian term for 'hidden'. (KOTOR)

Na Goo

this was an Ewok phrase which meant "stop." (GMR10)

Na hti vel?

this phrase was Togorian for "What do you want?" or "Can I help you?", depending on the context and the delivery. (DH)

Na Maak

this was one of the more common surnames used by the Duros people. Like all such names, Na Maak was used only for official business, to indicate one individual from another when in the presense of non-Duros. This name literally meant "atmospheric dome crafter". (GCG)

Na nuh ghis

this Mandalorian phrase meant 'not now' or, more literally, 'before'. (KOTOR)

Na yoka

this Huttese word translated into Basic as "joke." (GMR5)

Naal

this sweet-smelling incense was created on the planet Sullust. (GCG)

Naal

this was a common female name given to Sullustan females. It referred to a sweet-smelling Sullustan incense. (GCG)

Naal Thorn Burner

this self-contained heating unit was originally developed for use in laboratories and medical applications, although many beings used them to heat the chemicals for their hookah pipes. (VD)

Na'al, Voren

Voren was a cub reporter, building his credentials covering the swoop races on Corsin for the Galactic News Service, when the Empire took control of the planet. He failed to believe that the Empire was working for the good of the galaxy, and decided to join up with the Alliance. He became a skillful agent, infiltrating Imperial bases with relative ease and escaping with vital information on such projects as the Death Star. He later became an assistant historian working for Arhul Hextrophon, working to preserve the history of the Alliance to Restore the Republic. After chronicling the adventures of Luke Skywalker, Han Solo, and Leia Organa, he was named the Director of Council Research for the New Republic. (MTS)

Naalal

this was the primary city located on the planet Naalol. (GMR5)

Naalol

this backwater planet, the third and outermost world in the Mid Rim's Naalol System, was a cool world of temperate plains and snowy poles. The Empire established a small garrison on the planet, during the height of the Galactic Civil War. (GMR5)

Naat Reath

this young humanoid was the sister of Stam Reath, and was also a student of the Force at the Jedi Temple on Coruscant during the years leading up to the Battle of Geonosis. After Stam was killed by Sev'rance Tann on Geonosis, Naat was chosen to become the Padawan learner of Stam's former Master, Echuu Shen-Jon. Naat was eager to prove herself as a Jedi, although she secretly wanted to avenge her brother's death. Naat and her Master were given several mission related to the capture of Sev'rance Tann, but their actions brought them dangerously close to the Dark Side of the Force. When they finally tracked Tann to the planet Krant, Naat was captured by the Dark Jedi and held prisoner. Tann then demanded Shen-Jon to fight her in a lightsaber duel, with Naat's life being the prize. This action pulled Master Shen-Jon completely to the Dark Side, and he tapped into its power to defeat Tann in combat. When he set out to mutilate her, though, Natt stepped in stop her Master from going any further. She decided to return to Coruscant, and begged her Master to come with her. Naat returned alone, and explained to the Jedi Council that Shen-Jon had defeated Sev'rance Tann, though at the cost of his own life. (GBC)

Naatan

this was the capital city of the planet Mawan. It was a wondrous city that was continually lit with soft, glowing lights, making it beautifully visible from space. In order to preserve the beauty of the city's surface, a vast network of tunnels and sublevels was built beneath the city. Some twenty distinct levels made the underground of Naatan into a city unto itself. Some three years before the Battle of Naboo, Naatan was virtually destroyed during a planet-wide civil war. All forms of infrastructure were demolished, and the population was decimated in the fighting. Crimelords moved in and took control of sections of the city, fighting over control of the power grids and other necessities. (JQ6)

Naaz Hola

this was a noted Quermian individual. (UANT)

Nabat

a common name given to Twi'lek males, this name meant "farm" or "farmer". (GCG)

Nabat Valla

this black-skinned Twi'lek was a noted information broker during the modern era of the galaxy. (GMR3)

Nabatu

this barren, rocky world was the tenth planet in the Coruscant System. (SBS, PH)

Naberrie, Jobal

a native of Naboo, this woman was Padme' Amidala's mother, having married Ruwee Naberrie. The couple moved from their mountain home to the city of Theed, in an effort to obtain a better education and a richer life. Like most mothers, Jobal was worried about Padme's choice of career, and believed that her daughter spent too little time "just for herself." Jobal's daughters also joked about their mother's cooking: Jobal was a gracious host who served up lavish meals for her family and friends. During the Trade Federation's invasion of Naboo, Jobal and her husband, Ruwee, were arrested and sent to jail, primarily because of their relationship to Padme' who was the Queen of Naboo at the time. *Jobal Naberrie was played by Trisha Noble in Star Wars: Episode II - Attack of the Clones and Star Wars: Episode III - Revenge of the Sith.* (OWS, AOTCN, SWDB, LEV)

Naberrie, Padme'

this was the birth name of Queen Amidala of Naboo. Padme' showed an interest in politics at a very early age, joining the Apprentice Legislature at 8 and becoming a full Legislator at 11. After being elected Queen, Amidala retained the name Padme' for use whenever she had to travel in dangerous territory. During these times, her handmaiden Sabe' often portrayed Amidala, while Amidala used the Padme' identity as one of the Queen's handmaiden. For this reason, Padme' sometimes disappeared on mysterious errands for the Queen. The reason for these errands became clear to Anakin Skywalker when Amidala petitioned to the Gungan leader Boss Nass for help in breaking the Trade Federation's blockade of Naboo. In reality, Padme' was just an alter ego of Amidala herself. In times of trouble or danger, Padme' would return from her errands, while the handmaiden Sabe' would run off. This was because Sabe' also served as Amidala's double, as they were very similar in appearance. (SW1, TPM, OWS, SWDB)

Naberrie, Pooja

a native of Naboo, this child was Padme' Amidala's niece. Her mother was Padme's sister, Sola. Pooja was just four years old at the time of the Battle of Geonosis. Named for her father Darrad's maternal grandmother, the talkative Pooja sometimes told friends that she wanted to be an astromech droid when she grew up. *Pooja Naberrie was played by Hayley Mooy in Star Wars: Episode II - Attack of the Clones and Star Wars: Episode III - Revenge of the Sith.* (OWS, AOTCN, SWDB)

Naberrie, Ruwee

a native of Naboo, this man was Padme' Amidala's father. Ruwee was a builder who worked for the Refugee Relief Movement during his education. He later served as a teacher at one of the universities on Naboo. During the Trade Federation's invasion of Naboo, Ruwee and his wife, Jobal, were arrested and sent to jail, primarily because of their relationship to Padme' who was the Queen of Naboo at the time.

After Padme', his youngest daughter, was named as Naboo's Senator to the Old Republic, Ruwee developed a relationship with Queen Jamillia, in order to learn any news of his daughter. *Ruwee Naberrie was played by Graeme Blundell in Star Wars: Episode II - Attack of the Clones and Star Wars: Episode III - Revenge of the Sith.* (OWS, AOTCN, SWDB, LEV)

Naberrie, Ryoo

a native of Naboo, this child was Padme' Amidala's niece. Ryoo was the elder daughter of Padme's sister, Sola, and was six years old at the time of the Battle of Geonosis. She was named for her maternal great-grandmother, who was in turn named after the ryoo flower. *Ryoo Naberrie was played by Kiera Wingate in Star Wars: Episode II - Attack of the Clones.* (OWS, AOTCN, SWDB)

Naberrie, Sola

a native of Naboo, this woman was Padme' Amidala's older sister. Sola worried about Padme' and her desire to set the galaxy right, wondering if her younger sister would ever settle down and have children of her own. Sola married Darred Janren after the pair had graduated from one of Naboo's prestigious universities, and they had two girls, Ryoo and Pooja. Recognizing that the Naberrie name was well-respected in politics and business, they chose to maintain it for their own family. Sola and Darred lived in the city of Theed, close to her parents. *Sola Naberrie was played by Claudia Karvan in Star Wars: Episode II - Attack of the Clones and Star Wars: Episode III - Revenge of the Sith.* (OWS, AOTCN, SWDB)

Nabkess

this Orolan female worked as a computer expert for Adriav Kavos aboard the *Isilia*. (PG1)

Nabon, Fenig

this Corellian woman was a smuggler and con artist who operated in the Outer Rim during the early years of the New Republic. She was an orphan, living on the streets of Coronet City when Jett Nabon took her in and adopted her. She learned a great deal from him before his untimely and senseless death on Ord Mantell. Fenig and her partner, Ghitsa Dogder, met about two years after the Battle of Endor while on Socorro, and they were often at odds with each other. Despite this, they maintained an excellent working relationship. Fen as she was known to her friends, was also the owner and pilot of the *Star Lady*, the ship she used in her daily business. They once contracted the Mistryl to carry a group of Twi'leki dancers to Durga the Hutt, then pestered their Mistryl crew into forcefully ejecting them from the ship in an escape pod. This was all part of Ghitsa's plan to have the dancers be set free, rather than be sold into slavery. She reprogrammed the Mistryl ship's IFF codes to resemble the Indenture as a parting shot, so that Ghitsa could provide the Hutts with the Indenture's codes and claim the Karazaks stole the Twi'leks. Shortly afterward, the *Star Lady* was sabotaged, and Fen had to put down on Prishardia. There, she encountered Kyp Durron, who was traveling under the name Zeth Fost. Once she figured out who he was, Fen wanted to execute him for the destruction of billions of innocent lives in the Carida System. However, she realized that this was what Kyp wanted her to do, and refused to let him off so easily. Together, they rescued Ghitsa from the crew of the *Rook*. (TFNR)

Nabon, Jett

Fenig Nabon's adoptive father, Jett taught her everything she knew about starships and smuggling. Jett had been one Karl Ancher's good friends, having flown with Ancher for more than forty years before his death. He was known in certain circles for his compassion in helping the Mistryl, bringing trade to them when no one else cared or bothered to. Unfortunately, Jett was killed in a senseless barroom brawl on Ord Mantell. (TFNR, GMR2)

Naboo

this yellow star was the central body of the Naboo System. (SON)

Naboo

this was the human species which, along with the Gungans, inhabited the planet Naboo. They were descended from colonists from the planet Grizmallt, who arrived at the planet aboard the starships *Beneficent Tasia*, *Constant*, and *Mother Vima*, shortly after the death of Queen Elsinore' den Tasia. Their arrival occurred some 3,900 years before the Battle of Yavin. During much of their existence, the Naboo

took great pains to avoid contact with their Gungan neighbors, and were mostly unaware of the huge underwater cities the Gungans built to escape contact. This was the result of a bloody war which was waged several centuries before the Battle of Naboo, in which large portions of both races were killed. However, fringe elements of both species realized that they couldn't survive without the other, and specialized trading relationships were set up. While these relationships were not officially recognized by either government, they were vital to the survival of each species. In general, the Naboo were a peaceful people, and chose to live in harmony with their environment rather than destroy it. When the Trade Federation blockaded, then invaded, their world, the Naboo people were powerless to defend themselves. Their armed forces were largely made up of unproven volunteers. In a bold gambit, Queen Amidala placed her people in a subordinate role to the Gungans, led by Boss Nass, and gained the confidence of the Gungan people. Together, the two races managed to win the Battle of Naboo and re-establish relationships between them. Adulthood and the right to vote among the Naboo was usually based on intellectual maturity instead of age, and aptitude was tested regularly to determine an individual's readiness to become part of society. This method of encouraging individuals to participate and grow led to a enlightened civilization which was free of many of the problems faced by other civilizations. (SW1, TPM, SON)

Naboo

this unusual planet was noted for the fact that it lacks a solid mantle and molten core. Instead, the planet was a ball of softer metals riddled with caverns and small tunnels. This allowed the planet to retain copious amounts of water, giving the surface a swampy environment which hid the true extent of the depths its oceans could reach. The small sections of solid ground were marked by wide, rolling plains. Hidden below the porous rock of the planet was a core of almost pure plasma energy. The human inhabitants of the planet, descended from the Grizmallt colonists of the *Beneficent Tasia* fleet, learned to harness this plasma energy and used it to provide limitless electric power. Naboo was the homeworld of the Gungan race, although the human settlers called themselves the Naboo. Naboo was the third and primary world of the Naboo System, and was orbited by two small moons. An Outer Rim world, Naboo was located some 34,000 light-years from the galactic core. It was believed that, just prior to the Battle of Geonosis, Count Dooku offered to free Padme' Amidala, as well as Obi-Wan Kenobi and Anakin Skywalker, if Senator Amidala turned over control of her planet to the Separatists. Because she refused, Dooku was forced to turn the prisoners over to Poggle the Lesser and the Geonosians, who then tried to execute them in the gladiator arena. (SW1, GF, IWE1, SON, GB, GBC, GC)

Naboo Bomber

developed by the combined efforts of the Royal Security Force and the Theed Palace Vessel Engineering Corps, this starship was prototyped shortly before the Battle of Naboo. It was created from sleek, Nubian components and a Naboo spaceframe, and was heavily armored. It was armed with energy bombs and laser cannons, giving it the ability to strike ground-based installations as well as attack airborne opponents. The Naboo Bomber first saw real action during the struggle to liberate Naboo from the Trade Federation. (BFN)

Naboo Civic Spaceport

this small, public spaceport was located in the city of Theed, on the planet Naboo. (SON)

Naboo Diplomatic Corps

this branch of the Naboo government was set up to provide diplomatic relations with other worlds. (SON)

Naboo Moon Mining Union

this union was formed to represent the various miners who worked in the Naboo System during the years leading up to the Clone Wars. It was formed by forty mining ships and their crews, and was created to ensure proper pricing of the kassoti spice found on the smallest Naboo moon. The Union was forced to land at remote starports on Naboo after the government opened the planet to refugees who were fleeing their homeworlds after secession from the Old Republic. The plan was to ensure safe arrival at Naboo, but the Union began staging "sit-in" protests by leaving their mining ships in port, against the orders of the portmasters. (HNN5)

Naboo Police Cruiser

this system patrol craft was created by the starship engineers of the Naboo, and was designed to guard the Naboo System from invasion. Like the N-1 starfighter, the Naboo Police Cruiser easy to operate, having an astromech droid, sophisticated sensors and targeting systems, and incredibly maneuverability. Its weaponry was less powerful, however, since its primary mission was the policing of the system's spacelanes. (SFT, BFN)

Naboo Royal Advisory Council

this was the small body of advisors formed to assist the ruler of the planet Naboo. Led by the planetary Governor, the Council was made up of men and women with specific ministries to oversee. Most Councils had ministers for architecture, music, the sciences, and education. The history of the Royal Advisory Council paralleled that of the Naboo, as noted by the fact that there had not been a minister of war during the Great Time of Peace. After the Battle of Naboo and the Clone Wars, the Royal Advisory Council remained a vital part of Naboo's government, even after Emperor Palpatine assumed control of the galaxy. The fact that Queen Kylantha refused to dissolve the Council even after the Battle of Yavin was constant point of concern for many Imperial officers. (IG1, ROD)

Naboo Royal Cruiser

this was the sleek, wide-winged starship used by Senator Padme' Amidala to travel between Naboo and Coruscant, during the years leading up to the Clone Wars. Like the Naboo Royal Starship, the Cruiser was chrome-plated, with visible seams that were simply decorative marking the gleaming hull. The wingspan of the Cruiser measured some ninety-one meters, and the ship's four main engines were mounted into the wings in the J-type configuration. This configuration gave the ship a top speed of 2,000 kilometers per hour in atmosphere, and it could move swiftly through hyperspace with a Class 0.7 hyperdrive. Being a diplomatic ship, the thirty-nine-meter-long Cruiser was sometimes called a Diplomatic Barge, and lacked true weaponry. However, the Naboo had learned their lesson during the Battle of Naboo, and provided the Cruiser with enhanced, redundant shielding. It was also escorted on all trips by four N-1 starfighters, which could link up to the wings of the Cruiser for refueling and during jumps through hyperspace. It was commanded by a pilot and co-pilot, and had deck stations for a navigator, a shield officer, and a communications officer. Four luxury cabins and six guard cabins completed the living quarters. Unfortunately for the Naboo, the Cruiser was destroyed shortly before the Battle of Geonosis, when Senator Amidala returned to the city-planet for the vote on the military Creation Act. The ship's landing platform was rigged with explosives by Jango Fett and Zam Wesell, who had been hired by the Trade Federation to eliminate the Senator. Senator Amidala was actually traveling in a support ship at the time, but her handmaiden Corde' died in the explosion. (AOTC, AOTCN, X2, NEGV)

Naboo Royal Security Forces

see Royal Naboo Security Forces (IG1)

Naboo Royal Starship

this is the name give to the chrome-plated, sleek transport ship used by the royalty of the Naboo. Created by the Theed Palace Space Vessel Engineering Corps from a Nubian substructure and components, the 76-meter-long spaceframe was designed around a J-type configuration. Equipped with a pair of Headon-5 sublight engines, a Nubian 327 hyperdrive, and a Nubian T-14 hyperdrive generator, the Royal Starship was easily recognized by its highly reflective chromium plating and distinctive, dagger-like shape. The Royal Starship was equipped with stations for up to 8 astromech droids that were used to perform a variety of functions, including repair and navigation. The ship, completed six years before the Battle of Naboo, was equipped with heavy-duty shields, but no weapons. It required a command crew of two, with six auxiliary crewers and eight astromech droids. It measured 76 meters in length. (SW1, TPM, IG1, X1, OWS)

Naboo Senatorial Delegation

this was the name used by Senator Palpatine and his entourage, during the period leading up to the Battle of Naboo and Palpatine's promotion to Supreme Chancellor. The Delegation purposely downplayed the role of the Gungans as that of "simple-minded barbarians who have barely mastered the basic hallmarks of civilization," indicating the roots of Palpatine's xenophobia. (SON)

Naboo Star Skiff

this small transport ship was developed by the Theed Palace Space Vessel Engineering Corps of Naboo. It was essentially a flying wing, with the main fuselage and twin engines mounted on the underside. (TCG10)

Naboo Swamp Moss

this moss, native to the planet Naboo, grew in cascading sheets that hung from the branches of tree that grew along the edges of swamps. (MBS)

Naboo Technologies

this small corporation, based on the planet Naboo during the last decades of the Old Republic, produced a variety of military and personal communication devices. (AEG)

Naboo Underground

this was the name of the rebel movement which was formed by students and professors who studied in the city of Theed, during the blockade and subsequent invasion of Naboo by the Trade Federation. (IOT)

Naboo Wastelands

this was an area of the planet Naboo which was barren of most forms of life. (JQA)

Naboo Yacht

this needle-shaped, H-type yacht was manufactured by the Theed Palace Space Vessel Engineering Corps during the years following the Battle of Naboo. Based on the yacht superstructure developed on the planet Nubia, the 47.9-meter-long Naboo Yacht was created for Senator Padme' Amidala's personal use. It was capable of speeds near 8,000 kilometers per hour in atmosphere, and was equipped with a Class 0.9 Nubia 150 hyperdrive core. This speed allowed Senator Amidala to quickly reach her destination, but proved to be a problem for the N-1 escort fighters that were assigned to protect her. The Naboo Yacht required a pilot and co-pilot to operate, with deck space for an optional navigation or communications officer and a shield operator. A pair of astromech droids completed the crew, providing navigational redundancy. However, the ship was specifically designed to be operated by a single pilot, for those times when Senator Amidala needed to travel quickly and discreetly. Like most Naboo craft, the Yacht was plated in gleaming chrome, and was unarmed. The shielding systems of the Naboo Yacht were jointly developed by the Naboo and the Gungans, providing nearly instantaneous activation in case of emergency. The central quarters used by Senator Amidala were located in a shielded capsule, which could be ejected from the craft if necessary to escape capture. (X2, NEGV)

Nabooan Tusk-cat

this feline predator was native to the planet Naboo, where it hunted the plains for small creatures. Despite their fearsome reputation as hunters, the tusk-cats were natural shepherds and could be domesticated and used as herding animals. The Naboo royalty maintained a pack of tusk-cats for use as mounts for parades and hunts, and many wealthy families kept tusk-cats as guardians for their children and homes. These mammals were named for the two heavy tusks which jutted from their lower jaw, which were used to pierce the flesh of their prey. The long tail of the tusk-cat was used for counterbalancing the creature as it ran, giving the tusk-cat a swift gait across the open plains. (GF, WSW)

Nabooian

this was another name for the human race which was native to the planet Naboo. (GMR1)

Nabooian Sheep

this was a species of stupid herd animals native to the planet Naboo. (T5)

Nabrina

this was a common name given to Twi'lek females, and meant "beast of burden" in the Twi'leki language. (GCG)

Nabrina Smoo

this purple-skinned, female Twi'lek was living on the planet Coruscant at the time of the Battle of Geonosis. She was a friend of Ayy Vida, and frequented the Outlander Club during this time. (SWDB)

Nabrun Leids

this male Morseerian was a smuggler and pilot for hire who frequented the Mos Eisley cantina, looking for work. He was a former fighter pilot, and will take anyone anywhere...for the right price. After the Battle of Hoth, Leids was contracted to the Drackmarian Omogg, but broke the contract on his own and fled. He was pursued by bounty hunters, and hid out in the Periphery. (CCG, SSR)

Nabyl, Bock

this Imperial served warlord Zsinj as the Captain of the *Hawkbat*. (WS)

Nace, Beeyon

once an aspiring logistics clerk on Coruscant, Nace was a heavy-set man with unique preferences. After being caught with the Governor's daughter, he was sent packing, and ended up on Tatooine. There, he has served as an assistant to the Imperial Prefect, logging the incoming and outgoing ships at the Mos Eisley Spaceport. (GG7)

Nacha

this was once of the many names given to Duros females. An ancient Duros name, it meant "fortune-teller" or "prophetess". (GCG)

Nacht-5

this is BlasTech's smoke grenade. (CSA)

Nackhar

a Nartian working as Wuher's assistant in the Mos Eisley cantina when Ben Kenobi and Luke Skywalker sought passage to Alderaan. He had to clean up the mess from Doctor Evazan and Ponda Baba. (TME)

Nackhawn

a carrion bird native to the planet Lucazec. (BTS)

Nada Synnt

this smuggler went by a series of unusual and laughable aliases. Synnt's name was used in a false transmission provided to Chenlambec and Tinian l'att, during their attempt to trap Bossk near Lomabu III. The Wookiees behind the plan had created a sound bite of Han Solo asking a passenger whether or not they wanted to sell their cargo back to Nada Synnt. (TBH, SWJ10)

Nadad, Lora

this young woman was a Padawan learner at the Almas Academy during the years following the Battle of Naboo. She was unusual in that she was nineteen years old at the time, much older than most students trained on Coruscant. She was chosen for training late in life, having endured a rough childhood among The Lost. She had been something of a leader to the group of Lost children of Forard, working hard to give her children a chance to succeed. When she was chosen as a Padawan learner, Lora took advantage of the position to bring the struggle of The Lost into the public consciousness on Cularin. (WOTC)

Nadarr

this man was a regular patron of Didi Oddo's café, some twelve years before the Battle of Naboo. His wife was ill, and Nadarr often visited the café in order to take a break from her care. (DH)

Nadd, Freedom

this ancient student of the Force was amazingly open and willing to touch the Force when he was first trained on Ossus. However, he was completely unprepared for his first true test, shortly after the Jedi Masters passed him over for promotion to a full Jedi Knight. In his anger at not being given the title of Jedi Knight, Nadd struck down Matta Tremayne and succumbed to the Dark Side of the Force and the

teachings of the Sith. He became proficient in the use of the Dark Side Sith magic, but could progress no further than apprentice, since the reigning Dark Lord was still young (by Dark Side standards) and the Sith had declared that only one Dark Lord could rule at any time. This frustrated Freedon Nadd to the point that he rebelled against the Sith. He fled to Yavin 4, where he was trained by the ancient spirit of Naga Sadow. When he felt strong enough, Nadd destroyed Sadow's spirit and set out to become a Dark Lord. He traveled to Korriban to complete his training, and later took a wealth of Sith artifacts with him from Korriban to Onderon. On Onderon, he began to teach the Sith lore to the Onderonians at Iziz, hoping to establish his own Sith Empire, and he used his Sith knowledge to help the Onderonians repel the Beast Masters time and again. (This has been passed down by the Naddists in the form of a truism that Freedon defeated "the wild beasts and aborigines" of Onderon.) As his power grew, the Jedi Knights learned of his atrocities on the planet, and sent a task force out to bring his reign to an end. There was a pitched battle, and eventually Freedon Nadd was defeated. However, his Sith teachings had been accepted by the Onderonians, and Nadd's bloodlines were extended during his stay, so the power of the Dark Side has never left Onderon. Nadd himself managed to preserve his spirit, locked away with the Sith artifacts he worked to obtain. His spirit was released nearly 400 years later when Exar Kun discovered Nadd's tomb, and Nadd's spirit led Kun to Yavin 4. There, Nadd tried to use Kun as a way to progress further down the dark path. However, when Kun became the wearer of the Sith amulets hidden on the moon, Nadd's spirit was obliterated by Kun's rage. (FNU, TOJ, DLS, TOJC, DSSB, NEGC)

Naddist Revolt, The

this was another name for the Freedon Nadd Uprisings. (ECH)

Naddists

the followers of Freedon Nadd's teachings based on the planet Onderon. They feel that Nadd was their savior, and that he gave them the strength to drive out the wild natives and beasts, which allowed them to settle the city of Iziz. Their belief in Nadd leads them to believe that the Jedi Knights are the cause of all their problems, since it was the Jedi who were called in to bring Nadd down and recover the Sith artifacts. (DLS)

Nadia, Zanthé

a native of Pelagon, this woman was the leader of the Pelagia Freedom Force during the Galactic Civil War. She was on Pelagon when it was subjugated by the Empire, and dedicated the rest of her life to bringing the Empire down. (LOE)

Nadiem

this remote planet was located on the edge of the Outer Rim, and was settled by a group of farmers. The planet was besieged by the droid forces of the Confederacy of Independent Systems some five months after the Battle of Geonosis. A group of clone troopers, led by Luminara Unduli and Barriss Offee, was able to defeat the Separatist forces and free the planet's settlers. Other Jedi, such as B'dard Tone, suffered injuries after confronting General Grievous on the far side of the planet. (T2, CWA2, SWGG)

Nadin Paal

this Gran served as a sort of trade envoy for the criminal organization run by Nirama during the last decades of the Old Republic. Nadin Paal's role was to interface between Nirama's organization and the planetary officials of the Cularin System, ensuring that there is no misunderstanding about Nirama's outward goals. Riboga the Hutt once put a conditional bounty on Nadin Paal's head, a bounty which could only be claimed if the Gran was captured outside the Cularin System. This forced him to remain a member of the criminal underworld, although he longed to find more respectable work. (LFC)

Nadon

this Ithorian surname was believed to mean "tender of gardens" or "caretaker", according to historian who studied the Ithorian race. (GCG)

Nadon Farms

this was one of the many Tatooine moisture farms which sold their water and produce commercially, during the early years of the New Republic. (TG)

Nadri

this smuggler was based on the planet Gelgelar during the early years of the New Republic. (GUN)

Nad'Ris

this city was the planetary capital of Prishardia, and was the site of the planet's largest starport. (TFNR)

Naduarr

this being owned and operated a liquor store in Mos Espa, on the planet Tatooine, during the years leading up to the Battle of Geonosis. Despite the fact that Naduarr carried some of the best spirits and wines available, his prices were always reasonable. (TG)

Naeco

an Alliance starfighter pilot serving on the *Independence* with Keyan Farlander, he was a practical joker. (XW)

Naescorcom

this manufacturing consortium was controlled by corporate representatives from seven Outer Rim planets during the last decades of the Old Republic. Five years before the Battle of Naboo, they established a manufacturing facility near Genarius by funding the development of Ipsus city. (LFC)

Naeshahn

this Jedi Knight and her padawan Ebor Taulk were dispatched by Mace Windu to the planet Yinchorr, to investigate the aggressive actions of the Yinchorri. Unfortunately, both Naeshahn and Ebor Taulk were killed upon their arrival. Their mutilated bodies were returned to Chancellor Valorum on Coruscant as the Yinchorri response. (AOW)

Nafen

this nocturnal insect is generally regarded as a pest. It is characterized by the harsh, clacking sound its wings make as it flies. They often carry diseases, which is mutated by the insect and fed back into the environment. (POT)

Nag

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "heroic" or "mythic", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Naga Sadow

an ancient Sith magician who practiced a thousand years before the Freedon Nadd uprisings, Naga Sadow was one of the strongest Sith Lords at the time Marka Ragnos died. Trained by the old mage Simus, Sadow was an intense individual who wished to bring the Sith Empire to the forefront of the galaxy, a viewpoint not held by his contemporary, Ludo Kressh. Upon Ragnos' death, Sadow chose not to attend the huge funeral. Rather, he plotted how he could obtain the position of Dark Lord of the Sith. At the close of the procession, Sadow confronted Kressh, and the two Sith Lords battled for the position of Dark Lord of the Sith. This clash of Sith energy brought Marka Ragnos' spirit back from the dead, and the spirit warned both of them that conflict within the ranks of the Sith would further no one's plans. With the appearance of Jori and Gav Daragon, Sadow discovered a way to further his own goals. Ludo Kressh believed them to be scouts from the Old Republic's advanced forces, so Sadow freed them and staged a rescue attempt in which many Sith warriors were killed. Sadow claimed it was Kressh's inability to mobilize the Sith forces that caused the deaths, and claimed himself Dark Lord of the Sith in order to guide the Sith into battle. He then took the Daragons to his two fortresses and hid them, playing upon their emotions and their latent Force abilities to gain their confidence. He built up Gav's strength, teaching him Sith magic while manipulating him into a position where he would obey any command. Sadow recovered the Starbreaker 12 and returned it to Jori, telling her that Gav had been killed and that Sadow could no longer protect her from the other Sith Lords. Her flight provided Sadow with all the hyperspace coordinates he needed to begin attacking the Old Republic. When Kressh finally mustered his own forces to attack Sadow, he attacked at Khar Delba. This expended much of his resources, while Sadow hid on Khar Shian. From there, he launched a massive counterattack, decimating Kressh's forces and nearly

killing the rival magician. Sadow then retired to Primus Goluud, where he entered a mediation sphere and launched his attacks on the Republic, augmenting his forces with illusory warriors and monsters. When Gav Daragon disabled the sphere, Sadow's concentration was broken. The Jedi Knights and the Republic were able to see through the illusions, and eventually defeated the Sith forces. Sadow, under attack by the Republic's fleet at Primus Goluud, chose to rip the star apart and destroy them all. Gav was able to provide the Republic fleet with an escape vector, saving them from the conflagration but dooming himself. Sadow limped back to the Sith Empire, where he was confronted by Ludo Kressh's restored forces. In the opening acts of the Great Hyperspace War, Sadow used the Dark Side of the Force to coerce one of his starship captains to ram Kressh's ship, destroying his chief rival and securing his position as Dark Lord. However, this left his forces vulnerable to Empress Teta's fleet. In a last-ditch effort, Sadow drew Teta's forces into the Denarii Nova in hopes of destroying them all, but the Nova flared up and destroyed much of Sadow's fleet and part of the Tetan fleet. Sadow himself managed to survive, and fled to Yavin 4 to begin rebuilding his empire. Note that Lightsabers and Dark Lords of the Sith claim Naga Sadow was an insectile beast of pure Sith blood who learned how to give life to the dead. The ruling Dark Lord of the Sith did not appreciate Sadow's bold attempts, and sentenced him to die. Sadow took his knowledge and his followers and fled to the moon Yavin 4. He was eventually hunted down by the Old Republic, who branded him an outlaw and chased him to the Denarii System. There, Sadow used the powers of the Sith to rip the cores from the two Denarii stars and fling them at the pursuing fleet. The fleet was destroyed, and the stars exploded to form the Denarii Nebula. Sadow survived the encounter, but later passed into legends. It was believed that his spirit was finally destroyed on Yavin 4 by Freedom Nadd, who learned much of his own Sith training from Sadow's spirit. Naga Sadow and his followers are now extinct, but their knowledge and powers remain behind on Yavin 4. (DLS, L, GAS, FOSE, NEGC)

Nagai

this near-Human race came from the planet Nagai, located in a star cluster which was beyond the borders of both the Old Republic and the Empire. Distinguished by their pale, translucent skin and their thin, angular features, the Nagai had jet-black hair which grew upwards instead of falling down. After the Battle of Endor, the Nagai supported one of Lumiya's bids to overthrow the New Republic. The Nagai were a race of humanoid warriors which were bitter enemies of the Tofs. The Nagai claimed to be from a planet beyond the known galaxy, but their homeworld of Nagi was later discovered in the Unknown Regions. When they realized that the Tofs were trying to take over the galaxy, the Nagai joined with the New Republic and the Imperial remnants to overcome the Tofs. Little was known about the Nagai until well after the Battle of Endor, and even the Alliance referred to them simply as "Knives", after the individual Nagai who tried to enslave the Wookiees on Kashyyyk. After the defeat of the Empire and the formation of the New Republic, the Nagai split into two peaceful factions. One group remained neutral, and set out to locate a new homeworld. The other faction decided to join the New Republic, while the Nagai navy set out to liberate as many Nagai as they could from Tof-controlled worlds. (SWG3, WSV, EGA, MC96, LTA6, GMR1)

Nagaian

this was the native language of the Nagai race. (UANT)

Nagak

this was a kind of wide-hulled boat, created to hunt styanax in the Sea of Jarad, on the planet Tralus. Propelled by oars, the nagak was equipped with a harpoon launcher. (CCW)

Nagan

this was one of the many *Strike*-class cruisers that made up the front lines of the Imperial Naval fleet. (TIE)

Nagelson, Sleepy

this fighter pilot served the New Republic as part of the 21st Recon Group. He earned the nickname "Sleepy" because in-flight monitors recorded him sleeping through a reconnaissance mission during the battle against Grand Admiral Thrawn. Sleepy drew recon duty during the Yevethan Purge, flying over Wakiza to gather information about the Yevethan forces there. Like most of the pilots who drew recon duty during the Purge, Sleepy was shot down and killed before he could return. (SOL)

Nagi

this planet, located in the Unknown Regions beyond the borders established by the Empire, was the homeworld of the Nagai. *Note that Marvel Comics' Star Wars comic, issue 104, indicates that the Nagai homeworld was from a different galaxy.* (EGA, MC104)

Nagi

this planet was the homeworld of the Nagai people. (LTA6, MC102)

Nagnol

this gas was known to disrupt the abilities of starship sensors systems, if released in sufficient concentrations. (T8)

Nagraoao

Roark Garnet's faithful Wookiee companion. (RPG)

Nagwa

one of the New Republic *Agave*-class picket ships dispatched under the command of Pakkpekatt to intercept the Teljkon vagabond. The *Nagwa* was ordered back to drydock after the mission failed to capture the vagabond at Gmir Askilon. (SOL)

Nagyan

this humanoid bounty hunter was among the group that agreed to help Risso Nu eliminate Boba Fett on Ma'ar Shaddam. When the group launched their attack, Fett managed to grab Nagyan's knife and used it to kill Eermik. Nagyan tried to attack Fett using a sword he had strapped to his back, but Fett had no intention of getting close to him. Pulling the knife from Eermik's dead body, Fett threw the knife with deadly accuracy into Nagyan's chest, killing him instantly. (T18)

Nahkee

a huge, innocent phlog, Nahkee is the son of Zut and Dobah. (ECAR)

Nahosos

a YT-1300 transport used by the Empire during the Galactic Civil War. (TIE)

Nahra

this was a form of Kaminoan performance art, in which the performers often appeared to be inert. (RCHC)

Nahrunba

this Dug was a member of Sebolto's gang during the years following the Battle of Naboo. Nahrunba and his older brothers, Jahrunba and Sahrnba, worked as smugglers during their employment with Sebolto, transporting death sticks from Tatooine to Malastare. The Pixelito Grand Council issued a bounty for their capture, and Jango Fett managed to capture all three brothers during his attempt to meet with Sebolto. (BH)

Naia

this green-skinned humanoid was a native of the planet Solem, and was part of the rebel underground that sprang up during the early years of the Galactic Civil War. Naia was a medic, and she was one of the few survivors of Imperial Governor Malvander's subjugation of Solem. (SWES)

Naiana

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Naiana referred to a fruity wine that was created on Cerea. (GCG)

Naiana

this was a type of fruity wine that was created on the planet Cerea. (GCG)

Na'Ilia

this female Tarasin was distinguished by her ability to understand offworld technology. (LFCW)

Naithol

this Sullustan agreed to help Roganda Ismaren and Drost Elegin recover the *Eye of Palpatine*. He was an executive of the SoroSuub Corporation during the early years of the New Republic. (COJ)

Najarka

this planet, located in Rayter Sector, was surveyed by the Empire. The planet is too far from its sun to sustain life, and yet a band of dense rainforests rings the planet. It was discovered that there was intense geophysical activity beneath the rainforests, where the heat of the magma below the crust warms the glacier and provides the necessary heat to encourage life to grow. Icequakes continually rearrange the glacial portion of the planet, which is pummeled by hurricane-force winds and metal-piercing hail. The unique plant life has been featured in several Imperial buildings, including the Emperor's own gardens. It was on Najarka that Yearo Seville and his gang kidnapped Crying Dawn Singer for the Farool brothers. The average day on Najarka lasts 28 standard hours, and its year lasts 402 local days. (TA)

Najarkan Creature

this strange beast is found in the thin band of rainforests near fissures in the glaciers of Najarka. At over 30 meters in length, this huge predatorial reptile has no natural enemies. Its toothy maw averages two meters in width, and its large eyes are designed like low-resolution photoreceptors. The eyes are attuned to searching for and locating the kichicolia, its primary foodsource. The Empire quickly discovered that this creature's ability to seek out the white and black pattern of the kichicolia led it to stalk and capture stormtroopers in full armor. (TA)

Najib

this alien race is native to the planet Najiba. They are very friendly to offworlders, but are also very suspicious by nature. They are humanoid in physique, being stocky and well-muscled. Their legs are quite short, and their arms appear to be overly long, but they are kilogram-for-kilogram as powerful as Wookiees and Houk. They were known to be hard-working and determined and quick to adapt to new situations. They were discovered by Old Republic scouts many millennia ago, but the screening of the Children of Najiba kept them isolated for many centuries. The Empire eventually found the Najib and subjugated them, wiping out entire villages when the Najib fought back. The Najiba had a tribal society, with individual tribes being ruled by a specialized governing tribe. This governing tribe was made up from representatives of each of the lesser tribes. (SWJ4, TFE, SWJ13, AE, SWJ15)

Najiba

this Outer Rim world is situated near Tatooine, in the Faj System. Najiba has an elliptical orbit, and passes very close to its system's asteroid belt for much of it. Thus, traffic on and off the planet is very limited, and is curtailed whenever Najiba passes closest to the belt. The asteroids themselves are known as the Children of Najiba. Its axial tilt and its elliptical orbit resulted in a spring-like season which never truly ended, but was broken by electrical disruptions and torrential rainstorms. This is the homeworld of the Najib, a friendly yet suspicious race. The average day on Najiba is short, lasting only 18 standard hours. The Najiban year encompasses 215 local days. (SWJ4, TFE, SWJ13)

Najus

this ancient Sith Lord was known as the creator of the Bracers of Najus. (GMR10)

Nak Shimor

this planet was located along the Perlemian Trade Route, on the border between the Colonies and the Inner Rim. (TOJC)

Nak Simm

this Zabrak served as Torga the Hutt's chief lieutenant during the height of the New Order. He was known to be an excellent judge of character, a trait which Torga valued in choosing the members of his criminal organization. Shortly after the Battle of Yavin, Nak Simm was scheduled to meet with Jolla the Hutt to discuss a possible alliance between the two minor crimelords. Before he could attempt the meeting,

however, Nak Simm was assassinated by Nomo Sliken, a Clawdite killer who worked for Moska the Hutt. Nomo Sliken then attended the meeting in Nak Simm's place, hoping to destroy Jolla's confidence in Torga. (WOA23)

Nakaron

this Trandoshan criminal was sent to Dles IV for the murder and kidnapping of Alliance agents. Nakaron had been exiled from his home city of Forak, on the colony world of Dosha, for his conceited disrespect and outspoken views. He found work with Glorga the Hutt, and tied to expose Lanish Ran as an Imperial spy. Glorga refused to believe Nakaron and ordered him banished from his court. In a fit of rage, Nakaron murdered Glorga and then killed Agent Ran. Alliance agent Thom Clessigan witnessed the bloodshed and immediately arrested Nakaron. Shortly afterward, Nakaron hijacked the shuttle that was transporting him to the penal world, took its crew hostage, and fled. He was wanted by the New Republic for a variety of crimes, not the least of which was the kidnapping of Agent Clessigan. (SWJ4)

Nakay, Keela

this young Balawai girl was one of five children rescued by Mace Windu from a lava flow in the jungle of Haruun Kal, shortly after the Battle of Geonosis, when he traveled to the planet to locate Depa Billaba. The children, led by her brother Terrel, had been trying to return to their camp in a steamcrawler when it was caught by the laval. Keela had suffered a massive head injury, and was unconscious when Master Windu found the children. When Pek Rankin and the rest of his group arrived to recover the children, one of the other parents revealed that Keela's father had died in earlier fighting. Terrel was later killed by Kar Vastor, leaving Keela and her sister Pell orphaned. The sisters, along with Urno and Nykl, were taken in by Nick Rostu, after Windu left them to seek out answers in the jungle. (SHPT)

Nakay, Pell

this young Balawai girl was one of five children rescued by Mace Windu from a lava flow in the jungle of Haruun Kal, shortly after the Battle of Geonosis, when he traveled to the planet to locate Depa Billaba. The children, led by her brother Terrel, had been trying to return to their camp in a steamcrawler when it was caught by the laval. Pell and two of the boys, Urno and Nykl, had managed to get outside the steamcrawler, but were trapped by the lava. Master Windu was able to get Pell to urge the two boys off the steamcrawler, so that he could rescue Terrel and Keela. When Pek Rankin and the rest of his group arrived to recover the children, one of the other parents revealed that Pell's father had died in earlier fighting. Terrel was later killed by Kar Vastor, leaving Pell and her sister Keela orphaned. The sisters, along with Urno and Nykl, were taken in by Nick Rostu, after Windu left them to seek out answers in the jungle. (SHPT)

Nakay, Terrel

this young Balawai boy was one of five children rescued by Mace Windu from a lava flow in the jungle of Haruun Kal, shortly after the Battle of Geonosis, when he traveled to the planet to locate Depa Billaba. Terrel was the oldest - at thirteen- of the group, and acted as their leader during their attempt to travel back to their camp in a steamcrawler after their original camp was overrun by the ULF. The steamcrawler had been caught in the lava, and Terrel stubbornly refused to allow Master Windu to rescue him, until Windu explained that three others were already safely under his control. Later, Terrel and his companions began to think that Windu was actually a bounty hunter, despite his obvious Korun appearance. Windu did nothing to change their opinion, since it maintained his true identity. When Pek Rankin and the rest of his group arrived to recover the children, one of the other parents revealed that Terrel's father had died in earlier fighting. Terrel, already distraught because of this, flew into a rage when Master Windu revealed that he was a Jedi, in an effort to defend the children from ULF attackers. In response to what he perceived to be deception and lies, Terrel used a blunt knife to maim Besh and Chalk, who had been in a state of thanatizine suspension. Unfortunately, this act of mindless aggression was discovered by Kar Vastor, who used his vibroshields to cut Terrel in two in retribution for his actions. (SHPT)

Naked Hutt Cantina

a watering hole located on the planet Omman. (BSS)

N'a-kee-tula

this green-skinned boy, a native of Shadda-Bi-Boran whose name meant "sweetheart," was rescued from

the doomed planet by Padme' Naberrie. Unfortunately, the natives of Shadda-Bi-Boran were unable to adapt to the planet on which they were placed, and they died shortly afterward. (AOTCN, AAOTC)

Nakhym, Golov

this pirate Captain was captured by the Alliance, shortly before the Battle of Endor, after his forces began raiding Alliance supplies. (XWA)

Nak'tra Crystal

this tough crystal was native to the deepest caverns found on the planet Kashyyyk. These crystals were harvested by the Wookiees of the Myyydril tribe, who found that they were an effective weapon against the Urnsor'is. Individual crystals were used as the focusing lense for specialized blaster weapons, which emitted coherent energy of a specific wavelength that did large amounts of damage to the Urnsor'is. (SWGAL)

Naktu Jeera

this male Kadas'sa'Nikto was a known associate of Longo Two-Guns during the years leading up to the Battle of Naboo. Jabba the Hutt issued a bounty for his capture in connection with the ambush of a Twi'lek supply convoy near Mos Gamos, which was eventually claimed by Jango Fett, who was on Tatooine trying to arrange a meeting with Jabba. (BH)

Nal Hutta

a planet in the Corellian sector, it was colonized by the Hutts and is the birthplace of Jabba the Hutt. The name "Nal Hutta" means "glorious jewel" in Huttese, which described its setting near a radioactive nebula. The planet, located in the Y'Toub System, was at one time known as Evocar, and was inhabited by the Evocii race. The Hutts, fleeing the desolation of Varl, settled on Evocar as a suitable home. They began trading technology to the Evocci for land, and continued to do so until they owned most of the planet. The Evocii realized what was happening, but too late. The Hutts began construction on a multitude of palaces and pleasure sites before the Evocii could do anything about. Their appeals to the Old Republic were taken seriously, but the contracts they signed with the Hutts were ironclad in favor of the Hutts. Even the Jedi Knights were powerless. The Hutts forced them off the planet and onto Nar Shaddaa, where they were eventually mutated over the years by the various technologies in use on the moon. The planet is ruled by the oldest Hutt families, who control Nar Shaddaa from their homes. The planet is huge, but it has no natural heavy metals. Thus, its density is less than expected. Its day lasts 87 standard hours, and its year is 413 local days in duration. What remains of the planet's natural landscape is flat, marshy bogs. In the aftermath of the Battle of Fondor and the duplicitous actions of Borga the Hutt, the Yuuzhan Vong targetted Nal Hutta for destruction. The Vong bombarded the planet from a remote location, although many of the missiles exploded in the atmosphere. Eventually, both Nal Hutta and the moon Nar Shaddaa were overtaken by the alien invaders, and teraformed into worlds more suitable to them. (DE1, DESB, DS, JE, BP, SWJ15, SOT)

Nal Hutta Jewel

this was the name of Ganis the Hutt's Ubrikkian *Minstrel*-class pleasure yacht. (IA)

Nal Hutta Kal'tamok

this was a Huttese newsfeed which was available on the computer networks of the galaxy. It was produced in a Huttese-only version as well as a Basic version. It was rumored that the Empire once tried to shut down the *Kal'tamok*, but there were too many bureaucrats who used the newsfeed for their own illicit dealings that any action was delayed indefinitely. (SWJ3, SWJ13)

Nalan

this Twi'leki woman was one of the dancers Brin'shak agreed to send to Durga the Hutt. Ghitsa Dogder had negotiated the deal, then she and Fenig Nabon arranged for passage from Ryloth to Nal Hutta. However, Fen and Ghitsa never planned to give the dancers to Durga. The tricked Shada D'ukal and Dunc T'racen into forcing them into an escape pod, in order to cover up the fact that they really wanted to dancers to go free. Nalan provided Shada with a message rod from Fen, which explained the whole situation. The message from Fen also requested that Nalan and the dancers be returned to Ryloth, and delivered to the Dira clan for safekeeping. (TFNR)

Nalan Cheel

one of the Bith performing with Figrin D'an and the Modal Nodes, Nalan played the Bandfill. He was homesick for the comforts of life on Clak'dor VII. (TME, CCG2)

Nalargon

this large musical instrument was operated by a keyboard and foot pedals. It had a great many pipes and subharmonic resonators that produced a multitude of sounds, which were considered soothing to many humanoid species. The instrument was favored by many jazz bands throughout the galaxy. (THG, ROD)

Nala-tree Frog

this amphibian was a favorite food of Kibbick the Hutt. He introduced them to his uncle, Aruk, who demanded that a supply be made readily available for his consumption. Teroenza, sick of the Besadii control over the Ylesian colonies and his own life, began working with Jabba and Jiliac to poison the frogs he sent to Aruk, hoping to kill the ancient slug. (THG)

Naldar

this planet was one of many worlds that were attacked by splinter groups of the Empire, in the wake of the Battle of Endor. It was located near the planet Belderone, and was once a refuge for the natives of Belderone who also fled Imperial subjugation. (MC92)

Naleshekan

this ancient Selkath served as a judge in Ahto City, on his homeworld of Manaan, during the decades leading up to the Great Sith War. Naleshekan was one of the judges who presided over the trial of Sunry. Naleshekan was neutral in the case, believing that Sunry and Elassa were simply idealistic opponents who clashed over their ideals. (KOTOR)

Nalgol

this Imperial Navy Captain was a member of the Kuat family, and was the commander of the *Tyrannic* during the early years of the New Republic. He maintained his command following the death of Grand Admiral Thrawn, and was part of the group picked by Moff Disra to begin his assault on the New Republic. Shortly after the revelation of the Bothan involvement in the Caamas Incident, Disra got Nalgol and three other Navy Captains together to introduce them to Thrawn, artfully portrayed by Flim. Although he didn't trust Disra, Nalgol accepted the command of an assault on the Bothan homeworld of Bothawui, in an attempt to further undermine the fragile position the New Republic was in at the time. Even with the reappearance of Thrawn, Nalgol questioned the necessity of the mission. Every vigilant, Nalgol shook Thrawn's hand after accepting his orders. This allowed him to use the specialized Kuat family crest ring to obtain a skin sample. The ring was designed to administer poison, but Nalgol hadn't used it in years. Disra, at Major Tierce's request, had taken great pains to alter Thrawn's records, so that any genetic analysis done by Nalgol would prove Flim to be the actual Thrawn. Like his comrades, including Captain Dorja, Nalgol was completely fooled by the performance and the subsequent confirmation of the false Thrawn's genetics. Arriving fully cloaked in the Bothawui system, Nalgol and his peers captured a comet in a masterful piece of coordination. The comet was brought into the cloaking device's range, and the *Tyrannic* was hidden behind it. As the comet moved toward Bothawui, Nalgol was under orders to attack from behind the cloak, in an effort to draw the various alien forces amassed there into an all-out civil war. (SOP, VOF)

Nali-Erun

this Senali clan preferred to live in relative isolation on a remote island. When Prince Leed of Rutan went into hiding on Senali, the Nali-Erun watched over him to make sure he survived in his hideout. (SP)

Nalk

this ancient Quarren surname meant "respected teacher". Like many Quarren surnames, it could be traced back to the time of the Battle of Ruusan. (GCG)

Nall, Gradress

this insufferably arrogant bounty hunter was a third-generation hunter who worked for the Salaktori

Hunters Guild. His skills as a hunter were only overshadowed by his opinions of himself, and his headstrong methods often got him into trouble. (GG10)

Nall, Janice

this woman was a noted fabricator of customized droids, who owned Janice Nall's Droid Shop on the planet Taris during the height of the Great Sith War. Janice created the droid T3-M4 based on an order from Davik Kang, but mistakenly sold the droid to a group of buyers who were hired by Canderous Ordo. (SWDB, KOTOR)

Nall, Merrck

this second-generation bounty hunter made the neural inhibitor a standard weapon of the trade. Merrck was the father of Gradress Nall. (GG10)

Nallastia

a jungle world. (OWS)

Nalle, Mya

this woman and her twin sister, Yma, was a regular patron of Coruscant's Outlander Club, during the years leading up to the Clone Wars. *Mya Nalle was portrayed by Amy Allen in Star Wars: Episode II - Attack of the Clones.* (SWI75)

Nalle, Yma

this woman and her twin sister, Mya, was a regular patron of Coruscant's Outlander Club, during the years leading up to the Clone Wars. *Yma Nalle was portrayed by Amy Allen in Star Wars: Episode II - Attack of the Clones.* (SWI75)

Nallen

this tall, bald-headed Alderaanian man was the servant of Raal and Heeth Panteer and their family, during the early years of the New Order. Nallen often accompanied the two young men to their vacation home on a remote moon in the Ryloth System, and was with them when the first Death Star destroyed Alderaan. (SWEPH)

Nallok

this Twi'lek woman was an Alliance agent. Prior to joining the Alliance, she was a slave dancer for a Hutt crimelord until an Alliance SpecForces team captured the Hutt's luxury yacht and confiscated it. Grateful for her rescue, Nallok dedicated her life to assisting the Alliance during the Galactic Civil War. She was double-crossed by Bennbus Polag and held captive until a strike team managed to free her from captivity. Nallok and the strike team were recognized by the Alliance for their bravery, and they eventually formed their own SpecOps team. (IA)

Nalmar, Elana

this woman was the eldest daughter of Ral and Emie Nalmar. She had been groomed to take over her father's criminal empire, until Qual'om Soach tried to destroy the Nalmar organization and killed her parents. Elana herself barely escaped the attack, and was rescued hours later by firefighters. She recovered from her injuries to discover that Eelian Kirat had assumed command of the Nalmar organization, and that the majority of Nalmar's employees supported Kirat. Elana was forced to become Kirat's second in command, but vowed to retake control of her family's business. (FBS)

Nalmar, Emie

this woman was the wife of Ral Nalmar. She was killed in the explosion which destroyed their mansion, during Qual'om Soach's attempt to destroy the Nalmar crime family. (FBS)

Nalmar, Ral

this man was the founder and leader of the Nalmar criminal organization, based on Genesia during the New Order. The Nalmar organization specialized in smuggling throughout the Brak Sector of the galaxy. He was killed when Qual'om Soach tried to break the family's back by launched a full-scale assault on the

Nalmar estate. Soach's forces destroyed the family complex, killing Ral, his wife Emie, and their young son. Ral was survived by his eldest daughter, Elana. (FBS)

Nalo

this adult Vorzydiak was one of the schoolteachers encountered by Obi-Wan Kenobi, some eleven years before the Battle of Naboo, when he infiltrated the Freelies to discover the reasons behind the industrial sabotage which was occurring on Vorzyd 4. (TTW)

Nalrithian

an alien race native to an unknown Outer Rim planet, these insectile humanoids communicated telepathically amongst themselves. They stand just under two meters in height, although they can be heavily muscled. They had four eyes on the front of their heads, located above a mouth which was surrounded by a pair of short tusks. Their young are hatched from eggs, and several Nalrithian infants will be born from a single egg. These eggmates have a special telepathic bond which augmented their latent telepathic abilities. They were isolationists and xenophobes. (RMOM, TBH, SWG5)

Nalroni

an alien race native to the planet Celanon. They have an acute economic sense, and have managed to turn huge profits even during the reign of Emperor Palpatine. The average Nalroni was a golden-furred humanoid with a tapered snout and sharp teeth. They were slender in build, but muscular and lithe. They were adept at understanding the psychology of other races, and used this trait to augment their impressive business acumen. (PG1)

Nalroni Merchant Council

this body, made up from the business leaders of the planet Celanon, held a great deal of political force on Celanon. (ND)

Nalros

this yellow star was the primary body in the Celanon System. (PG1)

Nalros

this is the native language of the Nalroni race. (POT)

Nalvar

this grass was native to the planet Svivren. Many male Svivreni bound their braided hair with the thick blades of Nalvar grass, as a way to pay homage to their homeworld. (SWJ10)

Nalzin

this comet was considered the outermost body of the Utos System, having been captured by Utos and held in a wide orbit around the star. (CCW)

Nam

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Nam

this is one of the three stars which center the Chorios Systems in the Meridian Sector. (POT)

Nam Chorios

this planet, located in the Chorios System of the Meridian Sector, was chosen by the Grissmath Dynasty as a penal world some fifty years after a group of colonists fled the Grissmaths in order to be free. The original settlers, as well as the prisoners sent there, discovered that the crystalline rocks of the planet were alive with the Force. When the Force was used on the planet, it created backlashes within the crystals, and ripples of Force lightning sometimes plunged through the canyons at night to expel excess Force energy. When the Grissmaths sent drochs to the planet to ensure the prisoners were killed, the inhabitants and the crystals tried to do everything in their power to keep the drochs from spreading off the

planet. It was on this world that Dzym rose to power, enslaving the crystals - known as Spooks - and selling them to Loronar for used in CCIR technologies. When Leia Organa-Solo and Luke Skywalker arrived on the world - Leia to meet with Seti Ashgad, Luke to search for Callista - they discovered the abilities of the Spooks, and managed to depose Dzym and Ashgad. Luke then spent a number of years scouring the galaxy for those Spooks which could be returned to Nam Chorios. *Note that the jacket liner of Planet of Twilight refers to this world as Renat Chorios.* (POT, WOTC)

Nam Priax

this oceanic world was the original homeworld of the beck-tori parasite. (PJSB)

Namadii Corridor

this hyperspace route allowed swift travel between Coruscant and Bilbringi. (HT)

Namana Nectar

a thick, pale orange liquer produced on Bakura, it has a delicate, floral aroma and fruity taste. (TB)

Namana trees

native to Bakura, they produce the tropical fruit used to make candy and liqueur. Once processed, the fruit induces a faint sensation of pleasure. (TB)

Namana Twist

a Bakuran candy made from namana fruit. (TB)

Namana-class Light Cruiser

this Bakuran starship was designed after the planet was liberated from the Ssi-ruuvi. It was the first ship designed to break through an interdiction field using the hyperwave inertial momentum sustainer (HIMS) system. The *Namana*-class cruiser measured 400 meters in length, and required a crew of 1,200 along with 100 gunners. It could also transport 150 troops and 3,500 metric tons of cargo. It was armed with 10 heavy turbolasers, 20 laser cannons, and two tractor beam projectors. (CTD)

Namarhe

an Alliance starfighter pilot from Bestine IV who was killed while trying to capture the Imperial transport *Omicron*. (XW)

Name It, Claim It Law

this was the slang term for an Old Republic planetary development decree. Under this law, explorers had only to locate remote systems, perform cursory life-form scans, and file for development rights in order to take control of the system. The result was the discovery and naming of a vast number of planetary systems without any real idea what each system and its worlds held. (SOP)

Nami

a group of starships destroyed by the Empire during the Galactic Civil War. (TIE)

Naming-father

this was the name given to the Yuuzhan Vong male who attended the birth of a child and determined its name within the family's Domain. (EVC)

N'amiq

this was a species of winged lizard which was trained for combat by Yuuzhan Vong warriors. (FP)

NAMIS

COMP NOR's Native Management and Industrialization Service, NAMIS was a product of COMP NOR's Commerce branch. The program was designed to efficiently turn backwater planets into industrial participants of the Empire. The program failed miserably on Gamorr, and was scrapped. (ISB)

Nammon

this surname was common among human settlements found throughout in the galaxy. (GCG)

Nammon, Ran

this is one of the aliases used by Lirin Banolt. (XWBT)

Namoor, Jaysa

this woman served as the President of the Core Worlds Critics Association, during the years leading up to the Clone Wars. (HNN4)

Namore

a planet. (HR)

Nampi

this alien Princess was from a race of huge, slug-like creatures even larger than the Hutts. She had deep purple skin, which was studded with a series of arm-like tendrils. Nampi had large eyes and a small nose, above a wide mouth filled with sharp teeth. When she captured Jabba the Hutt, she ate Jabba's pilot, Scuppa, before Jabba was able to escape. It was part of her species' mating ritual, whereby a female consumes her new husband on their wedding night. However, when she tried to cross Jabba, he released th xenoboric acid hidden in Scuppa's skull, and Nampi's body was consumed until it exploded. Jabba then took her treasure trove for his troubles. (JTH)

Namra

this gas giant was the fourth world in the Bacrana System, and was orbited by ten moons. (FBS)

Nan Mercador

this large, four-armed, red-skinned humanoid was the bartender at the Golden Guff on Coruscant, during the years surrounding the Clone Wars. Mercador was a known associate of several bounty hunters, and often assisted in the capture of wanted beings by luring them into the Golden Cuff and holding them there long enough to be captured. It was in this way that ten-year-old Boba Fett was nearly caught, just after the Battle of Geonosis. However, the child was "rescued" by Aurra Sing, who had been hired by Count Dooku to recover the boy. (BF1)

Nanaod Engh

the New Republic's First Administrator during the Yevethan Great Purge. A good friend of the Chief of State, Leia Organa-Solo, she called him "Nanny." (BTS, SOL)

Nance

this lowlife man spent his spare time in the bars and taverns of the city of Gadrin, on Cularin, betting on everything and anything in order to try and make an extra credit. His favorite bets came in the continual fighting between Varoca and Oosk. (EOS)

Nancifer Sandsee

this alien was a member of the Galactic Radicals, during the years following the Battle of Naboo. (BH)

Nanda

this grizzled Imperial Sergeant was in charge of the NESDF-456 facility on Sirpar, during the height of the Galactic Civil War. (SWJ2)

Nanda-Ree Janoo

this Jedi Knight accompanied Obi-Wan Kenobi to Balamak, during the early stages of the Clone Wars, to help destroy an experimental communications jamming facility built by the Separatists. (SWI65)

Nanda's Luck

this was one of many Aqualish mineral prospecting ships which plied the oceans of Ando during the height of the Galactic Civil War. It was owned and operated by Bipopa Bogzider, and was designed to capture the Andoan mineral-fish and process it for the minerals in its body. At just under twenty-one meters in length, the *Nanda's Luck* required a crew of four to operate, and could accommodate up to twenty-five fisherbeings and fifty-eight tons of cargo. Like many ships of its kind, it left the harbor laden with sand, so that it rode low in the water. This made the empty ship appear to be full of processed ore, a

tactic which helped deter pirates from stealing her cargoes. Bipopa Bogzider and his fellow captains knew that their ships were easy targets when filled with ore, so they used the sand to mimic a full ship, forcing pirates to take the risk of expending energy to capture the occasional empty ship. The *Nanda's Luck* was attacked by Pyash Yopayomba, the Pirate Queen of Ando, some time after the Battle of Yavin. During the fighting, many crew members were killed, and Yopayomba eventually took control of the vessel. She killed Captain Bippi for his quick surrender to her terms, and placed Sissalik in command. Sissalik later learned that Yopayomba had been led to believe that the Imperial governor of Ando would pay her handsomely for starting a civil war between the Aquala and the Quara, a war which the Empire could use to fully subjugate the Aqualish. Her plans failed, though, when Sissalik reprogrammed the autopilot on the *Nanda's Luck*, ramming the ship into Pyash's own flagship, the *Majestic*. All hands on board, including Pyash and Sissalik, were killed in the explosion. (PH)

Nandi

this woman worked as a waitress at the Varykino resort in Naboo's Lake Country, during the years leading up to the Clone Wars. (AOTCN, VD2)

Nandreeson

this Glottalphen was the unofficial ruler of Skip 6, in the Smuggler's Run. He held a grudge, and a heavy price, on Lando Calrissian, who had stolen a great deal of treasure from Nandreeson's lair during the reign of Emperor Palpatine, and prior to his acquisition of Cloud City. Nandreeson's influence was so great that Calrissian refused to return to the Run until Han Solo disappeared there. Nandreeson held much of the Run in fear of his wrath. When Dolph began implementing his schemes, he used Nandreeson's position of power to assist with the distribution of his rigged droids. During the time of the New Republic, Nandreeson spent most of his time like Jabba the Hutt, commanding his small empire from a pond located deep inside Skip 6. There, he fed on aprfue gnats and caver eggs while his major domo, Iisner, served as his official liaison. When Han Solo was intercepted in the Smuggler's Run, Lando decided that he needed to find out what had happened, despite his distrust of Nandreeson. Lando's plans failed, and he was brought to Nandreeson. The Glottalphen kept Lando at bay by holding him in the deepest part of the pond for some days before Han discovered Lando's whereabouts. In the resulting firefight which revealed the true colors of a number of Han's smuggling "friends," Nandreeson was shot and killed by Han himself. (TNR)

Nandy, Tars

this light-haired man served as a TIE Fighter pilot aboard the *Rand Ecliptic*, during the months leading up to the Battle of Yavin. A classmate of Biggs Darklighter and Derek "Hobbie" Klivian at the Imperial Academy, Nandy was among the pilots who were dispatched to intercept the *Lark*. When Klivian launched his mutiny, he managed to capture Nandy and hold him prisoner, using Nandy's access to Imperial communications codes to make the mutiny a success. (SWED)

Nane

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Nane, Waric

this man was one of the Ministers who led the planet Danoor, and was the primary contact between Danoor and the *Lance of Endor*, under the command of Rolf Treidum. Nane believed Treidum's lies about his being a leader of the New Republic, and threatened the crew of the *FarStar* when they arrived at Danoor. He was willing to listen to Captain Adrimetrum, only after the IFF code was verified, and eventually came to trust them crew. His trust seemed to be won over when they agreed to help retrieve a mining droid in the Duhrib Belt in exchange for navigational information for crossing the Kathol Rift. However, Nane was far from soft-hearted. He wanted to rule Danoor with an iron fist, creating a totalitarian society dominated by a strong police and military presence. He was developing a number of alliances with other Ministers when the *FarStar* arrived. Because of his beliefs, Nane was often threatened by the populace, and so he purchased an assassin droid to protect himself. He also falsified his deal with Captain Adrimetrum, having been given the opportunity to meet Rolf Treidum without his false identity. Nane, seeing that the New Order was truly the form of order he so desired in a government, agreed to help Treidum delay the *FarStar* if at all possible. After the ship's arrival, Nane secretly signalled to Treidum. (KO)

Naneb Pefan

this Ithorian trader had considerable experience plying the spacelanes of the galaxy, and eventually joined the Devaronian Vacasor as co-pilot of the *Merasy*. It was said that Naneb Pefan could sell sand on the planet Tatooine, and that his experience kept Vacasor from landing in the poor house. (SS)

Nang Hul

this was the Yuuzhan Vong name for a thud bug. (EVC)

Nangle

this was a common name given to male Duros children. The name Nangle referred to a species of hardy plant found on the planet Duro. (GCG)

Nangle

this hardy plant was native to the planet Duro, and was one of the few species to survive the destruction of the planet's surface. (GCG)

Nania

this female Vorzydiak youth was one of the original members of the Freelies, some eleven years before the Battle of Naboo. Nania was one of the young Vorzydiaks who sided with Grath in working to ensure that their industrial sabotage was not directed toward living beings, despite the wishes of Flip and Tray. However, Nania did not want the Freelies to fight among themselves, and tried to bring Flip and Grath together. Despite her efforts, Flip was killed in the explosion at the Multycorp building. (TTW)

Nanja Fly

this carnivorous, scavenging insect was native to the underground caverns of the planet Csilla. (FH3)

Nank

this unusual creature was considered something of a nuisance by the Ugnaughts, although the diminutive aliens ate immature nanklings as a source of food. (PH)

Nankling

this was the name given to an immature nank. Nanklings were a favored food of the Ugnaught race, and were often served flash-fried. (PH)

Nannarium

a flower native to the planet Drall. (AS)

Nanno-jump

a maneuver in which a starship briefly enters hyperspace to make a short trip over a small distance without being seen until the last moment. (HSE)

Nanny Droid

see TDL Droid (COTF)

Nanoblip

this was a very small measure of time, used by the Yuuzhan Vong. (T)

Nano-Counter

this BlasTech detonation fuse is often used in micronite charges. (CFG)

Nano-destroyers

also known as nano viruses, these microbes are created in laboratories to attack a certain genetic structure and dismantle it slowly. They are expensive and time-consuming to develop and manufacture, due to their single-purpose use. They are beyond the means of most criminals, which is the only reason why their use isn't more widespread. The nano-destroyers enter the target's cells and slowly dismantle the cell's nucleus. Once the nucleus explodes, the nano-destroyers are distributed to neighboring cells to start the process again. They are very difficult to stop, even with the use of copious amounts of bacta, and will consume their target within a few months. They were originally developed by humans, and seem

to work only on human and certain near-human species. The Caridan Ambassador Furgan used a group of self-replicating nano-destroyers to try and slowly debilitate Mon Mothma and bring about the fall of the New Republic, but his death occurred just prior to Cilghal's using the Force to remove the nanodestroyers from her body, one at a time. (COTF, JASB)

Nanogar

this small corporation produced a variety of personal conveyance devices during the era of the New Order. (GFT)

Nanogene Droid

this highly experimental form of automaton was designed to affect the cells of living organisms. A number of nanogene droids are injected into the target's system and attack the genetic material of the target at the molecular level. They are programmed to rewrite the target's genetic code, causing strange and unusual reactions. Developed during the later years of the New Order, nanogene droids were deemed too costly to use on a widespread basis, and the project was supposedly abandoned. An unscrupulous scientist named Uris ressurected the project with his own funding, and very nearly released a batch of the droids on the population of Voorsbain before he was stopped by a group of Alliance agents. Uris' droids manipulated their targets' genetic structure in such a way that they would be turned into a mindless zombie within 3 weeks. (GMH)

Nano-missile

this was a form of miniature projectile weapon used on several starfighter designs of the Old Republic. These tiny missiles lacked guidance technology to help them find their targets, and had to be used in conjunction with a secondary targeting system, such as an ion-enabled sensor tag. (STF)

Nanosilk

this incredibly fine, smooth fabric was created by artisans on the planet Corellia. It was generally considered one of the most expensive fabrics of the Old Republic. (E3N)

Nano-technology

this was the science of created extremely miniaturized versions of everyday technology. It was perfected by many corporations during their height of the New Order, as the Imperial war machine required more and more sophisticated wares. (SLS)

Nanothread

nanothreads were microscopic filaments that were developed by cyberneticists to allow communication between a computer system and a living being. Nanothreads could be extended from a cyborg implant and inserted directly into the brain of a being, creating a direct connection between the brain and the implant's computer system. (NEGW)

Nanowave Oven

a fast-heating oven. (LCJ)

Nanta

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Nanta

according to Ewok legend, this female shaman broke an evil spirit's curse, waking an entire village from a deep sleep. (GCG)

Nantama

this planet was located just inside a massive asteroid belt, and was noted for its wondrous displays of shooting stars. (JQ9)

Nanta-Ri

this Farlax Sector planet was blockaded during the Yevethan Purge by the New Republic's Fourth Battle Group. (SOL)

Nantex-class Territorial Defense Starfighter

this Geonosian Fighter was developed and manufactured by the Huppla Pasa Tisc Shipwrights Collective on the planet Geonosis. Designed for atmospheric and in-system travel, the 9.8-meter-long *Nantex*-class fighter was created to be bonded to a unique Geonosian pilot. Armed with a single, turret-mounted laser cannon located in between the forward mandibles, it provided the Geonosisians with a highly-maneuverable craft with which to defend their manufacturing operations. The weapons mount was located on a sphere, and was modular enough to allow for other weapons to be swapped for the laser cannon. A collection of narrow-beam tractor beam/repulsor generators lined each side of the ship, providing enhanced maneuverability as well as minimal offensive capability. The fighter was capable of attaining speeds of 20,000 kilometers per hour in atmosphere. Each pilot of a *Nantex*-class fighter was bonded to his ship at birth, mating with the onboard computers to form an integrated system. Pilots used a combination of innate ability and scent simulators to control their craft, sometimes flying by their sense of smell to provide feedback to the ship's systems. The cockpit bubble provided a full 360 degrees of vision, allowing the pilot to see what was going on around it. The hull of the fighter was created from woven, reinforced laminasteel. (X2, SWDB)

Nantha

native to the moon Sulon, this flowering plant gave off a sweet, almost nauseating scent when in bloom. (RAG)

Nanth'ri

a planet. (OS)

Nanth'ri Pirates

this infamous group of space raiders were united under Cellis Mott. They preyed upon ships that flew through the Nanthri Route. The pirates found themselves without a leader when Mott was captured by the Alliance and perished in Otherspace, and disbanded soon after Mott's disappearance. *This band is also referred to as the Nanthri Pirates.* (SWJ2, OS)

Nanthri Route

a hyperspace shipping lane prowled by Cellis Mott's Nanth'ri Pirates. The pirates routinely scoured the space around the planet Nanth'ri, taking Imperial commissions. They were given preferential treatment in return for turning any suspected Alliance agents over to the Imperial authorities. (SWJ2, OS, IA)

Nanth'ri Trade Route

see Nanthri Route. (IA)

Nantz

this New Republic Navy Admiral was promoted to senior flag officer just prior to the Republic's blockade of the Koornacht Cluster, following the Yevethan Purge. He was briefly considered as a choice to replace Etahn A'baht as commander of the Fifth Battle Group during the blockade, but was a real candidate after the capture of Han Solo. (SOL, TT)

Naorstrachem

this substance is highly flexible, and is often used in netting or webbing. Synthetic naorstrachem was used by Merr-Sonn to fabricate the webbing shot from the Tangle Gun 7. The synthetic form combined more readily with the shrinking agent required to contract the webbing around the target. (CFG)

Naos III

this was the unimaginative name given to the largest of the settlements established on the remote moon of Naos III. The settlement itself was located on a river delta, with bridges spanning the waterways and muddy roads linking the buildings. The spaceport that served Naos III was essentially a connected group of hills that had been hollowed out to accommodate starships. (LEV)

Naos III

this small moon was little more than a mud-covered frontier world which was originally settled by Rodian and Lethan Twi'leki criminals who found rich veins of ryll spice beneath its surface. Because of its orbital position, Naos III should have been a frozen ball of muddy ice that was covered by regular snowfalls, but intense volcanic activity kept the surface just warm enough to melt the ice into a thick sludge. Most of the natural animal life had been hunted to extinction, and only a handful of imported rycrits and banthas managed to survive. In addition to its spice, Naos III was also known as the homeworld of the Nos sharptooth. It was on Naos III that Darth Sidious hoped to murder Obi-Wan Kenobi, during the last months of the Clone Wars, in an effort to orphan Anakin Skywalker. The two Jedi had been searching for Fa'ale Leh, as part of their ongoing investigation into the many connections Sidious had throughout the galaxy. Sidious ordered his apprentice, Darth Tyrannus - known to the rest of the galaxy as Count Dooku - to ensure Kenobi's death. Tyrannus was hesitant, since it obviously meant that Sidious wanted to take Skywalker as a future apprentice. (LEV)

Naos III Mercantile

this was ostensibly the governing body of the remote moon Naos III, during the last decades of the Old Republic. The Naos III Mercantile's primary function was the overseeing of the harvest and export of Naos sharptooth, an industry that provided the moon with much of its income. (LEV)

Naos Sharptooth

this pink-fleshed fish was considered a delicacy in many parts of the galaxy, despite the fact that it was native to the coldest bodies of water found on the remote moon of Naos III. It spawned during the deepest portion of Naos III's near-continual winter, making it difficult and expensive to harvest. Nevertheless, restaurants were willing to pay the price for its tasty flesh. (LEV)

Naotebe Wingling

this species of insect was shaped by Nom Anor, during the time he was posing as Doctor Dassid Cree'ar on the planet Duro. They were known as white-eyes by the New Republic, and were developed to chew through the synthplas which formed the domes of the refugee camps on Duro's surface. (BP)

Nap Lagard

this Neimoidian was the Commander of the Trade Federation battleship *Acquisitor*. (COD)

Naplousean

this unusual alien species was little more than a mass of snake-like, ribbonous tissues supported by three legs. Its head was nothing more than a knotted blob of wet eyes. (RP)

Naps Fral Cluster

this area of the galaxy was located between Ryloth and Nal Hutta. The Karazak Slavers Guild often kept a few ships positioned in the Cluster, hoping to intercept ships transporting Twi'leks from Ryloth to Nal Hutta. (TFNR)

Napvansa Tadavv

this Sluissi engineer was known for her good work, although she often doubled or tripled her repair-time estimates so that she would look good when she came in before the deadline. She was approached by Dhas Vedij and offered a chance to serve on the crew of the *Far Orbit*, shortly after Vedij defected from Imperial service. (FOP)

NaQuoit Bandits

aliens who operate as outlaws in the Ottega system. They jumped Mako Spince during a smuggling run, and severely injured him. (DE1, RD)

Nar

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Nar indicated a dagger, sword, or weapon. (GCG)

Nar

a planet. (RPG)

Nar Bo Sholla

a planet in the Mid Rim, Nar Bo Sholla was infested with stone mites shortly before the Clone Wars, but the damage proved to be minimal before the mites were eradicated. (WBC, HNN5)

Nar Hekka

one of the many habitable planets in the Hutt sector of space. Located near a dim red star at the edge of the Y'toub System, Nar Hekka has very little indigenous life. However, due to the intervention of the Hutts, several plant and animal species have been imported to the world, resulting in a beautiful planet covered with gardens, parks, and arboretums. Much of the habitable area of the planet is covered by a transparent dome that alters the incoming red light and creates a blue sky tinged with violet. (TPS, THG)

Na'R Ji'Gek

this huge crater, also known as the Doomgate, was located on the eastern hemisphere of the planet Goroth Prime. (GSE)

Nar Kreeta

this planet was controlled by the Mining Guild during the early years of the New Republic, although Hutt crimelords held sway over the underworld. Jaden Korr traveled to this world some ten years after the Battle of Endor, ostensibly to locate information on the Disciples of Ragnos. While there, he managed to free a group of elders who were being held prisoner by the Hutts. (JKA)

Nar Shaddaa

this was Nal Hutta's spaceport moon, known for its vertically-built cities, experienced spaceship mechanics and its lawlessness. It was once the site of several mining installations, but over the centuries it became a center for smuggling operations. It was here that Han Solo supposedly learned the smuggler's trade as a youth. When the Hutts took over the moon, they began using it as a spaceport, and soon huge refueling spires and repair facilities reached up from the ground into orbit. Over time, the mass of the moon was increased 300 percent as construction continued unabated. There is no observable land mass left on Nar Shaddaa, since the spaceports have grown around the spires and now completely cover the planet. The moon was uninhabited during the time that the Evocii lived on Nal Hutta, although they called it Evocar. When the Hutts took over the planet, they relegated the Evocii to Nar Shaddaa. However, the Hutts used them as semi-free slaves on the moon, and the press of so many various species and technologies eventually mutated the Evocii. Nar Shaddaa is similar to its parent planet, having a day which lasts 87 standard hours, and a year which lasts 413 local days. It is tide-locked with Nal Hutta, and only shows one side to its planet. This results in a day which has two distinct periods of lightness: one in which it is in full view of the sun, and one in which it obtains light reflected from Nal Hutta. This also results in two periods of night. When the Yuuzhan Vong began to make attacks on Hutt Space, Nar Shaddaa was considered a technological nightmare. After Nal Hutta was subjugated by the alien invaders, Nar Shaddaa was leveled by orbital strikes and eventually rebuilt into a world more suitable to the Yuuzhan Vong. (DE1, DESB, DE2, THG, ETM, RAG, SOT)

Nar Shaddaa Shipping

this transfer company maintained an office on Dravian Starport. (GMH)

Nar Shaddaan Wind Chimes

this form of chime is made from flattened sheets of metal, and they represent renewal in Hutt society. (CCG7)

Nara

this young girl was the eldest of Vedran Veb's grandchildren. (TOJC)

Nara Deega

this Bith Senator served on the New Republic's Defense Council. He filled the position vacated by Tig Peramis during the Yevethan Purge. (SOL)

Nara Parks

this profitable resort is owned by Galaxy Tours. (CSA)

Narada-ti

this is the Yevethan term for midwife. The narada-ti attends to the various marasi assembled for impregnation by a male. (TT)

Narbuj Desilijic Preor

this Hutt crimelord once employed Stormtrooper X as a smuggler and mercenary. However, when a cache of spice and credits was found to be missing, Narbuj believed that Stormtrooper X was the thief. Narbuj posted a large bounty for the capture of Stormtrooper X. (GMR6)

Narcassan

this surname was common among human settlements found throughout in the galaxy. (GCG)

Narcassan, Vyn

this dark-skinned man was a member of the Old Republic's Intelligence agency. He was one of the first members of the Intelligence agency to discover a highly-sensitive and well-shielded communications line inside the governmental offices on Coruscant, although he could not trace the line to any single individual. One of the agency's older agents, Narcassan was smart enough to engineer his own disappearance when Emperor Palpatine rose to power. No one ever found him. Myn Donos believed that Narcassan was, in fact, Shalla Nelprin's father, but this was never proven. (SOC, HNN5)

Narco-interrogation

this multi-level form of prisoner interrogation involves the use of certain drugs (like skirtopanol) and torture to extract information electronically. There are four levels of narco-interrogation. Level Four is the lowest level of interrogation, and involves intense questioning with the use of large amounts of skirtopanol. Level One interrogations are extremely intense, and are designed to extract information that has been purposely buried or forgotten, and often uncovers certain genetic memories. (KT, SWJ7)

Narco-mist

developed during the height of the New Order, this reddish mist of chemicals was sprayed on the body of an injured being to help speed their recovery. Unlike bacta, narco-mist was a combination of painkillers and hormones that allowed a body to heal faster, without the associated pain and discomfort. (MC21)

Narco-spice

a highly-addictive form of spice which found widespread use in the Minos Cluster. (GG6)

Nard, Junix

this man was a bartender who worked on the planet Tatooine, some four millennia before the Battle of Yavin. He spent much of his free time playing pazaak at his cantina in Anchorhead. (KOTOR)

Nardah, Elth

this patient, fastidious Doctor was best-known for his work with the Karran race. A wizened old man, he worked for the Alliance Diplomatic Corps, hoping to negotiate a treaty between the Alliance and the Karran people, as well as discovering ways in which the Karrans could stand against the Empire's xenophobic laws. When he accepted Darryn Edalm's surrender and brought the Imperial governor to his base, the native Karrans accused Nardah of being a traitor and in league with the Empire. Tist, one of Nardah's friends among the Karrans, beat Nardah with his bare fists until he was dead. (SWJ1)

Nardi

meaning "dramatic", this was one of the most common names among Rodians, and was used for both males and females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Nardi Shodu

this Rodian female lived with her friend, Booton Piton, in the undercity of Coruscant during the years leading up to the Battle of Geonosis. (OWS, SWI75)

Nardix

this Imperial Sector Governor was wanted by the Alliance for crimes against sentients. 4-LOM and Zuckuss accepted the bounty the Alliance placed on his head, and captured the Governor. This left the two hunters with an Imperial death warrant on their heads. Nardix was convicted by an Alliance, an embarrassment for the Empire at a time when the New Order was failing in its attempt to win over new worlds. 4-LOM and Zuckuss took the job in order to obtain the credits needed to finance the cost of new lungs for Zuckuss. (TBH)

Nardo

this assistant of the Lady Tarkin was her personal bodyguard as well. He maintained a display of megonite in her offices, and kept track of her appointments. During the 13th Imperial Diplomatic Conclave on Phelarion, he caught Leia Organa trying to use Lady Tarkin's transmitter. He attempted to shot her, but one of his laser bolts struck the megonite display. Nardo was killed in the explosion, but Leia managed to escape. (CSWEA)

Narees

this Iktochi was one of Alexi Garyn's *vigos*, serving the Black Sun criminal organization during the years leading up to the Battle of Naboo. Narees was killed on Ralltiir, at Garyn's fortress, when Darth Maul was dispatched by Darth Sidious to eliminate any trace of evidence linking Hath Monchar to Sidious. Maul wiped out the Black Sun complex on Ralltiir, executing all the *vigos* and Garyn himself in order to ensure secrecy. (DM)

Narek-ag

owner and pilot of the transport shuttle *Moon Dash*, she and her co-pilot Trebor were working toward retirement when they impacted an unknown object in orbit above Coruscant. As their ship came apart around them, Narek asked Terbor to marry her. He accepted as the *Moon Dash* exploded. (LO)

Naren

this was one of the most common female names among the Corellians. (GMR9)

Naren

this was one of the most common male names among the Corellian population. (GMR9)

Narg

this planet is located in Rayter Sector, and was the site of TransGalMeg Industries' corporate headquarters. Its climate varies greatly with latitude, with equatorial deserts and polar ice caps. It is a low-tech world on which human life evolved normally, until the planet was discovered by the Empire three years before the Battle of Yavin. The planet was quickly industrialized and stripped of its natural resources. The Empire decided that the human population was not ready for entrance into the galactic community, and placed the planet under a provisional protectorate owned by TransGalMeg. TGM received ten years of full power over the planet's resources in return for managing the planet for the Empire. Because of their isolation, the humans of Narg are highly xenophobic. Narg's average day lasts 21 standard hours, and its year encompasses 431 local days. (TA)

Narg Starport

this is the main public starport on the planet Narg, located in the city of Grig. The starport supported a wide range of services, including a cultural information center, refresher services, a souvenir shop, and a logistical office which keeps track of all beings requesting to stay on the planet. (TA)

Narglatch

these large, feline predators were native to the planet Naboo. Young narglaths were abandoned at birth and left to fend for themselves, but they were able to hunt immediately after birth. Cubs often hunted in packs for protection from larger predators, until they could fend for themselves. They were remarkably

adaptive creatures. Adults are stealthy hunters, although much of the hunting was done by the females. The males served as the protectors of their family prides. Generally solitary beasts, the narglatch would commingle during the mating season. A pregnant female always gave birth to two cubs, a male and a female. Each sex was distinguished by its skin, with the females having smooth skin while the males had fleshy spikes on their upper bodies. (GF, WSW)

Narglatch XJ-6

this highly-customized personal airspeeder was owned by Senator Simon Greysthade, during the years leading up to the Clone Wars. The two-seated, yellow speeder was distinguished by its open cockpit and its front-mounted engines. At 6.23 meters in length, the Narglatch XJ-6 could attain speeds near 720 kilometers per hour, and the forward-mounted engines gave it incredible maneuverability. Greysthade's speeder was stolen by Anakin Skywalker on Coruscant during the young Jedi's pursuit of Zam Wesell, shortly before the Battle of Geonosis. The speeder was reported stolen, but Anakin returned it to its parking space as soon as the chase was over. Unfortunately for Senator Greysthade, the speeder was stolen again shortly afterward. (NEGV)

Nargo

this crime lord was known for his incredible lack of sympathy. He once set up a group of freelance freighter captains by asking them to transport some Tirefin spice for him, then sent a group of pirates out to waylay them. He then forced them to pay for the spice they lost, effectively doubling his credits. (GMS)

Nargo

this is the capital city of the planet Nigel IV, and is the site of the planet's primary spaceport. (TSK)

Narik

meaning "bright", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Narik

this Rodian served as his planet's representative to the New Republic, during the Yuuzhan Vong invasion of the galaxy. He bristled at the fact that Borsk Fey'lya supported the protection of the Mid Rim, including the Bothan world of Bothawui, while virtually sacrificing the Outer Rim to the Yuuzhan Vong in order to further protect the Core. *Note that this character is also referred to as Navik in Balance Point.* (BP)

Naris-bud Tea

a stimulating drink. (BTS)

Nariss Siv Loqesh

this Kerestian bounty hunter often traveled under the alias Andov Syn. As a bounty hunter, Loqesh was known to have posted a ninety-percent success rate, and worked for more than a decade before the Battle of Yavin. A full-body suit of armor obscured his appearance, making him exceptionally mysterious among even his fellow hunters. He was among the bounty hunters who were hired by Jabba the Hutt to hunt down Han Solo during the months leading up to the Battle of Yavin, and was later contracted by the Empire to hunt down Solo in the wake of the Battle of Hoth. He declined the Empire's offer, an action which earned him a considerable bounty on his own head for treason against the Empire. (SWG6)

Naritus

this New Republic Mon Calamari MC80a cruiser was a veteran of New Republic military operations when it was assigned to intercept Belindi Kalenda's Ugly starfighter when it arrived at Coruscant, following her discovery of rise of the Human League on Corellia. Captained by Genkal, it assisted in eliminating the last of the Khuiumin Survivors, and later assisted in the evacuation of the Thanta Zilbra system. (AS, CTD)

Narkaa

this razor-toothed ocean predator is native to the planet Rathalay. (SOL)

Narlit

this small fish, native to the oceans of the planet Mon Calamari, was often kept as a pet by Quarren children. It was known for its affectionate nature. (GCG)

Narlit

this was a common name among Quarren females. It referred to a small, affectionate fish that was kept as a pet by Quarren children. (GCG)

Narloch

this Herglic was a native of Giju, and was a successful gambler and entrepreneur. He owned casinos on several worlds, including Reaper's World and his most recent base of operations on the planet Emmer, and traveled the galaxy in his personal starship, the *Elusive*. It was rumored that Narloch had the backing and support of Jabba the Hutt. During the Galactic Civil War, a bounty was placed on his head for theft and fraud by Lord Haakon, following a sabacc match in which Narloch took nearly all of Haakon's wealth. His courier, Fellan, betrayed Narloch by providing evidence of his dealings with Jabba to the bounty hunters who were searching for him. However, Narloch managed to avoid capture for a long time. (ND)

Narloch's Casino

located on the planet Emmer, this casino was owned by the Herglic entrepreneur Narloch. It was built from the superstructure of an Imperial landing platform to better accommodate the walkers which were used to move about on the planet. (ND)

Narmle

this was the first settlement to be established on the moon Rori, named for the Naboo man who founded it. The settlement grew slowly at first, since most Naboo were perfectly content to live on their homeworld. Over time, however, Narmle grew steadily until the population was decimated by an outbreak of brainworm rot some 200 years before the Battle of Naboo. (ROD, GQRG)

Narmle

this man, a native of the planet Naboo and once the King of the planet, was known more for his restless attitude than his skills as a leader. He preferred to travel to far-flung planets, instead of remaining on Naboo to govern his people. For this reason, the Naboo Royal Advisory Council suggested that he relinquish the throne and become an ambassador for Naboo. Narmle agreed, but established the first permanent settlement on the moon Rori before leaving the system in his new role. The settlement was named Narmle, in his honor. When the city failed to attract many settlers, Narmle himself left Rori and headed into the Outer Rim, and was never seen again. (ROD, GQRG)

Narmle Memorial Rally

this swoop race was held annually on the moon of Rori, during the Galactic Civil War. (SWGAL)

Narmox

manufacturers of avionics control systems for starfighters. (XW)

Narnee Bomu

this Rodian soldier was a member of the Bomu clan, and worked for Vago the Hutt during the early years of the New Order. (TF)

Narol

this was an alias assumed by Garik Loran, shortly after Wraith Squadron captured the *Night Caller*. Narol was the executive officer of the *Night Caller*, serving under Zurel Darillian. (WS)

Naroon

this given name was common among human males across the galaxy. (GCG)

Narr

see Narra (SWEGS)

Narra

this *Lambda*-class shuttle was captured by the New Republic and assigned to support Wraith Squadron. It was captured from an Imperial captain who had deserted the Empire and turned to a life of smuggling. It had been retrofitted to provide him with hidden compartments, enhanced weapons and shields, and stronger engines. (WS)

Narra

an Alliance star pilot, Narra was the leader of the Red Squadron of X-Wings prior to the Battle of Hoth. The pilots who served with him often referred to him simply as "The Boss". Commander Narra was the leader of one of the first missions to scout out a new location for an Alliance base, after the Battle of Yavin. His team, which included all of Red Squadron, was attacked on a remote jungle world by Imperial forces. They were surprised to find themselves supported by A-1707, a clone trooper who had survived the Clone Wars and was stranded on the planet. Narra was later killed in an Imperial ambush near Derra IV, when the supply convoy he was escorting was attacked. After Narra's death, Luke Skywalker was promoted to Commander. *This is contrary to what Classic Star Wars maintains, where it is claimed that Luke was promoted to Commander after Vrad Dodonna's death.* (ESBR, SWECS)

Narrant System

this planetary system was controlled by a confederation of liege-lords who controlled separate factions of genetically-linked species. A series of deep-rooted, ritual obeisance and internal blood oaths kept them from killing each other, and helped cement a number of loose affiliations. (MA)

Nars Dojah

this Twi'lek served the Old Republic during the height of the Clone Wars, and was assigned the position of quartermaster at the Rimsoo Seven medical hospital on Drongar, after the death of Filba the Hutt. (MJH)

Narseri

this pirate was based on the planet Hosrel XI, during the height of the Galactic Civil War. (GUN)

Narsh

this small company produced a line of crop-spraying vehicles during the last decades of the Old Republic. (RCHC)

Nar-Somo-Dali

this Cerean elder was one of the few that held faith in the ability of Ki-Adi-Mundi to search out the source of the swoops and other technology which was imported to Cerea during the last decades of the Old Republic. He sent a messenger to Ki during his initial search for Ephant Mon, to bring the Jedi his lightsaber. The lightsaber was being held as evidence for the trial of Maj-Odo-Nomor, but Nar-Sodo-Dali managed to free it with the use of an obscure loophole in Cerean laws. (PTR)

Narth

this New Republic Navy officer served as one of Etahn A'baht's tactical aides during the blockade of the Koornacht Cluster. (SOL)

Narth

this planet was once the site of an Imperial shiyard. (BTS)

Narthax

a native of the planet Ukio, this man rose through the Imperial ranks as an accomplished stormtrooper. He was later assigned to the Blizzard Force of snowtroopers that attacked the Alliance's Echo Base, during the Battle of Hoth. He had developed a training regimen for snowtroopers which prepared them for the frigid, extreme weather of environments like Hoth. (CCG9)

Narthrup, Oponni

this woman worked as the Alliance's primary liaison to Vergesso Base, during the height of the Galactic Civil War. She served as the general administrator of Alliance personnel in the Lybeya System, and was

known for her ability to work several different tasks at one time. She had a wealth of skills that made her too valuable to work as an officer, and the position on Vergesso allowed her to use all her skills to the best of her abilities. (SPG)

Nartian

a short, four-armed alien race. (TME)

Nartissteu

this was the assumed name of the A-class freighter used by Grand Admiral Thrawn as the pawn in his attack on the Sluis Van shipyards, some five years after the Battle of Endor. The *Nartissteu* was supposedly coming from Nellac Kram, but had been ambushed by pirates. Their main drives had been damaged, and they had requested assistance from the shipyards. In reality, Thrawn had placed several groups of cloaked TUIE Fighters inside the freighter's hold, to be deployed near the shipyards in an effort to gain to steal other starships for Thrawn's growing fleet. (HTTE)

Nartlo

this small, balding man was apprehended by Kirtan Loor on Coruscant, during the time he ran the Palpatine Counterinsurgency Faction. Nartlo was selling diluted bacta for increased profits, and had information on how the New Republic was obtaining its bacta. Loor employed him as a spy, and was giving him lotiramine as an insurance policy. Nartlo was also under observation by Fliry Vorru. Vorru used skirtopanol to pull information from Nartlo, and the interaction of skirtopanol and lotiramine set up intense convulsions and cerebral hemorrhaging that eventually killed him. (KT)

Narvath

this planet is the homeworld of the Narvath race, and was a strong supporter of the Alliance to Restore the Republic. (BTS)

Narvath

this alien race, native to the planet Narvath, was humanoid in stature, with long limbs. (BTS)

Narwe, Ryca

this man was part of the workforce assigned by Eyar Treatment Systems to clean the south-central branch of the Eyar City sewers. His superiors recognized that Ryca was abrasive and surly, and rarely bothered to assign him a partner. Ryca considered himself underpaid and underappreciated, but continued to work because of the steady paycheck. He had a fear of the dianogas which lived in the sewers, and he would often hide and call security when he encountered one. (HAS)

Nas Choka

this Yuuzhan Vong was the supreme commander of the war fleet which invaded the known galaxy. Despite his position of power, Nas Choka was smaller than most of the Yuuzhan Vong, but no less powerfully built. He wore a deep red cape, signifying his position as supreme commander, and his fingers and arms were covered with rings and signets. He hated the fact that Nom Anor was given a second chance to lead the fleet during the invasion, and was inwardly pleased when the plan to infiltrate Elan into the Jedi Knights failed. In the wake of Elan's death, Choka ordered Commander Tla and the priest, Harrar, back to the Outer Rim and away from the front line of the invasion. Nas Choka also questioned the tactic of destroying the Jedi Knights before conquering the galaxy, claiming that the Force was just an idea, and could be replaced with something else. Nas Choka's fleet was later assigned to Hutt Space, where it quickly subjugated the Hutts and took control of many worlds and spacelanes. After the death of Warmaster Tsavong Lah at the Battle of Ebaq, Nas Choka was recalled from Hutt Space and named the new Warmaster. He immediately made an impact on his superiors, ordering his commanders to withdraw from battles they couldn't win, in order to save their warships for another fight. This smacked of heresy, since it was the Yuuzhan Vong way to fight to the death, Nas Choka, however, realized that the Yuuzhan Vong needed living warriors to completely subjugate the galaxy. With the losses of Yag'Shul, Thyferra, and Fondor, Nas Choka decided to change the tactics of the Yuuzhan Vong fleet. Rather than focus on specific military targets, Nas Choka devised a plan to destroy the New Republic's HoloNet. This would render their realtime communications worthless, eliminating the advantage of interstellar coordination of forces. Although the plan worked well, and thwarted the Republic's Operation Trinity, Nas Choka

continued to wonder about the ongoing plans for ending the resistance of the Republic. When Supreme Overlord Shimrra announced plans to decisively strike at the Galactic Alliance by attacking Mon Calamari, Nas Choka was the first to request that additional planning be put to the mission. Where Shimrra wanted a final death blow so that he avoid facing the Galactic Alliance and Zonama Sekot, Nas Choka was concerned that the enemy was gaining strength in other areas of the galaxy. While Mon Calamari might be taken, the Yuuzhan Vong would be weakened in other locations. He nevertheless acceded to the Supreme Overlord's wishes, and set out for Mon Calamari. The attack went as planned, and just as he was about to call in reinforcements, Nas Choka received word that Zonama Sekot had reappeared near Coruscant. He ordered the fleet to return to the capital immediately, and placed the fleet between the living planet and the Citadel. When Shimrra revealed his ultimate plan - to use the Alpha Red infected coralskipper that had returned from Caluula to poison Zonama Sekot - Nas Choka personally led the protective fleet that accompanied it. When the coralskipper was free to plunge into Zonama Sekot's surface, Nas Choka then turned his attention to the rest of the battle, planning to destroy the *Ralroost* and eliminate the leadership of the Galactic Alliance's forces. When he saw that Shimrra's escape craft had launched from the Citadel, he moved his ship *Yammka's Mount* into position to recover it. Unknown to Nas Choka, however, was that Shimrra was already dead, and Onimi was about to die at the hands of Jacen Solo. When the escape craft plunged into Coruscant after dying, Nas Choka realized that the war was over. He offered his subordinates the chance to die in battle or to take their own lives, or to throw in their lot with him and surrender to the Galactic Alliance. Although many chose suicide over surrender, Nas Choka welcomed those who joined him in surrender. After the deaths of Shimrra and Onimi - who proved to be the true Supreme Overlord - Nas Choka and the rest of the Yuuzhan Vong agreed to surrender to the Galactic Alliance. Nas Choka himself, upon learning the truth about Zonama Sekot's relationship with Yuuzhan'tar, personally called his commanders and their forces back to Coruscant to surrender. In accordance with the advice of Jedi master Luke Skywalker, the Galactic Alliance allowed the Yuuzhan Vong to travel to Zonama Sekot to re-establish their civilization. The planetary consciousness Sekot welcomed them with open arms, then fled into the Unknown Regions to allow its new inhabitants to evolve in peace. (HT, JE, DW, FH1, FP, UF)

Nasalle, Birdigan

this human was a champion swoop racer on the TransGal Circuit, during the height of the New Order. (SWJ2)

Nasda

an ISB General, Nasda was placed in charge of creating a set of recruiting guidelines that would screen out Alliance infiltrators before they were indoctrinated and could defect with large amounts of knowledge. (ISB)

Nasdra Magrody

founder of the Magrody Institute, Nasdra was one of the galaxy's premier expert on droids and automata. An Arkanian, Magrody had a close relationship with Bail Organa and Mon Mothma, until he was sought out by Moff Tarkin to teach at the Omwat orbital program. He was very enthusiastic when Qwi Xux survived the program and joined the team of scientists at the Maw Installation. Magrody was later tapped, along with Xux, by Tarkin and the Emperor when the first Death Star was being designed. His work in trying to create Force-sensitive machines was heightened by the fact that Nasdra was somewhat Force-sensitive himself, a secret he nearly managed to keep quiet. When Roganda Ismaren began to plot how best to recover the *Eye of Palpatine*, she realized that Magrody's Force-sensitive automata would be best-suited for the job. She kidnapped his wife and child, forcing him to develop a special brain implant for her son, Irek. Magrody worked diligently with Irek, creating an incredibly intelligent mind that could manipulate inorganic machines with the Force. When he tried to get word of this to the New Republic, Roganda arranged for him to conveniently disappear. Roganda realized two benefits from his disappearance. It kept her plot secret, and it cast doubt on Leia Organa Solo's position as Chief of State for the New Republic, for rumors quickly spread that she had used her position to eliminate Magrody for his involvement with Palpatine. (COJ, OWS)

Nashal

this minor city was located on the planet Talus. (GQRG)

Nashal River Race

this swoop race was held annually during the Galactic Civil War, along a dry riverbed near the city of Nashal, on the planet Talus. (SWGAL)

Nashira

Akanah provided this Fallanassi name to Luke Skywalker, claiming it was his mother's. It was a star-name, held in high regard. When Luke and Akanah finally discovered the Fallanassi, Wailu told Luke that she could not reveal whether or not Nashira was his mother, because he was not of the White Current. (BTS, TT)

Nashtah

one of the infamous hunting beasts of Dra III, the nashtah is a six-legged beast with long, diamond-hard claws on all six feet. They have three rows of sharp teeth on each jaw, and their tails are barbed. Extremely well-muscled and built for speed, the nashtah is also a tenacious, tireless hunter, stopping for nothing once they have chosen their prey. They have a distinctive green pelt. (HSR)

Nashtah Bite

this aging *Victory*-class Star Destroyer was part of Warlord Zsinj'd third fleet. (SOC)

Nashtah Pup

Bossk's short-range scout ship, the *Nashtah Pup* was secured within a dorsal hold on the *Hound's Tooth*. The *Nashtah Pup* was released by opening a dorsal hatch. The *Nashtah Pup* was an emergency-use ship, being large enough for only two passengers and no cargo. (EGV)

Nasirii

this was one of the larger Hutt *kajidics*, or clans. Before Jabba the Hutt claimed Tatooine for the Desilijics, the Nasirii clan controlled nearly one-fifth of the planet's criminal activities. The Nasirii were also in charge of maintaining the various pleasure dens established by the Hutts on the desert planet. (SOT)

Na-Soth Larr

this was the name of a noted Givin individual. (UANT)

Nasrabi

meaning "female ruler" or "queen", this was a common female name among the Mon Calamari race. (GCG)

Nass

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "deep waters". (GCG)

Nassin

this surname was common among human settlements found throughout in the galaxy. (GCG)

Nassin, Qatya

this woman was one of the pilots who served within the Hawk-bat pirate squadron. In reality, Qatya was Shalla Nelprin. (IF)

Nasta

this humanoid was in charge of the local underground on Mrlsst, during the early years of the New Republic. A gawky, bird-like being with dark brown skin and pronounced eye-sockets, he helped Rogue Squadron uncover Loka Hask's plans by using the surveillance cameras in the Mrlsst Academy to view Hask's strategy meetings. (XWPA)

Nastascha, Areilla

this woman was a high-ranking noble of House Cadriaan, and a member of Lady Bathos' inner council. Areilla grew up on Achillea with Lady Bathos, but Areilla concentrated on sports and the military. She served for twelve years in the Tapani Sector House Guard before being recruited by Lady Bathos after

her election. After learning that House Melantha was working with Mining Guild auditor Annora Calandra, Lady Areilla dispatched the Herglic lord Knumai to ask for help from the Alliance in determining their schemes. (LOE)

Nastion

this Imperial *Bayonet*-class cruiser traveled to the planet Goroth Prime, at the behest of Moff Nebin Cray, during the early years of the New Order. Believing he would find a dead world, the Captain of the *Nastion* was amazed to find the Gorothites thriving in the hostile environment. Core samples taken from the planet's crust revealed a wealth of heavy metals and hyperbarides, and indicated that the historical records of the planet's resources were correct. (GSE)

Nat

a common name given to Twi'lek males, this name meant "rock". (GCG)

Nat Secura

a Twi'lek descendant of the Secura Twi'lek clan, Nat Secura the son of Lon Secura. He was the younger of Lon's two sons, but his brother Van died suddenly. It left Nat the prime heir to the Secura clan's leadership. Nat was kidnapped several years after the Battle of Naboo, as part of a plot by Ro Fenn to maintain his stature among the Twi'leks, despite the law which required his death. The Morgukai warriors Tsyrr and Bok took him, but they were pursued by the Jedi Master Tholme and his apprentice, Aayla Secura. Years later, Nat found himself under the control of Bib Fortuna, just before Jabba the Hutt's death. When Jabba came to Ryloth to obtain Twi'leki slaves, he had burned buildings in Nat's city in order to force the Twi'leks out of them and into capture nets. Nat had been severely burned in the fires; his lekku had been completely burned off. Fortuna had discovered Nat while looting his house, and had "rescued" him. The Twi'leki survivors never forgot Nat's bravery, and Fortuna had planned to use Nat as his figurehead and as a rallying point. However, Jabba had grown tired of Nat's presence, and was planning on feeding him to the rancor. Fortuna intervened, again "rescuing" Nat, only to have Nat's brain surgically removed by the B'omarr monks and placed in a nutrient jar. Nat's mind railed against the loss of his body, but he eventually came to accept his place. Jabba then threw Nat's body - which had been kept alive by the monks' skillful surgery - to the rancor, seemingly ending Nat's life. Fortuna had planned to find a Twi'lek clone body for Nat's brain, a body that was not scarred and deformed like his original one. He told Nat this, and Nat decided that he wanted Han Solo's body. Fortuna thought that this would be a fitting revenge against Solo, and kept the plan in his mind. However, the death of Jabba and the monks' revenge against Fortuna left both of them disembodied. (TJP, ROP)

Nataal, Bek

this Corellian smuggler managed to rescue Tere Metallo from the slavers who had taken her from Riileb, and he adopted her as his apprentice. Unfortunately, Nataal was killed during when the Empire unexpectedly boarded his ship. (SWJ6)

Natalar Mountains

a range of mountains found on the planet Adarlon. (GG6)

Natalon Core Bandits

this band of monstrous alien pirates was active during the early years of the New Order. (AVS)

Natamee

this was one of the smaller raft-cities which floated on the oceans of Ando during the height of the New Order. These small settlements served as resupply or refueling depots for the crews and vessels that plied the various sea-based industries of the Aqualish. (PH)

Natara

this man was a General with the Alliance, and served in the Brak Sector Command office during the early years of the Galactic Civil War. (FBS)

Natchgas

this natural, gaseous fuel was created by converting animal and municipal waste produced into a liquid

sludge that is boiled. Natchgas was easy to create, and found widespread use in the cash-poor Outer Rim Territory. (IWE1)

Nate

this clone trooper, originally designated CT-96/298, was one of the many that developed their own personalities during the height of the Clone Wars. Nate's identification number was often shortened to simply A-98, since he was the leader of a small unit of ARC troopers. He was a veteran of the Battle of Geonosis, having saved himself and five comrades from the attack of a droideka. His actions led to a rapid series of promotions to the rank of Captain. A hip injury while fighting off a broca on Altair 9 nearly cost him his leg, but the recuperative powers of a clone troopers allowed him to survive and restore nearly all his range of motion. Two years later, after surviving the training missions on Vandor-3 with exceptionally low casualty rates, Nate was placed in command of the troopers who were to be attached to Jedi Masters Obi-Wan Kenobi and Kit Fisto on a mission to Ord Cestus. He chose four other ARC troopers - known as Forry, Sirty, Xutoo, and Seefor - to serve on the team. Nate was assigned to Master Fisto's team, which was charged with locating the Desert Wind terrorist group, in an effort to create public unrest across the surface of Ord Cestus. It was on this mission that he met Sheeka Tull, a woman who claimed to have once been the girlfriend of Jango Fett. The connection seemed to spark something inside Nate, who found himself attracted to the woman. After spending time with her, Nate became more and more aware of his own individuality, in addition to his own connection to Jango. For this reason, he adopted the new nickname Jangotat, which literally meant "brother of Jango" in Mandalorian. Shortly afterward, the hidden lair of the Desert Wind terrorists was discovered by Asajj Ventress, who sent a group of infiltration droids to destroy them. In the fighting, Jangotat sustained heavy injuries, and was rescued by Sheeka Tull. (HIV, TCD)

Nate, Pori

this fifteen-year-old boy was one of the first of his generation to admit that he was using and abusing the death stick, shortly before the onset of the Clone Wars. It was later discovered that Pori Nate was not the boy's real name. (HNN4)

Nath

this figure was from the Zabrak mythology. Together with her sister, Ath, Nath welcomed dead Zabrak into the afterlife. (GCG)

Nath

this archaic name was given to female Zabrak, and referred to the being in Zabrak mythology who welcomed Zabrak into the afterlife. (GCG)

Nath, Jamur

this man was one of the many officers who served under Zozridor Slayke as a member of Freedom's Sons and Daughters, during the height of the Clone Wars. Nath held the rank of Corporal, and was partnered with Omin L'loxx when Slayke decided to attack the Separatists who had taken control of Praesitlyn, some two and a half years after the Battle of Geonosis. After L'loxx and Nath rescued Odie Subu and Erk H'Arman, they were ambushed on their way back to base. In the firefight that ensued, Nath took several blasts from a Gamorrean thug, and was killed before he could be retrieved. (JT)

Nath, Reson

this woman was a bounty hunter for the Paramexor Guild of Hunters. She was accused by Prefect Adar of a variety of crimes, and was sentenced to Guild punishment. In her case, it was armed combat with her accuser. Adar quailed at the prospect of fighting with her, and withdrew the charges rather than fight her. However, Moff Gorliz - called in to observe the trial - had already wagered Janq Paramexor that Adar would last at least ten minutes on combat, and ordered the to begin. (GG10)

Nathanjo Nirrelz

this Gotal Emmisary to the Old Republic was captured by the Roshu Sune near Atzerri, shortly before the onset of the Clone Wars. Nirrelz had been on Atzerri trying to secure shipments of bacta back to his homeworld, in an effort to provide aid to the Gotals who suffered hardships after the Battle of Antar 4. Following Nirrelz' kidnapping, the Roshu Sune guerillas simply transmitted the Articles of Secession in

place of formal demands. They hoped to force the government of Antar 4 to formally secede from the Republic. Nirrelz was eventually freed by a team of Jedi Knights. (HNN5)

Nathas I

this cold, airless planet was located in Questal Sector, and was the homeworld of the Protean race. (AE)

Natinati

this planet was visited by Jabba the Hutt some years before the Battle of Yavin, as Jabba wanted to explore the sacred temple of Poborandurannum. (JTH)

National Museum of Alderaan

this was one of the major collections of historical artifacts found on the planet Alderaan. It also had a large collection of artifacts from other worlds. (TNR)

Nativum

this planet was one of many worlds targeted for takeover by the Confederacy of Independent Systems, during the height of the Clone Wars. The plans for the attack on Nativum were actually a ruse, meant to throw the Old Republic off the trail of the true Separatist target. In reality, the Separatists had been waiting for the codebreaking device created by Talesan Fry to show up. When the codebreaker was brought to Azure, a tracer installed by Helina Dow sent out a signal pinpointing its location on Azure. (SOJ)

Natja

this Hutt crimelord made her wealth in the slave trade of the Outer Rim Territories. Despite the fact she was very polite with her visitors, Natja was ruthless and untrustworthy at best. She was known to keep a tribe of Jawas under her control, to serve as servants and personal escorts. Natja eventually purchased the prototype Imperial armor and shields auctioned off by Sard Nightbringer, for an even 100,000,000 credits. She was later poisoned with a verneilan parasite, and quickly died. It was later revealed that her killer was none other than Marg Sonat. (POC)

Natori Association

this branch of the Tenloss Syndicate was made up of former military personnel who worked to train mercenaries for hire. They were based on Sperin, in the Palaquin System, and were a serious rival of the Ragnar Bounty Hunter Syndicate during the early years of the New Republic. It was believed that the Natori Association was funded and controlled by Malakin Enterprises during the early years of the New Republic. Those soldiers who attended the Association's training had the option of paying up-front or deferring payment. Those who deferred payment were obliged to pay for their education by serving in the Natori Shock Troops. (GG11, SWJ15)

Natori Shock Troops

this was the lowest level of first-line soldiers who graduated from the Natori Association. It was manned by those soldiers who didn't pay for their education in the Association up front. (SWJ15)

Natunda

this was the fifth day of the Tapani local calendar's week. (PGT)

Natural Planetary Protectorate

this radical environmental protection group rose to prominence during the height of the New Order, after they foiled an expedition from the Dreskin Foundation to acquire a Burskan gundark. The NPP valued life above all things, so their tactics usually involved the sabotage of equipment or, in extreme cases, starships to prevent the unwanted removal of plants or animals from planets which had been declared as protected preserves during the Old Republic. (WOTC)

Naul Cilgris

this Duros trader was the nephew of Thes Cilgris, and inherited the *Birthright* from Thes' son, Yett. Like his relatives, Naul used the ship for business, but was also supportive of the New Republic's efforts to

eliminate the Yuuzhan Vong threat. Naul made many supply runs for the Republic, helping to maintain a level of stability despite the horrors of the alien invasion. (SOG)

Nausage

this was a grilled food which was favored on Tatooine during the early decades of the New Republic. Nausage was often served with dustcrepes as a breakfast meal. (SBS)

Nautag

Yarna d'al' Gargan's Askajian mate, Nautag was known as one of the best weavers of tomuon wool on Askaj. Nautag and his family were captured by Jabba the Hutt's slavers and brought to Tatooine. When Nautag cursed Jabba for being nothing more than a low-life scum who would never have his family as slaves, Jabba dropped Nautag into the rancor pit. After Yarna escaped from Jabba's palace, she named her older surviving male cub Nautag, in honor of its father. (TJP)

Nautag

this was the older of two male sons born to Yarna d'al' Gargan and her mate, Nautag. The younger Nautag was named in honor of his father, who was killed by Jabba the Hutt while trying to protect his family. (TJP, SWDB)

Nautical Star

this 30-meter-long Mon Calamari transport ship was typical of the smaller ships produced by the Mon Cal. Like all Mon Cal starships, it was unique among similar ships but retained the exquisite lines and exception craftsmanship inherent in all Mon Cal designs. It has controls for a number of non-Calamari races, including humans. It could handle up to 75 metric tons of cargo, and had a number of redundant systems. The *Nautical Star* has the unique ability to be able to operate in the vacuum of space, in atmosphere, and under the water. The *Nautical Star* was armed with a pair of laser cannons. (SWJ9)

Nautila

this was the written form of the Nautolan language, which is only pronounceable underwater. (PJSB, UANT)

Nautiloid

see Nautolan (NEGC)

Nautolan

this was the native language of the Nautolan race. It was fully pronounceable only underwater, so many Nautolans preferred to remain below the surface of the water when communicating with each other. They could speak either Anselmian or Basic when out of the water, or when communicating with the Anselmi. (WOTC)

Nautolan

this humanoid race was amphibious in nature, with green skin and a collection of headtails falling from the rear of their skulls. The Nautolans were native to the Sabilon region of the aquatic world Glee Ansem, a planet they shared with the Anselmi. They were known for their incredible sense of smell, which came from the highly receptive olfactory receptors located throughout their head-tails, and they could detect the presence of pheromones and changes in a being's body chemistry. This sense of smell was exceptional when used underwater, but tended to fade when the Nautolan lived on the land. Because of this, and the fact that their native Nautolan language could only be fully pronounced underwater, Nautolans preferred to live in the water. In addition to verbal and pheromonal communication, the subtle swirls and patterns found in a Nautolan's unblinking eyes often displayed their emotions. The music of the Nautolan race was difficult to comprehend for most other races, as the pauses between notes were more important than the notes themselves. The musical notes were often sustained in irregular units. *Note that* Star Wars: The New Essential Guide to Characters *names this race as* Nautiloid. (TCG1, WOTC, NEGC, OWS, TCD)

Nauton IV

Jedi Master Ruati was beheaded on this planet, during the height of the Clone Wars. It was believed that he was killed by Asajj Ventress. (O)

Nava Card

a data card which contains navigational logs and information from Imperial starships. (DF)

Navander, Romas "Lock"

this Corellian pilot attended the Imperial Academy, but defected to the Alliance upon graduation. Much of his training and expertise was in communications and tactical planning. After earning a promotion to the rank of Lieutenant, he became one of Echo Base's senior technical communications officers. Working with Tamizander Rey, Lieutenant Navander directed the distribution of orders to Alliance ships during the evacuation of the base following the Battle of Hoth. *Lock Navander was portrayed by Jerry Harte in Star Wars: Episode V - The Empire Strikes Back.* (CCG3, SWI74)

Navardan Regenerator

this implant was developed some 4,000 years before the Galactic Civil War. It provided the user with enhanced healing powers, allowing wounds and injuries to heal in mere seconds instead of days or weeks. (KOTOR)

Nav-Computer Route Astrogation Bypass System

known as the N-CRAB, this device was created and manufactured by Kuat Drive Yards to allow starship pilots to alter their course while in hyperspace. Without the N-CRAB, pilots had to drop out of hyperspace and recalculate their flight routes in order to alter their destination in the middle of the trip. With the N-CRAB, the pilot can enter in the new destination coordinates, and the N-CRAB will slowly integrate them into the existing flightplan programming. Over a short period of time, the N-CRAB will alter the starship's hyperspace vector, bringing it to the new destination without having to revert to realspace. In many situations, this ability could save a pilot many hours of time during a run. The only drawback to the N-CRAB's ability was the fact that it interfered with the ship's primary navigation computer, requiring that the nav-comp be "cleaned" periodically and especially before the N-CRAB is used again, to ensure that the calculation routines haven't been altered. (GFT)

NavDif

this term used to describe any device which provided navigation and direction finding information to its user. (GFT)

Nave

this three-leafed, yellow swamp plant is found on the planet Naboo, where it is used by the Gungans as a spice and a wrapping for many meals. (GF)

Nave Vengaris

this female served as the governor of the planet Aquilaris during the last decades of the Old Republic. She welcomed the tourism and income which accompanied podracing during this period, and heartily supported the used of several floating cities as parts of the race courses. (RAC)

Navett, Drend

this member of the underground organization known as Vengeance worked with Klif to incite crowds to riot over the smallest of issues. Klif did the talking, using forceful words to bring a crowd to a state of agitation. Drend, once the mood was right, would touch off the riots with a few well-placed blicci-fruits or pipe-bombs. The two found steady employment when Moff Disra hired them to cause riots on several New Republic worlds after the revelation that the Bothans were involved in the destruction of Caamas. Later, Navett and Klif were placed in charge of taking out the shield generator in Drev'starn, posing as exotic animal dealers. In this capacity, they were able to obtain several swarms of metalmites, which they infiltrated into the genreator building on the clothing of the workers. When the Bothans realized that they had a problem, they called in Navett and Klif. They were only too happy to help the Bothans exterminate the metalmites, and while laying down the insecticide they also laid several spreads of liquid nutrients. Then, after gaining access to a power conduit under the restaurant of a Ho'Din - with the help of Pensin and Horvic - they used a nesting of baby mawkrens to carry out the next steps. The mawkrens were hungry, and Navett used this to his advantage. After strapping small, remote-detonating bombs to their backs, Navett helped them get the scent of food: the liquid nutrients they had placed in the generator building. The first wave of mawkrens were used to take out the building's main walls, while the second

group was used to destroy the generator itself. Unfortunately, this second step required Navett to be close the explosion - it was a suicide mission. As soon as Navett got the shields down, the others managed to get aboard the *Predominance* and initiate a battle for Bothawui. (SOP, VOF)

Navi

this wealthy Sephi was the nephew of King Alaric, the leader of the Sephi people during the height of the Clone Wars. Navi served as Thustra's representative to the Galactic Senate, and had become one of the many Senators who spent more time worried about their own luxury than the needs of their people and the galaxy. After Alaric decided that Thustra would secede from the Republic, Navi was called back to his homeworld in order to reinforce Thustra's secession. Once back home, Navi found that Jedi Master Yoda - Alaric's old friend - had been arrived to try and negotiate with the King. Using all his new skills, Navi tried to twist Alaric's decision to appear as if the King had become old and senile, and was sending the Sephi to their deaths. Alaric, for his part, explained that he had recalled Navi to cut off his illicit profits, not to bring him back for support. Finding Yoda impenetrable, Navi went after the two Jedi Padawans, Cal and Pix. He provided Cal with information that would allow the Jedi to escape the palace, then he met with Pix to give her a fabricated story of Alaric's execution of the Jedi. Navi gave her information on the latest troop movements of the Sephi, as well as information on how to attack Alaric's palace. Meanwhile, his assistant Moje began planting rumors of a plot by the Jedi to murder Alaric, inciting an anti-Republic sentiment that further incited the Sephi. When Alaric was killed in a fight with Yoda, Navi used the event to secure his position of power. He then returned to Coruscant to call for the elimination of the Jedi Order, hoping to make the Senate believe that Yoda had been killed shortly after being apprehended. Yoda's sudden reappearance put an end to Navi's machinations, and the Sephi Senator was thrown into prison for his duplicity. (J5)

Navibrain

this was the New Republic term given to the brain-like structure which served as the navigational computer of a Yuuzhan Vong warship. It was discovered by Lowbacca, aboard the *Ksstarr*, that the navibrain detected minute changes in the surrounding environment, measuring the gravity of planets, moons, and stars to determine its location and the direction it should take in order to reach its destination. (DJ)

Navigation Bouy

also known a NavBouy, these floating, deep-space devices provide information on interstellar coordinates to nearby starships, as long as they have the correct access codes. They can also aid those starships that have hyperdrives but limited navicomputer capability. (XW)

Navigation Computer

also known as a NavCom Unit, these computers were used to plot trajectories and hyperspace flight plans between the planets contained in the computer's database. It used the spatial coordinates of the ship in order to accurately chart a course. Many military-grade navigation computers maintained continually-updated databases of the coordinates of billions of planets, moons, and stars to several hundred decimal places, which allowed the computers to accurately plot courses through realspace as well as hyperspace. Civilian models did not require this level of accuracy, but nonetheless maintained incredibly accurate information on the locations of spatial bodies. Coordinates were based on the current location of the planet Coruscant, which was denoted by the coordinates (0,0,0), even though it was not at the exact center of the galaxy. This fact was irrelevant to navigation computers, but vexed many astrocartographers, especially those not born in the Core Worlds. (SW, SCRE, GMR9)

Navigational Deflector Shield

a starship protection device which uses an ionized graviton pulse emitter to deflect solid matter away from the ship. These shields are extremely important for protecting starships moving at high speeds, but are not effective for deflecting large objects. (SWSB)

Navigator's Guild

see [Hyperspace Navigator's Guild](#) (GAS, PH)

Navik

meaning "dark", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Navik

the leader of the Chattza Rodians, Navik is easily distinguished by the red birthmark which covers his face. This birthmark led to his nickname, Navik the Red. He perpetuated the warlike nature of the Rodians, using the traditional wargames as an excuse to make war on other tribes. In doing so, he killed Greedo's father and forced the Tetsus tribe to Flee Rodia. He hunted them down, forcing them off the jungle planet they had adopted and onto Nar Shaddaa. Navik returned to Rodia, and after the Battle of Endor he became Rodia's de facto leader. He was later named the planet's main representative to the New Republic, and was a member of the nine-being leadership of the New Republic Defense Force. (TME, JE)

Navin

this was the Snivvian word for "starship." (HNN5)

Navin-u kir-essen?

this Snivvian question translated into Basic as "Can you fly a starship?" (HNN5)

Navlaas

this gas giant was the third and outermost planet in the Pyrshak System. It was orbited by eight moons. (PH)

Navroc City

this was one of the larger cities found on the planet Cartao. (SWI68)

Navshe'starn

this city was located on the western continent of the planet Bothawui. (SPG)

Navy, Imperial

the space-going branch of the Imperial armed forces, the Navy oversaw all operations the involved the Imperial fleet. They had become a mental weapon for the Emperor Palpatine, who used them as a primary part of his "rule by fear" doctrine. He beefed up the Navy, adding the larger and fiercer Imperial- and Super-class Star Destroyers while increasing the speed and firepower of the TIE fighter squadrons. It was rumored that, at its height, the Navy consisted of over 25,000 *Imperial*-class Star Destroyers. The Imperial Navy also possessed the sophistication to determine galactic stellar coordinates to 3 additional decimal places over and above the necessary precision for most navicomputers. (SW, AC, ISB)

Navy, New Republic

the space-going branch of the New Republic armed forces, the Navy oversaw all operations the involved the Republic fleet. Like the Alliance before it, the New Republic Navy initially consisted of ships that were donated, on loan, or stolen. This meant that many ships were outdated and there were several instances where designs were represented by a single ship. This made for tremendous logistical problems for maintenance and repair. Thus, one of the first considerations of the New Republic was outfitting its Navy with new classes of starships. Among the first of the new fleet were the Sacheen- and Hajen-class ships. Following the defeat of Grand Admiral Thrawn and Palpatine's cloned reincarnations, the New Republic began to decommission much of the Navy, feeling that the need for their firepower was past. This led, in part, to many star systems beginning to consider secession from the New Republic, in order to more fully protect their assets. The Corellian Sector was one of these systems, and Thrackan Sal-Solo took advantage of the New Republic's reduced firepower to actually secede from the Republic. The also possessed the sophistication to determine galactic stellar coordinates to 3 additional decimal places over and above the necessary precision for most navicomputers. (SW, AC, BTS)

Nawara

a common name given to Twi'lek males, this name meant "tongue" or "speaker". (GCG)

Nawara Ven

this Twi'lek was a member of Wedge Antilles' X-Wing Rogue Squadron. On Ryloth, Nawara was born to the Ven clan. His name was translated literally to be "tongue of silver," but the translation was modified to mean "excellent speaker." On Ryloth, he is known as Nawar'aven, which indicates the Twi'leki tendency to modify names to indicate meaning. If he were known by his true clan name, Nawara'ven, the translation would then be "tarnished silver." He was a lawyer with the New Republic before applying for fighter duty. As such, he drew a part in the mission to liberate Coruscant. Once on the planet, Nawara contracted the Krytos virus, but underwent immediate bacta therapy and was able to overcome the virus. He later served as Tycho Celchu's defendant in the trial of Corran Horn's murder, as well as the Rogue Squadron primary representative in the mission to Ryloth to obtain Kor ryll. Upon his return to Coruscant, Ven was contacted by Kirtan Loor, who offered to expose every Imperial agent on Coruscant, including the true identity of the traitor in Rogue Squadron, in return for freedom from Ysanne Isard and certain liberties. Ven brokered a deal with the New Republic's Provisional Council, and met Loor with Iella Wessiri in the bowels of Imperial City. When they exited the turbolift at the prosecutor's level, they were attacked by Diric Wessiri. Wessiri believed that Loor was actually Evis Derricote, and wanted to kill Derricote for enslaving him. Instead, Diric shot Ven in the hip before killing Loor. Diric himself was killed by his own wife, Iella, who believed him to be a crazed assassin. Ven managed to overcome the injury and return to Rogue Squadron, but was shot down during the Battle of Thyferra by Evis Dlarit. He ejected before his X-Wing exploded, but he sustained damage to his legs when his vacuum suit was pierced by shrapnel. He decided to give up flying and become the Rogue's Executive officer. He tried to develop a relationship with Dia Passik, but she remained aloof to him because of the fact that he remained loyal to Ryloth in many ways. He later started working for Booster Terrik aboard the *Errant Venture*, using his legal and accounting skills to keep the floating outpost solvent. He was briefly stranded on Trogon during the height of the Yuuzhan Vong invasion of the galaxy, while trying to arrange for transport of some "hot items" off the planet's surface. The "hot items" were actually a group of Force-sensitive children Nawara was trying to return to the *Errant Venture*. He was impeded when a group of bounty hunters arrived on the planet looking for Jedi Knights, but a group of freelance operatives helped him evade the bounty hunters and return to the ship. (XWN, WG, KT, BW, SOP, IF, NJOSB)

Naween Oasis

this freshwater oasis was located on the planet Tatooine, just north of Mos Eisley. (IWST)

Naweenen Fate Rooms

a famous casino found on the planet Ord Mantell. (RM)

Nawnum

this minor Hutt crimelord worked for Ganis before attempting to assassinate Ganis in order to take over his empire. Ganis survived, and placed a huge bounty on Nawnum's head. (IA)

Nawruun

this elderly Wookiee was the last surviving member of the Nysshyyyk clan enslaved at the Maw Installation. When the New Republic invaded the Installation and rescued the captive Wookiees there, Nawruun took the opportunity to brutally kill Grodon Lakky, the Wookiee keeper who had tortured him over the years. Despite the satisfaction generated by the act, Nawruun nevertheless regretted his outburst. (COTF, JASB)

Naxxis Bats

this ancient Dashade warrior was noted for describing the ancient Jedi Council as "twelve blind swordsmen (who) seek only to acquiesce never to resist." He claimed that this was a display of weakness, which could be exploited. (LAWS)

Nay

this was one of the many family names used by the Bothan people. It translated loosely to "snow" or "ice". (GCG, WOTC)

Nayama

this woman was once the wife of former Jedi Knight Jolee Bindo. (SWDB)

Nayli

this small city, located on the planet Chandrila, was the site of one of the planet's three main spaceports. (CCW)

Naytaan

this Lieutenant served the Alliance as an X-Wing pilot in Red Squadron. As Red 9, Naytaan was a key participant in the relief effort that helped bring supplies to the rebels on Clak'Dor VII. His X-Wing was modified to have additional cargo space. He was famous for achieving ace status in just two missions for the Alliance. (CCG9)

Nazaar

a Ripoblus *Lambda*-class shuttle group operative during the Sepan Civil War. It was assigned to protect the refugees on the *Glas*. (TIE)

Nazay Seat

this ornately-carved, high-backed chair was used by the ancient Alwari of the Delgerhan province, on the planet Ansion, during certain rituals. (APS)

Nazfar Metalworks Guild

this Yevethan starshipwright guild built hundreds of *Aramadia*-class thrustships for Nil Spaar's Navy. (TT)

Nazrita

this woman worked as a master mechanic for the Klatooinan Trade Guild during the height of the New Order. It was Nazrita who first taught Platt Okeefe the basics of starship maintenance. (PSG)

Nazwa

this is the name of the ancient city ruins which were encircled by the modern city of Baroo. The city of Nazwa was the seat of the ancient Majan culture. (RAC)

Nazzar

a race of grey-skinned equine humanoids which was native to the planet Nazzri during the golden age of the Old Republic. They adhered to the tenets of the *Ulizra* and the Great Structure, remaining aloof from the rest of the galaxy. For this reason, and the fact that they were rarely seen away from their homeworld, many other races considered the Nazzar to be xenophobic. The few Nazzar encountered away from Nazzri were either outcasts who had rejected the *Ulizra*, or missionaries who hoped to bring the *Ulizra* to new peoples. After Emperor Palpatine rose to power, the Nazzar simply remained on their homeworld, ignoring the rest of the galaxy. (FNU, TOJC, PJSB)

Nazzar

this was the native language of the Nazzar. (PJSB)

Nazzer

this dark-haired man was one of the many bounty hunters who were part of the Crimson Nova chapter of the Bounty Hunter's Guild, during the height of the Clone Wars. Nazzer led the small group that was sent to the planet Null, to intercept and kill as many of the Jedi who were fighting on the planet as they could. Ultimately, they only managed to acquire the lightsaber of Jedi Master T'ra Saa. (RSF)

Nazzri

this planet was the homeworld of the Nazzar race. (TOJC)

N-class Freighter

this starship design had a squat cylinder for the main hull, with the cockpit mounted at the front of the cylinder and a central access tube running perpendicular to the cockpit at its midsection. (MC16)

N-CRAB

this was the shortened name for Kuat Drive Yards' Nav-Computer Route Astrogation Bypass system. (GFT)

N'croth

this is the capital city of the planet M'haeli. (ROC)

NCW-781

this unexplored planet was the site of a secret Imperial base during the Galactic Civil War. An Alliance Y-Wing on surveillance duty was shot down by the Empire, and the Alliance launched a mission to recover it. (IA)

NCW-86

this was the Imperial designation of the planet known as Demonsgate. (E)

ND9

Seinar Fleet System's hyperdrive activation unit used on the TIE Advanced. (TIE)

Nder

this man, a native of Cularin, was killed in his home when a group of Jedi Knights mistakenly attacked it, during the height of the Clone Wars. (LFCW)

Ndowi

this tribe of Socorrans was known to be the only indigenous group which didn't live in the desert wastes. They were also the least nomadic of the four main tribes, having established a series of villages along the Rym Mountains. However, the Ndowi were also the smallest in number, with the entire tribe made up of less than 1,000 members at the height of the New Order. (BSS)

Ndowi Tribal Lands

this part of the planet Socorro was owned by the Ndowi tribe, and comprised an area from the equator southward to the pole. The lands were bordered by the Rym Mountains. (BSS)

Nduuati

this was a race of reptilian sentients. (BSS)

Ne Ganna Dateel Jabba

this bas-relief was commissioned by Jabba the Hutt to illustrate his vast influence. Created from sandstone quarried on Nal Hutta, it was chiseled by the slaves of the great Hutt artist Dreyba. Jabba prominently displayed the sculpture at his Tatooine residence. (CCG7)

Ne linga ne hochka

this was a Rodian insult. (SWJ5)

Ne ompee doe gaga punta?

this Huttese question translated into Basic as "Is this freshly dead?" It was used in food preparation as well as when food was served. (GMR5)

Neary

this planet was located in the Outer Rim Territories. (AIR)

Neathlat

this was a form of living bandage created by the Yuuzhan Vong. In accordance with Yuuzhan Vong tradition, the neathlat treated the wound but did nothing to diminish the pain of the injury. (EL1)

Neb Dulo

this unusual alien was a native of the planet Tocoia. He was a devote follower of the Davrilat religion, and had strong protective instincts. (CCG9)

Neb Neb

this name, which meant "short" - or, more literally, "down down" - was common among Gungan males. (GCG)

Neb Neb Goodrow

this Gungan was one of the best bongo racers in the city of Otoh Gunga, prior to the Battle of Naboo. Neb Neb's trademark was his green-colored bongo, a custom-built monobubble vehicle designed for speed and maneuverability in tight turns. Unfortunately, just before the Battle, Neb Neb crashed with Spleed Nukkles in a practice run for the Bongo Rally, and was unable to compete. Neb Neb later helped Lob Dizz in capturing Captain Swagg, after the blue-skinned pirates tried to destroy the Lake Umberbool arena for a second time. In the years following the Battle of Naboo, Neb Neb and Spleed continued race their bongos, but more often than not they ended in a crash. Whether between themselves or with other racers, Neb Neb and Spleed always managed to survive and race again, a fact that made them popular with young Gungans and new fans across the galaxy. However, it made them less than popular with other racers, who considered them reckless and dangerous. They were often accused of collusion, purposely wrecking other racers so that one or the other could win. They were briefly suspended from racing following the crash and disappearance of Zak "Squidfella" Quiglee, but redeemed themselves by restoring Boss Nass's old heyblibber and bringing Squidfella in for questioning. (E1A12, GMR4)

Neb Nob

this Gungan served under Commander Wollod as a communications officer, shortly before the Battle of Naboo. (E1A9)

Neb Ufentes

this noted space vessel engineer was an expert in hyperspace theory. Neb was contracted by Drooim-Durtha Systems to develop the ShipFinder for use by the Empire some two years before the death of Grand Admiral Thrawn. He continued to develop newer versions of the device until he was killed by the crimelord Mahk'khar, who then stole the latest prototype. (SWJ8)

Neb, Killium

either a Gamorrean or one of Pothman's stormtroopers. (COJ)

Nebael

this was a common name among the S'kytri people. (UANT)

Nebit

this Jawa was known for his ability to plan raids on rival tribes, and was known to other tribes as a despicable warrior. He was the acknowledged leader of his tribe, and hated to be "frocked." (CCG9)

Nebo

this Onderonian street philosopher and Naddist helped Exar Kun find the hidden Sith artifacts on the Dxun moon. (DLS)

Nebula Award

this award was given by the Alliance to those military and special forces members who displayed uncompromising loyalty and unswerving bravery in the face of imminent danger. (CFG)

Nebula Chaser

this independent transport ship was owned and operated by Captain Pollux. It was a modified Corellian Engineering Corporation civilian cruiser, measuring 1,000 meters in length and equipped with a Hoersch-Kessel sublight drive system. Some two years after the Yuuzhan Vong invasion of the galaxy began, the *Nebula Chaser* was part of the small fleet which assisted in the evacuation of the planet Talfaglio. Shortly after leaving Corellian space, it was ambushed by the *Gift of Anguish* and boarded by the Yuuzhan Vong. Aboard the ship, Alema and Numa Rar tried to escape, but were cornered by a voxyn. Alema managed to escape, but Numa became the first of the Jedi Knights to be killed by the voxyn. The Yuuzhan Vong took possession of the cruiser, and used it as a pawn in their plans to obtain Jaina and Jacen Solo. The ship was eventually destroyed, in an effort to sway Leia Organa Solo to the Yuuzhan Vong's position. She refused to turn over any information on the Jedi, and the *Nebula Chaser* was destroyed. (SBS)

Nebula Consumables

a corporation that grew in the clouds of the gas giant Tyed Kant, Nebula Consumables is the planet's

leading producer of food. It has two primary customers: Tyed Kant's government, and the Empire. (SWJ2, SN)

Nebula Front

this protest group sprang up in response to the Trade Federation's control of trade routes in the Mid and Outer Rim Territories during the last decades of the Old Republic. Based on the planet Asmeru, in the Senex Sector, the Nebula Front had issues with the Old Republic as well, and took great pains to hamper the activities of the Trade Federation and Republic starships in the Outer Rim. These were the so-called "free trade" zones, despite the fact that the Federation exercised a great deal of control there. Several decades before the Battle of Naboo, Finis Valorum's father had a chance to eliminate the Nebula Front, but simply chastised them and allowed them to regroup and rebuild. It was known that the Nebula Front tried to negotiate a truce with the Trade Federation, but the two groups were unable to see eye to eye. The Nebula Front refused to accept funding from the Hutts or any group which supported slavery. After the Trade Federation was given a full franchise by the Old Republic, a militant branch of the Nebula Front set out to hire pirates and mercenaries to strike against the Federation. They were later accused of plotting the assassination of Chancellor Valorum, and only the timely intervention of Qui-Gon Jinn and Adi Gallia prevented Valorum's death. In the wake of their failure to kill Valorum and break up the Trade Federation, and with the death of Havac at Eriadu, the Nebula Front disintegrated. (COD)

Nebula Hotels

an Outer Rim chain of reasonably-priced hotels. (GG9)

Nebula Manufacturing

this Old Republic manufacturer was one of the largest corporations found on the planet Coruscant. (CCW)

Nebula Masters

this branch of the Dark Star Hellions was based on the planet Questal. Led by Bim Maldeen, they discovered Tiree's X-Wing after the Alliance agent landed on the planet to help find his brother-in-law, Rogan, and sold the ship on the black market. They recovered Tiree's locator pendant, which misled a group of Alliance agents who were searching for him. (GCQ)

Nebula Orchid

this eatery was located in Kuat City, and was quite popular during the early decades of the New Republic. It was here that Reck Desh learned of Elan's seeming defection to the New Republic from an unknown telbun. (HT)

Nebula Orchids

brilliant flowers native to Yavin 4. They grow on thin vines, which are used as string. The vines are filled with fluid which seeps out when cut. This causes the vines to contract, tightening any existing knots even further. (DA, HTF)

Nebula Queen

this luxury ship was operated by Event Vistas, and made regular runs to Coruscant. (SOC)

Nebula Rubantine

this was the primary override authorization code used by the crew of the *Nebula Chaser*. (SBS)

Nebula-class Star Destroyer

one of the first major designs produced by the New Republic, the *Nebula*-class was a mobile assault platform similar in its role to a Star Destroyer. First unveiled some eleven years after the Battle of Endor, the *Nebula*-class was considered one of the new class of starships produced for the New Republic's Navy, and measured 1,040 meters in length. (BTS, SOP)

Nebulas of Ossorock

this vast area of space is so dense with gases that it affects starship sensors and other systems. More

ships have crashed into each other while travelling within the Nebulas than in any other part of the galaxy. (GMS)

Nebulba

this Dug was a member of Sebulba's clan, and worked for Sebolto's gang during the years following the Battle of Naboo. Mawhonic issued a bounty for his capture, claiming that "all the kin of that dirty Dug Sebulba deserved to fry." Jango Fett managed to claim the bounty during his attempt to meet with Sebolto. (BH)

Nebulon Ranger

this was the name of Ulic Qel-Droma's *Coruscant*-class heavy courier starship. He used it to transport himself, his brother Cay, and Tott Doneeta to Onderon in order to help enact a truce to the Beast Wars as Master Arca's chargemen. After Ulic was possessed by the Sith magic of Exar Kun, the *Nebulon Ranger* fell into Cay's hands, and he used to assist the Jedi during the Great Sith War. Cay took it to Ossus in an attempt to help the Jedi recover their lore after the destruction of the Cron System. However, he discovered Ulic's presence there, and took to the skies to defeat his brother. In the battle, the *Nebulon Ranger* was destroyed by Ulic, forcing Cay to land at great cost to the ship. Ulic then murdered Cay in a lightsaber battle. (TOJ, DLS, TSW)

Nebulon Rangers

this group of space pirates, led by Ssurussk, ambushed many cargo convoys in the Expansion Region of the galaxy during the early years of the New Order. (SOG)

Nebulon-B Frigate

the designation of the Kuat Drive Yards EF76B Escort ship, it is a strangely-shaped ship that has a long, thin hull with its main decks hanging off the front end and the engines hanging off the rear. It measured 300 meters in length. They are slow, unwieldy ships, and were designed to carry a number of TIE Fighters as protection. Originally built for Imperial escort duty just after the Battle of Yavin, the Alliance was able to capture a number of them intact, and used these frigates as medical ships. They had a normal crew of 920, but could be operated with as little as 850. They were built at a cost of 194,000,000 credits, not quite a fifth the cost of an *Imperial*-class Star Destroyer. The Nebulon-B Frigate boasts the following shipboard systems

- 12 Borstel RH8 Laser Cannon Batteries
- 2 Phylon-Q7 Tractor Beam Projectors
- Serridge SEAL Shielding System (rated at 160 SBD) or Delphus JC-671 Projectors
- 12 Taim and Bak XI7 Turbolaser Batteries
- Plat Dromma Targetting Computer
- Triple Tam Stardrive and Hyperdrive Motivator
- Fabritech ANs 9.5w Wide Range Sensor System
- 2 Fighter Bays
 - 1 X-wing or 1 A-wing Squadron
 - 1 Y-wing Squadron

KDY also produced a modified version of the Nebulon-B frigate, aptly named the Nebulon-B2. (ESB, HTTE, SCRE, XW, TIE, SFS, SOG)

Nebulon-B2 Frigate

this was the follow-up to Kuat Drive Yards' successful Nebulon-B Frigate design. The primary difference between the B and the B2 is in the forward section of the ship. The Nebulon-B has a deep-based forward pod that extends well below the aft engine section. The Nebulon-B2 has a smaller forward pod, comparable in size to the engine pod. Attached the smaller pod, in order to gain stability, are two downward-planed wings. It is otherwise exactly the same as the original Nebulon-B. (TIE)

Nebulon-Q Swoop Racer

manufactured by Mobquet, these popular swoops were used by racers as well as swoop gangs. They are single-person craft, with a maximum flight ceiling of 350 kilometers and top speeds of 600 kilometers an hour. The Nebulon-3 measured three meters in length. *Note that the Star Wars Adventure Journal, Issue 6 names this vehicle as the Mobquet-Q.* (SWSB, SWJ6)

Nebulon-R Swoop Racer

this was the follow-on to Mobquet's Nebulon-Q swoop racers. (SWJ5)

Nebulon-S Swoop Racer

another Mobquet racing swoop, the Swoop-S measured 3.2 meters in length. It is armed with a single blaster cannon., and has a top speed of 600 kilometers per hour. (DFRSB)

Nebulo-Q

this was a Mobquet thruster jet engine, produced during the New Order for use on high-performance speeders. *This might actually refer to the Nebulon-Q swoop.* (NEGV, GMR4)

Nebulox Q Racer

this was a model of swoop built by Mobquet. (ML)

Ne'Chak

this Rodian mercenary trained a team of Jawas in the use of weapons and hand-to-hand combat, for employment as security agents at the Bantha Traxx establishment on Lianna. Ne'Chak owed Yin Vocta a favor, and reluctantly agreed to train the diminutive creatures. Despite his misgivings, the Jawas quickly exceeded Ne'Chak's expectations. Ne'Chak was later hired by Omze'kehr Kahr to serve as the captain of the security forces aboard *Omze's Incredible Traveling Starport*, commanding a team of Rodian mercenaries who kept the peace aboard the converted cruiser. (WSV, PSPG)

Necil

this given name was commonly given to female human children throughout the galaxy. (GCG)

Necresh

this small scavenger is native to the planet Korbin. Necresh as red-furred mammals which resemble rats. Their keen senses of smell and hearing allow them to locate sources of food, although they rarely have to use them because most necresh live near the Last Call valley. This valley provides most necresh with a ready source of dead meat. (PG2)

Necropolis

this planet, originally known as Dahrtag, was populated by a human culture known as the Necropolitans. Hoole asked Han Solo to take he and his charges - Tash and Zak Arranda - to the planet in order for them to purchase a new ship after the planet D'vouran consumed their previous vessel. The planet's surface was shrouded in a perpetual mist. The natives of the planet had an ancient civilization, whose origins went back thousands of years before the Battle of Yavin, and they revered their dead with deep-seated traditions. Doctor Evazan used this planet as a place to hide out from the various bounty hunters searching for him, and perfected his reanimation serum during this time. He used the many legends and traditions of the Necropolitans to keep his efforts a secret. (GOF2, ANT)

Necropolis

this was a term used by Judder Page and his team of infiltration agents to describe the planet Coruscant,

after it had been terraformed by the Yuuzhan Vong into a simulacrum of Yuuzhan'tar and then destroyed by Supreme Overlord Shimrra. (UF)

Necropolitan

this was the name used by the living human natives of the planet Necropolis. Much of their day-to-day activity is governed by the Master of Cerements, who works to ensure that the Curse of Sycorax will not be invoked. Many of the modern children of Necropolis believed the ancient Curse was simply a bedtime story meant to scare children into behaving. However, the ancient rituals evolved into time-honored traditions, and the Necropolitans observed them all. Funerals were especially impressive and elaborate, but solemn and thought-provoking nonetheless. The loved ones of the deceased are kept separated from the body, for the Necropolitans believed that if the dead person saw the living mourn, they would come back from the dead. The family of the departed therefore lived in seclusion for seven days. (GOF2)

Necr'ygor Omic

this was a popular, interstellar wine served during the early years of the New Republic. It was said that the '47, '49, '50, and '52 vintages were among the best at the time. (HTTE)

Nectarot

this was an inexpensive liquor that was favored by Watto. (TG)

Nectarsect

this form of insect lived by sucking the nectar out of fruits and certain flowers. (JH)

Nectarwine

this wine is fermented from the fabled fruit fields of the planet Nepoy. (BF)

Ned

this young boy was the son of a spaceport worker on Belasco, some twelve years before the Battle of Naboo. Ned's mother provided information about Cir L'ani and his companion to Qui-Gon Jinn and Obi-Wan Kenobi, during their search for Jenna Zan Arbor. (TDR)

Nedij

this remote planet was the homeworld of the Nediji race. (MBS)

Nediji

this alien race was native to the remote world of Nedij. Avian in appearance, the Nediji were distinguished by their bird-like face, but were more humanoid than avian. The nose and mouth were formed from rubbery cartilage that tapered into a sharp point that resembled a beak, but the head was smooth, and the ears were flat against the skull. The skin of a Nediji was covered with what appeared to be pale blue fur or feathers, with a darker blue patch of skin beneath the chin. The fingertips of a Nediji ended in yellow talons, adding to their bird-like appearance. Most Nediji remained on their homeworld throughout their lives, living as part of the Flock. It was generally believed that travel offworld was considered taboo among the Flock. Only those who could not become members of the Flock were free to leave Nedij, and made their way in the galaxy as trackers and assassins. The number of off-world Nediji was exceptionally small, however, making their appearance in the galaxy an unusual occurrence and their innate skills relatively unknown. (MBS)

Nedmak, Kaj

a native of the planet Drall, Kaj stowed away on the smuggling ship of Zewel Hortine and learned to be a smuggler. At the age of seventeen, he set out on his own. He was one of the Nar Shaddaan smugglers who agreed to help Bria Tharen fly troop and rescue ships during the Battle of Ylesia. Years later, he teamed up with Celia Durasha, taking her much the same way Hortine had taken him in, after finding her stowed away aboard his ship, the Tryan Kajme. However, Kaj wasn't as good a sabacc player as he was a spacer, and he found himself heavily in debt to Rass M'Guy. This only added to the debt Kaj already owed Bwahl the Hutt, after failing to deliver a cargo of spice to the Gordian Reach, which was blockaded by the Empire. In an effort to pay off both Bwahl and Rass, Kaj convinced Celia to allow him to give an entire shipment of weapons - which they had been contracted by Bwahl to deliver to Tammuz-an - to

Rass. Kaj then planned to play some sabacc and run enough spice to pay back Bwahl. Celia reluctantly agreed, but feared that something bad might happen. After Rass took the weapons as payment for the interest Kaj owed him, Kaj gave serious consideration to joining the Alliance. He hoped to avoid any further legal entanglements by joining up, but Celia asked him to stay out of the war. Before they could get very far from Ord Mantell, the *Tryan Kajme* was pulled from hyperspace by one of Bwahl's ships. They were forced to crashland on Ord Mantell, and Kaj was lost. He was captured by the bounty hunter known as Thune, who used Celia as an unwitting accomplice to capture Treytis Prash as well. Thune planned to return Kaj to Bwahl, and turn Prash and Celia over to the Empire. Celia and Prash managed to subdue Thune, and Kaj shot her Gank partner. Thune, however, came back to consciousness and managed to stab Kaj through the heart with a heavy knife. Kaj held on long enough for Celia and Prash to escape, and was eventually rescued by U-THR. The droid had finally had enough of Thune's bounty hunting, and helped Kaj stun her. Kaj then recovered the Y-Wing in which Celia and Prash had escaped, and they all made off with the *Faceted*. Kaj and Celia renamed the ship to *Starlight Red*, and recruited U-THR to help them out in their smuggling activities. (RD, SWJ14)

Nee

this female Sunesi was one of Agapos the Ninth's primary followers. Like Agapos, Nee had a sensitivity to the Force, and could heal others. When Urek managed to free Daye Azur-Jamin, Nee was able to assist him. She managed to heal Daye's eyes, but was injured before she could help further. She turned her abilities inward, and was able to heal herself. (SWJ10)

Nee choo

this Huttese verb translated into Basic as "to die." (GMR5)

Neece

this Rutanian was in charge of the prison facility in the city of Testa, during the rule of King Frane. (SP)

Neechak

this Rodian gunrunner worked for Tern Ashandrik, during the height of the Galactic Civil War. (ND)

Needa, Lorth

an Imperial Navy Captain, Needa was one of Ozzel's closest advisors in the Imperial fleet. A veteran of the Clone Wars, Needa held the rank of Commander during the First Battle of Coruscant, when he commanded the *Carrack*-class cruiser *Integrity*. It was Needa who demanded the surrender of General Grievous, but he was unable to prevent the cyborg's escape. During the era of the New Order, Needa was promoted to the command of the *Imperial*-class Star Destroyer *Avenger*, and was part of the fleet that attacked Hoth in order to destroy the Alliance's Echo Base.. Following Ozzel's inability to follow instructions at the Battle of Hoth, Needa was directed by Darth Vader to follow the Millenium Falcon into the Hoth asteroid belt. Needa's failure to capture the Falcon resulted in his execution at the hands of Vader. *Needa was portrayed by Michael Culver in Star Wars: The Empire Strikes Back. Needa was also portrayed by Nicholas Kepros for The Empire Strikes Back Radio Drama on National Public Radio.* (ESB, ESB, MTS, WG, E3N)

Needa, Virar

this first-cousin, once removed, of Lorth Needa served the Empire on Coruscant as an orbital mirror commander. He was in control of mirror OSETS 2771 (The Krytos Trap indicates he was in command of OSETS 1127), which was reprogrammed by Winter to evaporate one of the planet's major reservoirs, in hopes of creating a huge electrical storm to short out the planet's shield generators. Virar was powerless to stop them. (WG, KT)

Needalb, Dedro

this Imperial Customs officer served the Empire on Nar Shaddaa during the early years of the New Order. Although he was an Imperial officer, he was under the control of the Hutts that controlled Nar Shaddaa. Whenever he felt like it, he would send an unverified report on traffic and cargo shipments to Moff Sarn Schild. (THG)

Needan

this planet, located beyond the Outer Rim Territories, was the homeworld of the Geelan race. The majority of the planet was once covered with oceans which teemed with life, while the land masses were covered with beautiful jungles. The planet was suddenly knocked from its orbit by a passing comet, and Needan was pushed into a wider orbit. As a result, the planet was plunged into a premature and permanent ice age. Much of the flora and fauna was killed off over a couple of generations, but the Geelan managed to construct domes to protect themselves from the perpetual winter. (SWJ13)

Needla

this was the name of Shantee Ree's pet attack stohl. (COG)

Needle

developed by Loronar Corporation in the early years of the New Republic, the Needle was a small, automated attack ship which employed Centrally Controlled Independent Replicant technology. Less than three meters long and extremely fast, Needles could be deployed from anywhere in the vicinity of their target. They were built from small, shielded transport shells manufactured by Seifax, and employed small hyperdrives built by the Bith. The droch Dzym agreed to supply Loronar with Sppok crystals for CCIR in return for weapons and synthdroids. In the field, Needles were controlled from a remote location, usually the starship from which they were launched. Their speed and size made them nearly impossible to detect and track. As part of their deal, Dymurra obtained the rights to build a Needle production facility on Antemerdis, although this construction never occurred. (POT)

Needle Beast

this lethal predator is native to the planet Dithanune. (CRO)

Needle Flier

this gauzy-winged avian was native to the planet Neimoidia. Each needle flier had two pairs of wings. (COD)

Needle Ray

this was the term used to describe a specialized blaster setting. A needle ray was an extremely thin beam of coherent light that forced a shooter to be extremely accurate. Needle rays were often employed in sporting events, to test the marksmanship of contestants. (MC22)

Needle Ship

this defensive craft was named for its slender shape. This shape allows the needle ship to slip into cloud cover and virtually disappear. It also allows the ship to evade most radar and sensor scans. (TNR)

Needle Thorn

the Yuuzhan Vong cultivated a unique plant for growing needle thorns. These thorns were quite thin and sharp, and were often thrown at a target. (FH3)

Needlebeamer

a small weapon often used in duels. It fires a thin, tight laser beam at its target, allowing a quick death with a minimum of bloodshed. (HSR)

Needlebug

this insect lives in the forests of Kashyyyk. It has a barb-covered nose which it uses to dig into the wroshyr trees' bark and suck out the sap. (TT)

Needle-launcher

this is an ancient version of a flechette gun. (SH)

Needler

this was a term used during the last years of the Old Republic to describe a small shiv or other pointed weapon. (YDR)

Needler Carbine

this form of dart carbine was developed by the Alliance to fire small darts. (SWGAL)

Needler Crab

this crab, native to the rocky reefs of Jodaka, uses a deadly poison to capture its prey. The poison is injected through a long, biotic needle which it can expel with a short burst of air. The natural food source of the needler crab was the seagulls that search the reefs for fish, which it shot down using its poisoned darts. (SWJ1)

Needles Mountains

this was a range of low, rocky mountains located on Tatooine near the desert formation known as The Needles. (TG)

Needles, The

a section of the Jundland Wastes on Tatooine, The Needles were the traditional camping grounds of the Tusken Raiders. They were distinguished by the thin, needle-like rock formations which sprang up from the desert sands. (ISU, SWO)

Needo Farr

this Rodian youth was ten years old at the time of the Clone Wars. Needo had been a member of the Legislative Youth Program's mock vote on the Military Creation Act, siding with those junior senators who voted in favor of the formation of the Army of the Republic. (HNN5)

Neegad 7

this was a model of tranquilizer dart gun used by pet shop owners who dealt in the sale of vicious creatures. (OE)

Neek

a small, slate-grey sauropod native to Ambria, neeks traveled in great flocks for protection and breeding as well as general companionship. Most neeks took quite readily to humanoid contact, and many beings kept neeks as pets. Explorers kept small groups of neeks for use during scouting missions, as the naturally skittish neeks would become frightened whenever impending danger was at hand, thus acting as a natural alarm system. (TOJ, TOJC, EGA)

Neek me

this Huttese phrase translated roughly into Basic as "the next time." (E1A14)

Neek Payvees

this male Gran and his brother, Reek Paynees, were noted criminals who worked for Sebolto during the years leading up to the Battle of Naboo. A bounty was issued for his capture by an anonymous individual, who simply wanted the "worthless scum" off the streets. The bounty was claimed by Jango Fett, when the bounty hunter traveled to Malastare to meet with Sebolto. (BH)

Neeka

meaning "sweet", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Neeka Sot

this female Yuuzhan Vong warrior was ostensibly under the command of Khalee Lah, although she actually answered the priest Harrar. Shortly after the taking of Coruscant, it was revealed that she had been born to a sect of assassins and trained to serve as a silent killer. (DJ)

Neek-in-the-Middle

this was a childrens' game in which two players tried to keep an object - usually a ball - from a third player, who stood in between them. (E3N)

Neekoflight

native to the jungles of the planet Neimoidia, this comical bird was distinguished by the membranous crest atop its head. Their stout bodies were dominated by their wide-mouthed heads. The call of the neekoflight was distinctive, something like a beeping squawk. (WSW)

Neela

meaning "gentle", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Neela

this Rodian female was once married to Greedo the Elder, and was also Greedo and Pqweeduk's mother. Neela and her brother, Nok, realized that the Tetsus clan was in trouble after Navik the Red killed Greedo the Elder, and they established a plan to leave Rodia at a moment's notice. Their efforts paid off briefly, when they were able to flee Rodia and reach Nar Shaddaa before Navik caught them. Unfortunately, Neela was killed in an Imperial ambush on Nar Shaddaa's Corellian Sector when Greedo was just a teenager. (TME, NEGC, HFG)

Neela, Sayer Mon

this woman once served as a barrister for the Old Republic. She was one of the more vocal opponents of Senator Palpatine's plans after his ascension to the position of Supreme Chancellor, and was one of the first individuals targeted for assassination by the new Chancellor. She fled public service, eventually joining the Alliance as a battle strategist and tactician. Her own sons had died while fighting against the Empire, and it was the least she could do to continue their legacy. She, along with her personal aide Raan Stasheff, managed to hide out on the planet Horob for a while, but their presence was eventually discovered. This proved to be detrimental to the Alliance, as the research base on Horob was close to completing work on an experimental sensor chip. Sayer Mon Neela managed to get a version of this chip before being captured by Captain Sergus Lanox, in order to preserve the work. She managed to escape the Imperials, but only after Raan took a blaster bolt meant for her, and Captain Lanox helped her reach the *Starcrossed*. (SWJ10)

Neelah

this was the childhood nickname of Kateel of Kuhlvelt, and was derived from the way she said her name before she learned how to talk. This was the only name she remembered after her sister, Kodir, tried to wipe her memory in order to keep her own plans a secret. Kateel had objected to Kodir's plans, and her ambitious sister needed to quiet Kateel quickly. She arranged for Kateel to be kidnapped and have her memory erased, but the thugs did a very poor job of it. Kateel almost died because of the injuries she sustained. Kateel was then supposed to be shipped off by Ree Duptom, never to be seen again. After Duptom's engines suffered a partial meltdown and left this ship adrift, Kateel was found by Boba Fett and brought to Jabba the Hutt's palace for safekeeping. Fett remained at the palace, ostensibly to remain on Jabba's payroll, but primarily to keep an eye on Neelah. He knew that she was part of the mystery surrounding Kuat of Kuat, although he wasn't sure how all the pieces fit together. When Jabba was killed near the Pit of Carkoon, and Boba Fett nearly killed by the Sarlacc, Neelah was left to wander on her own until she was discovered near the Sarlacc by Dengar and his betrothed, Manaroo. Both Fett and Neelah were taken to Dengar's hideout in the desert, where Dengar and Neelah nursed the other bounty hunter back to health. Over the next month, Neelah began to recover bits and pieces of her memory, both on her own and through Fett's own descriptions of the situation surrounding her. As they tried to unravel the mystery of Kuat of Kuat, Neelah discovered that she had a regal bearing and a strong will. When she stumbled across a picture of the scratches left by Nil Posodum in the holds of Slave I, a big piece of her erased memory flooded back into place. Posodum had scratched the logo of Kuat Drive Yards into the ship's floor, and Neelah suddenly remembered that she was a member of one of the Kuat ruling families. After being captured by Kodir near Oran-?, the rest of her memory returned. Once back at Kuat, she exposed her sister's duplicitous schemes, but couldn't save Kuat of Kuat from killing himself. She didn't want to take control of KDY, but made sure that the ruling families were kept in line. She was distinguished by her athletic build and jet-black hair, and she had a scar on her cheek from the vibroblade

of a Gamorrean guard in Jabba's employ. The Gamorrean had tried to keep her from escaping Jabba's palace, but she managed to take the weapon from the clumsy beast and kill him with it. (MA, SLS, HM)

Neelanon

this planet was a member of the Old Republic. (SWDB)

Neelgaimon

a planet feared for its slave-worked sandmines. (COJ)

Neelian

this corvette was one of the many ships used by the Old Republic during the height of the Clone Wars. It was dispatched with the *Ranger* and its small fleet to Praesitlyn, under the command of Jedi Master Nejaa Halcyon, on the mission to retake the Intergalactic Communications Center from the Separatists. While Halcyon oversaw the operation from the *Ranger*, Anakin Skywalker commanded the main landing force from the *Neelian*. The orders from General Halcyon indicated that the *Neelian* was to stay out of any firefight that might occur, and to focus on getting her troops to a safe drop point. (JT)

Neelig

this venomous serpent, once native to the planet Ithor but now extinct, was known for its ability to get inside homes. It was a fast-moving reptile, which made it hard to catch. (GCG)

Neelig

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name referred to an extinct species of venomous serpent. (GCG)

Neema

Vima-Da-Boda's daughter, Neema was as gifted with the Force as any of her famous ancestors. Vima tried to teach her, but Neema wanted to learn more than her mother's traditional teachings would provide. Neema began to experiment on her own, unknowingly delving deeper and deeper into the Dark Side of the Force. Thus, Neema's fall from the Light Side was utterly complete, beyond even Vima's ability. Vima kept trying, though, and Neema became angry at her mother's attempts. She fled her mother and became the mistress of an Ottethan warlord, in a effort to gain the aid of some friends who courted him. Neema eventually married him, to further gain aid, but he quickly tired of her and cast her out. Neema used all of her Dark Side power to strike him down, but the warlord used a primitive defense and survived the attack. He then imprisoned her, where she eventually repented her ways and tried to telepathically contact her mother, in an attempt to regain her freedom. Vima heard, but arrived too late, for the Ottethan had set her loose in the forests of his home world, where she was killed by the native rancors. (DE1, DESB)

Neen Niuv

this Sullustan criminal worked from a base hidden within Hutt Space, during the early years of the New Republic. Hiding from the Hutts aboard the modified shieldship *Penumbra*, Neen Niuv was too paranoid to meet with any individual one-on-one. Instead, he ordered his Twi'leki majordomo to meet with beings while Niuv himself piloted the shieldship and maintained security. (WOTC)

Neena

this former Alderaanian woman grew up in the household of Bail Organa. She displayed a large amount of musical talent, and was off-planet studying when the Empire destroyed Alderaan. This left her without any form of support, which meant that she had to break off her studies and fend for herself. She supported herself by performing aboard starliners, always trying to locate surviving members of the Organa household. Eventually, she found herself working on Adarlon, where she met Drun Carinwick and became involved with the Alliance. She became an undercover agent, posing as one of the performers aboard the *Chariot* in order to gather information on the Moff of the Minos Cluster. (GG6)

Neena Garnet

this famed gunslinger was killed in a duel with Uul-Rha-Shan. (CSA)

Neenoc

an Alliance YT-1300 destroyed during the Galactic Civil War. (TIE)

Neep

this term is used to describe an individual who installs computer systems. (POT)

Neer, Pirt

this youth was one of the many students of the Force who were training at the Jedi Temple on Coruscant during the height of the Clone Wars. She was one of the many students who participated in the Apprentice Tournament that was eventually won by Tallisibeth Enwandung-Esterhazy. Pirt managed to defeat Enver Hoxha after Enver's lightsaber was taken by Scout, but Pirt was unprepared for a sneak attack by Lena Missa. Lena came up behind Pirt and put her in an arm bar that forced the young girl to yield. (YDR)

Neesada

meaning "high diver", this name was common among Gungan females. (GCG)

Neesada Bari

this Gungan female was a well-respected politician, having served three times on the Rep Council. She married the entrepreneur Bullba, and was the mother of Toba. (WOTC)

Neesh

meaning "loud", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Neesh

a Chattza Rodian, he and Thuku hired Spurch Goa to get Greedo killed. (TME)

Neeta

this woman befriended Darrik, after he landed on Cloud City with Platt Okeefe. She took him to the Floating Fish casino, where Darrik hoped to meet up with Platt, and showed him the basics of playing sabacc. (IDC)

Neetakka

this Rodian clan took their name from the Rodian word for "Ultimate Hunters." The Neetakka were one of the younger Rodian clans, and spent their entire focus on honing their hunting skills. Other clans regarded the Neetakka as bloodthirsty goons, albeit excellent hunters. (SPG)

Neevlin

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name referred to a protective species of Ithorian bird. (GCG)

Neevlin

this Ithorian bird was known to be extremely protective of its young. (GCG)

Neff

this Imperial Major was stationed in the Koornacht Cluster, as part of the Black Sword Command. He survived the Yevethan takeover of the Black Fleet shipyards, and was imprisoned on Pa'aal. Neff worked with Sil Sorannan, creating pulse-transceiver chips for use in the prisoner uprising during the Black Fleet Crisis. (TT)

Neff

this woman was a member of the Cloud City Wing Guard, at the time when Darth Vader had the outpost garrisoned. She was curious about the Dark Lord, and tried to catch a glimpse of him whenever possible. (JKG)

Neffron

this man served as the Undermaster of the spaceport on Kelada, during the height of the Galactic Civil War. He was continually searching for evidence of rebel activity, hoping to earn credits and power by revealing it to the Imperial authorities. (SWJ6)

Nefra Canyons

this was a spectacular canyon located on the moon of Sulon. (RAG)

Nefta

one of the Emperor Palpatine's closest friends, and a member of the reborn Emperor's Dark Side Adepts. He soon realized that the Emperor's continual rebirth through the use of clones was not what it seemed to be. Along with Sa-Di, Nefta formulated a plan to destroy all of the Emperor's clones and trap his Dark Side energies in the netherworld forever. Following the reborn Emperor's death on Byss, both Sa-Di and Nefta began destroying the clone vats. Before they could finish the job, however, they were both killed by Sedriss. Unknown to both of them at the time, Palpatine had already entered a new clone body. (DE2)

Neftali

this frozen ball of ice is the second planet of the Socorro System, orbiting just outside the planet Socorro. Two kinds of ice from the planet were mined as a commodity by the Socorrans, who get little water from their desert planet. Pure-water ice was used in the preparation of zsajhira berry tea as well as Socorran raava, while nether ice was used as a coolant. It was believed that Neftali was forced into its wide, erratic orbit when Sokor expanded into a red giant. The new orbit, which brought Neftali near to Socorro, created a new seasonal pattern on Socorro. Like Socorro, Neftali is seismically active, and volcanic lava below the surface kept the Beija Seas liquid despite the frigid temperatures. (BSS)

Neftali'l

this was the Socorran name for the planet Neftali. (BSS)

Neftat

this Socorran term is believed to be based on an Old Corellian word which meant "home out of the desert." (BSS)

Nega, Anniha

this young man was one of Coruscant's most sought-after bounty hunters and assassins during the last decades of the Old Republic. By his early twenties, Nega had established his reputation as a hunter, although many of the hunts he included on his resume' were falsified to bolster his image. Nevertheless, he had innate skills as a tracker, and he always got his prey. Nega dressed in a suit of Ithullian war armor, and tracked his prey in a modified Z-95 headhunter he called the *Flare*. (CCW)

Nega-ball

a sport played with an anti-gravitational ball. (RPG)

Negate

originally defined by Arvo Norstrag as part of the Rules of the Blade, this was the most serious form of duel recognized by the Phosphura Belt Pirates. In a negate duel, two opposing factions of a pirate company find themselves at odds with each other. Their contention threatens to tear the pirate band apart, thereby threatening the company as a whole. Each faction chooses a champion and up to four aides, with the champion most often being the leader of the faction. No energy weapons were allowed, and the duel ended when one of champions was defeated. This form of duel was most often invoked to choose a new leader when a pirate gang does not have a clear successor. Sometimes, it was fought within a ring of fire, a duel sometimes referred to as the Fire Ring of Fornax. (PP, SWJ5)

Negatron

an explosive substance used in bombs and other detonation devices. (CSW)

Negatron Impact Charge

a form of explosive that uses a compressed, directed bundle of negatrons to cause massive amounts of

damage. Doctor Arakkus used several of these charges to accelerate the gravity of a remote star by collapsing much of its core. Knowing that he was going to die of severe radiation poisoning, Arakkus set up a huge gravity well to draw in and kill others along with himself. (CSW)

Negleem, Fesjo

this Imperial research scientist was the man who determined the source of the Gray Death disease, encountered on Sedesia during the height of the Galactic Civil War. The Alliance team which was dispatched to Sedesia discovered that Negleem was formerly part of the Empire's biowarfare division, which led them to believe that the Gray Death had been engineered. Further evidence surfaced when Negleem's notes revealed that he had, in fact, created the disease, which he codenamed FNV-23, as part of the Empire's Pathogen-Based Loyalty Enhancement Program. Doctor Negleem himself was only loyal to the Empire as long as it provided him with a chance to gain more power for himself. When it was revealed that the Empire was using the Sedesians as a experiment, Doctor Negleem found passage off-planet and escaped the riots which ensued. (SWJ6)

Negna Mundro

this was a Chevin individual of some renown. (UANT)

Negollup

this Aqualish bounty hunter was typical of his species: rude, abrasive, and itchy for a fight. Known as Scrapper to other hunters, Negollup was part of a group hired by the Empire to hunt down the Alliance agents who were investigating the construction of Bissillirus Resupply Base shortly after the Battle of Yavin. (GMK)

Negotiator, The

this was a term used during the height of the Clone Wars to describe Obi-Wan Kenobi, in reference to the way in which he used measured tactics in order to champion the goals of the Old Republic. (SWDB)

Negra Star

an Imperial frigate which assisted the *Warspite* in its attempt to kidnap Sullustan diplomats during the Galactic Civil War. (XW)

Negus Nigekus

one of the human settlers of New Brigia, Negus had worked his entire life on the planet in the chromite mines. He was dying from the constant exposure to chromite dust when the Yevetha arrived to execute the settlers and take control of the chromite mines during the Great Purge. (BTS)

Nehass

this was one of the largest cities on the planet Tarhassan. Known for its brightly-colored cityscape, Nehass was also the site of a prison facility controlled by Tarhassan Planetary Security. (SWI73)

NeHimmep

this ZH-25 Questor transport was purchased shortly before the Battle of Yavin by Mirchidi NeMall. He saved for many years to buy the ship, which he named after a famous Duros explorer. (SS)

NeHimmep

this was the name of a legendary Duros explorer, trader, and starship captain. (SS)

Neic Norim

this Sullustan smuggler was, at one time, a test pilot for SoroSuub Industries, on his homeworld of Sullst. An accident during one such test cost him his arm, and Neic was forced to retire. He had the arm replaced, with a cybernetic prosthesis and took up smuggling. He often planted his contraband in the holds of other, unsuspecting pilots who were traveling to the same destination. Neic then raced to his destination to meet the ship. If the other pilot passed customs without incident, Neic sneaked aboard the ship to recover his goods. If the other pilot was apprehended, Neic remained free to continue his operations. During the height of the Galactic Civil War, he ran afoul of Intra-Corellian Collections and took refuge on the planet Selonia, where he felt right at home in the underground warrens of the Selonians. (CCW)

Neimie

this was a slang term used during the last years of the Old Republic to indicate a member of the Neimoidian race. (RCHC)

Neimodian Jakrab

this species of jakrab was one of the few mammalian herbivores that were native to the planet Neimoidia. (YDR)

Neimoidia

this planet, located in the Colonies Region, was the homeworld of the Neimoidian race. It was located less than six parsecs from Kuat, a fact that heightened the competition between the two ship-building worlds during the Clone Wars. (IG1, IWE1, SWI68)

Neimoidian

this race of aliens resembles the Duros in many physical respects, having descended from pure Duros stock when a group of colonists settled on Neimoidia some 25,000 years ago. They have smooth, greenish skin and large, red eyes, although the Neimoidian eye has a pupil which splits it horizontally. They also have a more developed cranium, which is studded with small knobs and bumps. Their mouths are down-turned, giving them a perpetual frown. On their homeworld of Neimoidia, they live in communal hives from the time of their birth, but are given limited access to food sources during their seven years of grubhood. This helps weed out the weak individuals at a very early age, as those grubs which can't find food - or steal it - quickly die. This method of raising their young instills tremendous greed into the young Neimoidians, but it also forces them to become organizational. Coupled with the fact that the most able Neimoidians left their homeworld to serve with the Trade Federation, the general population of Neimoidia was made up of the weakest of the Neimoidian people. In general, the Neimoidians are entrepreneurial, but are also lazy cowards. They have developed one of the most advanced droid technologies in the galaxy, and use automatons for everything. They developed droid chairs, droid starships, and entire droid armies. They are also very conscious of rank and position, and use all methods of clothing to describe their status. Elaborate headdresses; the cut, color, and texture of the cloth; and the collars and trim of their clothing all have specific indications of rank and position. The Neimoidians developed the Trade Federation several decades before the Battle of Naboo, hoping to increase trade to the Outer Rim worlds while maintaining an equitable balance between the poorer worlds of the Rim and their richer, Coreward kin. When the Old Republic began taxing the trade routes between the Core and the Outer Rim, the Neimoidians and the Trade Federation were outraged, but their whining could do little to repeal it. They found an unusual ally in Darth Sidious, but the Sith Lord only used them for his own schemes. In the end, following the Battle of Naboo, the Neimoidians were disgraced on a galactic scale. (SW1, IG1, OWS, COD, EGA)

Neimoidian

this was the name of the language spoken by the Neimoidian people. (WOTC)

Neimoidian Gunnery Battalions

originally based on the planet Neimoidia, this was one of the many organic military forces that supported the Confederacy of Independent Systems during the height of the Clone Wars. They were dispatched to the planet Moorja to protect the agricultural facilities there, after the frequent ion storms rendered droid armies unusable. (SWI76)

Neimoidian Harvester Beetle

this immense, five-meter-long insect was raised by the Neimoidians on their purse-world of Cato Neimoidia. The harvester beetles were bred for their huge jaws and spined carapace: the jaws allowed the beetles to cut down trees and grains, which it then placed on its back. The spines helped to keep the cut trees and plant material atop the beetle as it moved through a grove or field, until the beetle could return to its home and unload it. These creatures moved about on four stout legs, and their flat heads were crowned with a pair of looping antennae. These antennae were used primarily as communication organs, since they exuded and decoded powerful pheromones. Communication was usually done at the hive level, with all individuals taking part in communal activities. The antennae were also used as feelers. Like most hive insects, the harvester beetle had several distinct classes, with the queen at the center of

all activity. During the height of the Clone Wars, when the war came to Cato Neimoidia, harvester beetle soldiers were used as infantry against the clone troopers of the Old Republic. (LEV)

Neimoidian Home Defense Legions

this was the collection of military units assigned to protect the planet Neimoidian and its colony worlds, during the last decades of the Old Republic. (SWI71)

Neimoidian Inner Circle

this was the primary governing body of the Neimoidian people. During the years leading up to the Battle of Naboo, the Inner Circle was led by Viceroy Nute Gunray. (COD)

Neimoidian Shuttle

resembling a giant, clawed beetle native to Neimoidia, these small transport ships were designed to carry up to five Neimoidians between their freighters and a ground-based installation. These shuttles measured just fifteen meters in length, and were piloted by two droids. Each shuttle was armed with a single blaster cannon. These craft were often referred to as *Sheathipede*-class shuttles. (SON, NEGV)

Neira Shai

this Yuuzhan Vong warrior, a relative of Shedao Shai, was killed when Corran Horn and Ganner Rhysode rescued the slaves being held by the Vong on Bimmiel. (DTO)

Nejet

this was a common name among the Snivvian race. (UANT)

Nejma

this species of Iskalonian was native to the planet Eriscot, and were known among the Iskalonians as the Honored Ones. They were extremely tall and brown-skinned, with orange hair and red eyes. The Nejma were also distinguished by a dorsal fin which ran down their backs. Although the Nejma were considered part of The School, they tended to keep themselves isolated from other Iskalonian races. The Nejma were perhaps best-known for their organic sculptures, which used living coral reefs to form beautiful pieces of art. This artwork, unfortunately, attracted both tourists and thieves, much to the dismay of the Nejma leaders. (EGA, GMR1)

Nek

the nek, also known as the Cyborrean Battle Dogs, was a predatory mammal native to the planet Cyborrea. This species of creature was originally bred by the Cyborrean people as a hunting beast, but they eventually became used during the wars which spread across the planet. The average nek stood two meters tall at the shoulder, and was armed with three rows of teeth and sharp claws on its feet. Specially-bred neks such as Battle Dogs were controlled electronically, with implants placed in the nek's brain to receive signals from a remote control device. When used in a hunt or in battle, the augmented nek was accompanied by two beings: the hunter or warrior, and the nek handler. (DE1, DESB, MBC, ANT)

Nek

this was a deity whose name was often taken in vain by the Nikto people. (SWT)

NEK-01

this spy droid was employed the Hutts on Nal Hutta, tracking down those individuals who failed to repay their debts or simply angered the Hutts. NEK-01 worked with a team of droids to track down all the beings it was asked to find. A greedy droid, NEK-01 often arranged for his subordinates to be destroyed at the conclusion of their mission, in order to ensure that it did not have to share the Hutts' payments. NEK-01 was dispatched by Sottos the Hutt to bring in Deggar Feps, during the early years of the New Order. A quirk in the programming of NEK-01 - and all other droids given its programming, such as NEK-072 - caused the droid to utter the word "nebula" whenever Deggar feps' name was mentioned. Unfortunately for NEK-01, Feps managed to escape to Nar Shaddaa. NEK-01 then placed additional bounties on the heads of the mercenaries who helped him escape. (WOTC)

NEK-072

formerly designated R-DP0, this protocol droid had been reprogrammed with NEK-01's personality, during the early years of the New Order, so that it could take orders from NEK-01 and act on them accordingly. NEK-01 remained in control of the protocol droid at all times. NEK-072 was dispatched to coordinate the capture of Deggar Feps, shortly after the scout angered a Hutt crimelord. Unknown to NEK-072, NEK-01 considered it expendable, and would have destroyed it anyway in order to collect the entire fee being paid by the Hutts for Feps' return. However, NEK-072 had also been fitted with a homing beacon, and had been programmed to kill Feps at all costs. NEK-072 hoped to get a bounty hunter to destroy the *Lost Lady*, after learning that Feps was trying to escape Nal Hutta on the ship, in order to avoid being destroyed. This would allow NEK-072 to collect some of the reward money offered by the Hutts. Unfortunately, NEK-072 was destroyed by the freelance mercenaries who were helping Feps escape. (WOTC)

Neka

this nut tree is native to the planet Druckenwell. The meat of the nut is tasty, and the shells are hard and often used in necklaces. (TFE)

Nekcarc

this was an alias sometimes used by Airen Cracken. (SWJ7)

Nekkel juuvar obwegadada

this was a Jawa curse. (SWJ11)

Nekotrig

this is one of the four moons of the planet Zelos II. It is unexplored by the Zelosians, who fear the darkness. (PG2)

Nekouda

the Ysanna word that roughly translates to "hold your fire." (DE2)

'nel

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Onel clan. (GCG, WOTC)

Neldor

this was a common name among the Ryn. (UANT)

Ne'lear

this Kian'thar was a noted loanshark, working in the Outer Rim during the early years of the New Order. (AIR)

Nelfrus

this planet was located in the Elrood Sector of the galaxy. (FH3)

Nelinik

this ancient Zabrak assassin was noted for once killing an Echani High Protector, many millennia before the Galactic Civil War, although he used specially-programmed battle droids to accomplish the task. For this, however, Nelinik was hunted down and killed by Sanasiki. (KOTOR)

Neliosa

this was the name of a noted member of the Tarasin culture. (UANT)

Nell Indigo

this female Wroonian was a mercenary, who sold her fighting skills to the highest bidder during the Galactic Civil War. Her parents were both gunrunners, and she learned the skills of a pilot and smuggler at an early age. She apprenticed herself to several other Wroonian mercenaries, and eventually made a

name for herself when, at the age of twenty, she bought her way into the Guild of Glorious Mercenaries. (SWJ7)

Nella 342

this light freighter was produced by SoroSuub during the Old Republic, although it was a durable ship and saw duty in the modern era in pirate fleets. It measured 29.7 meters in length, and could transport up to five passengers and 50 metric tons of cargo. (PP)

Nella System

this Tapani Sector star system was part of the holdings of House Mecetti during the New Order. (LOE)

Nellac Kram

this planet was the supposed departure site of the *Nartissteu*. (HTTE)

Nellis, Furko

this noted pazaak player lived on the planet Tatooine, some four millennia before the Battle of Yavin. (KOTOR)

Nellisho

this Rodian term referred to a large laser weapon, such as a quad laser cannon. Adjectives and modifiers were used to better describe the weapon. (PSG)

Nellist

this harvester, which was part of the small fleet maintained by the settlers on the planet Leritor, disappeared shortly before the *Gevion* was attacked. An independent team of investigators found that the crew of the *Nellist* had been killed by a Sauvax army, although the reason behind the attack was hard to discern. Just a few miles east of the *Nellist's* location, a Sauvax *kuuvan* had been equally slaughtered. It was later discovered that a group of slavers, working from a base in the Bleaks mountain range, and been behind both attacks. The slavers had been looking for slaves to work in an excavation site, and captured Sauvax and humans alike in an effort to form a workforce for Profex Rynalla. (GMR10)

Nelona

this was the fifth month of the Tapani local calendar, which mapped almost directly to the Coruscant local calendar. (PGT)

Nelprin

this surname was common among human settlements found throughout in the galaxy. (GCG)

Nelprin, Shalla

this dark-skinned woman, a native of the planet Ingo, joined Wraith Squadron shortly before they were assigned by the New Republic to hunt down Warlord Zsinj. She was the younger sister of Vula Nelprin, and was also personally trained by her father in hand-to-hand combat. Her father, an irascible man, had faked his own death in order to avoid Imperial entanglements and led to Ingo to raise his family. She used this skill to help the Wraiths become better ground agents, especially in preparation for their activities against Warlord Zsinj. She was assigned the position of Wraith Ten serving as Myn Donos' wingman, after the losses of Eurssk Thri'ag and Falynn Sandskimmer. She assumed the identity of Qatya Nassin as part of the Hawk-bat Independent Space Force, and was supposedly killed in action during Warlord Zsinj's attempt to steal the *Razor's Kiss*. In actuality, she commandeered a TIE Interceptor and landed atop the *Razor's Kiss's* shield generator platform. Once the New Republic forces were arrayed in a constraining pattern, Shalla destroyed one of the *Super-class* Star Destroyer's shields. Voort saBinring knocked out the other, and the *Razor's Kiss* was destroyed by the Republic's forces. For her part in this and other missions, Shalla was promoted to Lieutenant following the battle over Kuat. (IF)

Nelprin, Vula

this woman served the New Republic and a hand-to-hand combat specialist. She was the sister of Shalla Nelprin. Trained by her father, Vyn Narcassan, she herself later trained the Republic's commandos and

other operatives in the art of fighting without a weapon, and was known to be an excellent -though physical - teacher. (IF)

Nelroni Marauders

this ancient group of pirates was based on the planet Voon until they took control of the Hyabb-Twith Corridor, nearly 1,000 years after the Great Sith War. They preyed upon the ongoing feud between the governments of Hyabb and Twith, and eventually the Marauders established a base on Dachat. The Old Republic demanded that the Jedi Knights step in and remove the Nelroni threat. In what became known as the Hyabb-Twith Campaigns, the Jedi eventually rooted the Nelroni out of their bases on Voon and Dachat. The battles wages for several years before the Jedi - led by Arca Jeth - managed to eliminate the Nelroni threat. (TOJC)

Nels, Res

this man served as a Captain in the Alliance, and was in charge of the rescue operation put in place to retrieve Lieutenant Talnar from Naalol. (GMR5)

Neluenf, Ben

this man was generally considered the greatest podracer ever born and raised on the planet Tatooine. The tableland known as Ben's Mesa, around which wove the Mos Espa Circuit racecourse, was named for this man. (IWE1)

Neluenf, Will

this young man was the son of Ben Neluenf, and continued his father's pod racing traditions during the years following the Battle of Naboo. Will participated in the illegal pod races that were held on Euceron, four years prior to the onset of the Clone Wars, against the backdrop of the Galactic Games. (JQ3)

Nelvaan

this planet was the primary world in the Nelvaan System, which was located some thirteen parsecs from Tythe. When the Old Republic's forces nearly captured Count Dooku on Tythe, during the final stages of the Clone Wars, many Separatist ships jumped from Tythe to Nelvaan to escape the battle. This was mainly a ruse, since the ships only briefly remained at Nelvaan before jumping to a nearby location and then to Coruscant, where they assisted General Grievous' forces in the First Battle of Coruscant. Obi-Wan Kenobi and Anakin Skywalker were dispatched to Nelvaan to investigate, and discovered the Nelvaanians - a race of feline beings which appeared to be made up of only females and children. The males had been captured and twisted by the Separatists as part of an experiment for creating their own organic army. Anakin, in a trial ordered by the natives and decreed by Obi-Wan to be his final test, destroyed the Separatist facility and freed the males. (LEV, CWC3, OWS)

Nelvaanian

this feline race of beings was native to the planet Nelvaan. (OWS)

Nemat

this species of flying creature inhabits the swamps of Ergeshui. They are about 10 inches in length, with a 20-inch wingspan. They attack in swarms, employing a shrill, insectile buzzing that immobilizes their prey. Once they attack, they latch onto their victim and suck out its bodily fluids. (PG2)

Nematiec Gang

this gang was defeated by Bogga the Hutt, who used Enforcer One to destroy their asteroid base. (EGV)

Nembus Sector

this area of the galaxy was subjugated and then heavily re-equipped by the Empire during the Galactic Civil War. (ISB, SWMW)

Nemedor

this was a common name used by the Qwohog race. (UANT)

Nemesis

an *Imperial-I* class Star Destroyer, the *Nemesis* was part of Grand Admiral Thrawn's fleet during the years following the Battle of Endor. The *Nemesis* was one of the Star Destroyers that Thrawn used to attack Bpfassh, as one of his first moves against the New Republic. (HTTE)

Nemesis

this was the brand name of Mili-Corp's DZ 17X powered armor. (GUN)

Nemesis One

Corran Horn's callsign, used during his imprisonment at the Lusankya facility. The *Nemesis* flight group was the forerunner of Avenger Squadron. (KT)

Nemet

this Imperial logistics officer served on the *Avenger* during the last years of the New Order. Fiercely competitive, he was a member of the Imperial Navy Line Branch. During the Battle of Hoth, Nemet was responsible for relaying important scanner data to Captain Needa. (CCG4)

Nemo

this ancient Jedi Master once served the Jedi Order on the planet Dantooine, where he died many millennia before the Battle of Yavin. His remains were found in a collection of strange ruins on the planet, and many within the Jedi enclave felt that these ruins were the key to understanding why Darth Revan and Darth Malak turned to the Dark Side of the Force. (KOTOR)

Nemonus

this Nautolan appeared on Ord Cestus, bringing news from Count Dooku to the Five Families during the height of the Clone Wars. Nemonus was known for a number of crimes in which he held innocent people hostage to obtain what he wanted, trading blood for credits. In reality, Nemonus was Jedi Master Kit Fisto, who tried to frighten the Families into joining the Old Republic during the war. Nemonus claimed that Dooku was greatly upset at the Families' attempt to raise the prices of their JK-series droids, and that Dooku feared the Families could no longer be trusted. In order to force their hands, Nemonus managed to kidnap several prominent members of the Five Families, and held them in a speeder deep in the tunnels below ChikatLik. The plan was to make the Five Families believe that Count Dooku had betrayed them, then to have Obi-Wan Kenobi "rescue" the leaders as a way to lure the Five Families into siding with the Republic. In a carefully staged fight, Obi-Wan was able to drive Nemonus off, thereby saving the Family members from harm. Unfortunately, while the entire incident did convince the Five Families to briefly side with the Republic, the entire incident was recorded by Asajj Ventress. The Dark Jedi then provided a tape of the incident to the Five Families, showing that the entire kidnapping was a farce. (TCD)

Nemor-Jelak

this was a noted member of the Yarkora race. (UANT)

Nemphas

this escort freighter intercepted the *Spirit of Jabba* shortly after the smaller ship was stolen by Big Gizz and Spiker. The *Nemphas* was operated by Gorga the Hutt's minions. (TJT)

Nemrileo irm-Drocubac

this being, a native of the planet Tanjay IV, was one of the supporters of the secession movement which rose in the Old Republic Senate during the years leading up to the Clone Wars. Nemrileo hated the common being, despite the fact that his own lifestyle was based on their output. However, he had never worked with Shu Mai before joining the secession movement, and questioned her loyalty to the cause. For his doubts, Nemrileo was murdered by hidden agents, as a message to the rest of the secession movement. Ostensibly the victim of a speeder crash on Coruscant, he was survived by a wife and two children. (APS, HNN5)

Nemzet

an Imperial system patrol craft operative during the Galactic Civil War. (TIE)

Nen

this is the fifth combination symbol in the Aurebesh script, and represents the Basic combination "ng". (SWM)

Nen Tsup

this was the name used by Kae Kwaad to describe the Shaper Adept, Nen Yim, during their time working together aboard the *Baanu Miir*. The word "tsup" was an older Yuuzhan Vong term for a slave which served its master in unseemly ways. (EVR)

Nen Yim

this young Yuuzhan Vong female was trained as a shaper by Mezhan Kwaad, during the aliens' invasion of the known galaxy. She was chosen by Kwaad for her heretical beliefs. Nen Yim was one of the few Yuuzhan Vong who believed that their race was not ordained to rule the galaxy, but was part of a larger collection of lifeforms. Nen Yim trained aboard the worldship Baanu Kor, and had never set foot on a real planet. When Mezhan Kwaad was appointed to investigate the source of The Force, she took on Nen Yim to help map out the nervous system of a Jedi Knight. Their subject was Tahiri Veila, and both shapers realized that they had to think beyond the rigid Yuuzhan Vong protocols in order to discover the source of a Jedi's power. Despite her beliefs, Nen Yim was a skilled Adept, and was able to quickly map out Tahiri's nervous system. After Tahiri was rescued by Anakin Solo and Mezhan Kwaad was killed in battle, Nen Yim feared she would also be executed. However, she was brought before Warmaster Tsavong Lah and relegated to the work on preserving the dying worldships. She was spared her life as long as she provided the names of other heretical Shapers. Her efforts, however, had attracted the notice of Supreme Overlord Shimrra, who dispatched Nen Yim and the Master Shaper Kae Kwaad to the *Baanu Miir*. Nen Yim came to hate Kae Kwaad and his maniacal approach, especially when he began deflecting her from the work of keeping the worldship alive. She was surprised to learn that Kae Kwaad was actually Overlord Shimrra's jester, Onimi, when she was taken to meet with Shimrra personally. Shimrra, while not condoning her work, offered her the chance to continue working beyond the known protocols of the Qang qahsa. She agreed to offer up whatever sacrifices were required to Yun-Yuuzhan in order to obtain knowledge beyond the eighth cortex of the Qang qhasa, especially after Shimrra revealed that his vision of Yuuzhan Vong conquest included Nen Yim, raised to the level of Master Shaper. She was placed in the service of Warmaster Tsavong Lah, and spent a great deal of time trying to understand why Lah's arm rejected the radank claw which had been implanted on it. She discovered that the radank claw seemed to be growing, consuming the Warmaster's flesh as it developed. Later, Nen Yim found that Ghithra Dal had been placing materials on the infected arm which made the radank claw grow. Later, after she was given access to a Sekotan starship that had been recovered, Nen Yim came to the realization that Supreme Overlord Shimrra might be a fraud. His fear of Zonama Sekot only solidified her beliefs, and Nen Yim set out to locate the living planet herself. With the help of Tahiri Veila and Corran Horn, she was able to escape Coruscant reach the living planet, along with Harrar and Nom Anor, who was disguised as the Prophet Yu'shaa. On Zonama Sekot, Nen Yim learned that her memories had been stolen to create the Riina Kwaad personality which had been implanted in Tahiri's mind. Emboldened by the existence of the planet, Nen Yim tried to make contact with Sekot by altering certain cells from Sekotan life. Her plan, to use these cells like a qahsam worked almost too well. She found herself flooded with Sekot's knowledge, and nearly passed out from the connection. She didn't live to do much more with the information, however, as Nom Anor tracked her down and killed her, so that he could attempt to destroy Zonama Sekot and regain favor with Shimrra. Before she died, Nen Yim tried to tell Tahiri what she had learned of Zonama Sekot. However, her heart failed before she could finish. (EVC, EVR, EL1, EL2, FP)

Nen, Crela

this woman served as the Director of Administration, under Imperial Governor Marsh Limoth, on the planet Gorothe Prime during the height of the New Order. Under her direction, the number of administrators grew rapidly, but their activities were threatened when Limoth took over. He hated the bureaucracy, while Crela Nen had been trained in the nuances and processes of the Imperial bureaucracy. She fought hard to ensure that all activities were properly documented, and even instructed her people to drop important items whenever Limoth began to impose his own structure on the Administration. Her loyalty to the Empire was surpassed only by her loyalty to herself. (GSE)

Nen, Sheffel

this woman worked as a concert promoter worked at the Nessem Shipyards orbital construction facility, bringing in a variety of musical acts for the entertainment of the Nessemite workers. She had a great number of contacts in the musical world, ranging from the most popular intergalactic bands to small-time critics like the Trandosha mercenary Ssorku. (WOA12)

Nena

this child was a native of Melida/Daan, and was a member of The Young. Nena was in charge of restoring housing to the natives of Zehava, after The Young defeated their elders in battle. (UP)

Nen-Carvon

manufacturers of several vehicles for the Empire, ranging from the R-444 sky swooper to various ground combat vehicles. (ISB, CFG)

Nensil

this barren sphere of rock was the second planet of the Rhinnal System. (CCW)

Nentan

this planet has been a stopover point for those citizens fleeing Imperial domination for the Alliance. It was covered with ancient ruins, which were used to house the dishomed peoples of the galaxy. The planet was discovered by the Empire mere months after being set up, and then-Captain Bren Derlin organized a squad of Alliance personnel that had to evacuate civilians as well as military personnel. Derlin eliminated the Imperial threat and captured an Imperial transport ship. This action gained him the rank of Major. (MTS)

Neo-Caarite

this phrase was used on the moon Dorumaa to describe any being who was extremely cheerful. The term was used quite extensively, since many of the beings who lived full-time on Dorumaa worked in the tourist industry, and worked hard to please their guests. (LFC)

Neocel

a thin material which is used to make heat-retaining bodysuits. It can also be extruded into thin fibers for use in carpeting. (SE)

Neocomora

this planet was the site of an ancient complex of ruins. In the vaults of the ruins were several ancient Wookiee texts which were held sacred by the Wookiees. (SWJ11)

Neo-Crusaders

this was the name given to the first groups of beings who were recruited by the ancient Mandalorian Crusaders to join their ranks and fight alongside them in the Great Last Battle. These Neo-Crusaders became what many modern military experts consider the Mandalorian shock troopers, a collection of beings from disparate races and backgrounds who banded together under the tenets of the ancient Mandalorians. The armor worn by the Neo-Crusaders was much bulkier than that of their predecessors, but was designed to withstand blaster fire and to identify the wearer as a Neo-Crusader. This armor was not studded with weaponry, but was efficient and functional. Individual Neo-Crusaders painted their armor as they wished, allowing for a variety of color schemes. It was the Neo-Crusader armor that later became the design basis for the Old Republic's Senate Guards. (SWI80)

Neo-Fundamentalist Phlangites

this radical political group was active on the planet Zaraksander, during the height of the Galactic Civil War. They often staged what became known as Peaceful Dawn rallies, in an effort to return the planet to its older, more fundamental ways. (GG10)

Neo-leather

a form of imitation leather that is much stronger than real leather. It was often used for flight jackets. (THG)

Neolian

an alien race. (EOE)

Neolsse

this was the ruling family of the city of Keremark, during the New Order. The Neolsse family was decidedly anti-Imperial in their political stance, and strove to throw off the Imperial yoke of control during the height of the Galactic Civil War. They controlled Fortress Keremark during this time, using it to strike back at the Imperial forces which tried to control the planet Risban. (HAS)

Neoman, Barse

this Imperial Captain trained at the Academy on Corulag before being stationed on the Sisar Run, under the command of Governor Newen Streeg. He commanded the *Ion Storm*, and resented being subordinate to Streeg, who wasn't even a Navy man. He was known as a collector of Expansionist Era art, a fact which became known to the crimelord Sprax shortly after Neoman was posted on the Run. Sprax's agents made contact with Neoman, and he was soon on the payroll of Black Sun, providing valuable information on Streeg's plans for the Sisar Run in return for credits and pieces of art. It was Neoman and his small fleet who captured Morturr Heth and the surviving Disac pirates when they attempted to hijack the *Destination: Adventure!* shortly before the Battle of Endor. (SSR)

Neona

this was one of the strongest planets of the Freeworlds Region of Tapani Sector, during the height of the New Order. It was covered with oceans, and the sea bed was rich in natural ores. It was originally scouted by Hanson Mining Consolidated, several hundred years before the Battle of Endor. The settlers of the planet established huge, floating cities from which they launched mining operations. Excavation of the planet's solid surface has revealed that a sentient civilization once existed on the planet, but was slowly swallowed up by the rising ocean levels during a warm period which melted the polar ice caps. The ocean floor was littered with the ruins of their cities. (PGT, LOE)

Neona Military Academy

this military educational facility, based on the planet Neona, provided a number of excellent officers and soldiers for the Freeworlds Common Navy during the height of the New Order. (LOE)

Neonan Red Cheese

this crimson-colored cheese was created on the planet Neona, and was considered a delicacy throughout Tapani Sector. (LOE)

Neor-Yatten

this small corporation produced a variety of para-wing gliders for civilian and military use. (ROE)

Nep

this archaic name was common among Sullustan males, and meant "axe". (GCG)

Nep Chung

this being was one of Alexi Garyn's *vigos*, serving the Black Sun criminal organization during the years leading up to the Battle of Naboo. Nep Chung was killed on Ralltiir, at Garyn's fortress, when Darth Maul was dispatched by Darth Sidious to eliminate any trace of evidence linking Hath Monchar to Sidious. Maul wiped out the Black Sun complex on Ralltiir, executing all the *vigos* and Garyn himself in order to ensure secrecy. (DM)

Nep, Zey

this woman frequented the Outlander Club, on Coruscant, during the years leading up to the Battle of Geonosis. She was often seen in the company of her friends, Artuo Pratuhr, Dixon Just, and Civ Sila. *Zey Nep was portrayed by Zeynup Selcuk in Star Wars: Episode II - Attack of the Clones.* (OWS, SWI75)

Nepe

this gas giant, located in the Episol System of the Kathol Outback, is orbited by the populated moon of Dayark. (KO)

Neph

this docile species of huge, flying beasts was native to the planet Dalos IV. They can grow to be 24 meters in length, with a wingspan nearly double that. They were tamed as juveniles for use as mounts, but they became ornery as they grew and had to be set loose. (ND)

Nepoy

this planet was the native planet of the various fruits used to create nectarwine. (BF)

Nepoy Juice

another name for the nectarwine produced on the planet Nepoy. (TJT)

Nepton

a series of SoroSuub power cores used to power starships. (WBC)

Ner Vod

this was a Mandalorian phrase which translated into Basic as "my brother." It was used to indicate a bond of friendship or love between two individuals. (RCHC)

Ner Yan

this was the name of an obscure Cerean tradition, whose name literally meant "mind chord". Its followers were all sensitive to the Force, and could link their minds in a kind of haphazard way. (GMR8)

Nera

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Nera indicated beauty, love, or freedom. (GCG)

Nercathi

this ancient Twi'lek clan was known to have created three beautiful crystallite skulls to commemorate a long-dead hero. Each skull represented one of the primary Twi'leki tenets - Jasshi'rr, Waala, and Keysshi. During the Galactic Civil War, the Nercathi were raided by the Empire for slaves, until they aligned themselves with the Alliance and fought back. (SWJ12)

Neree

a planet. The humans who live on the planet have a distinct accent. (WBC)

Nereus nereus

this was the scientific name of the KyLessian feather mite, named for Wilek Nereus, who discovered it while examining the KyLessian fruit bat. (TBBS)

Nereus, Wilek

a native of OrulShai III, Nereus hoped to one day take over the Imperial governorship of Gyosha. However, due to a bureaucratic error, he was instead named Imperial governor in charge of the Bakura system. Despite a long series of protested and petitions, the error was never corrected and Nereus remained on Bakura. Fearing that he had angered a superior, Nereus ruled the system via the tenets of the Tarkin Doctrine, using the fear of reprisal to keep the locals in line. He also authored a report to Emperor Palpatine himself, detailing the need to completely subjugate the Outer Rim Territories, but there was never a response. An avid hunter, he collected the teeth of all the major predators he has beaten, including humans. Shortly after the Battle of Bakura, Nereus was killed when he attempted to execute Leia Organa. His shots were deflected by Luke Skywalker, and struck him in the chest. (TB, TBSB)

Nerf

a pack animal, the nerf was also raised as a source of meat. Originally native to the planet Alderaan, these rangy creatures have curved horns and long fur. Their muscular bodies are lean and supple, and they have a nasty temper. Their long fur mats and tangles easily, creating a mass of hair that collects everything it touches. Thus, the nerf carries a strong odor around with it. The shepherds that raise nerfs - referred to simply as nerf herders - are looked upon as lesser members of society, but when they bring

their meat to market, they live like kings. The fur of the nerf is often carded into wool, for use in making warm jackets and leggings. Nerfs are also hardy creatures which could adapt to a variety of climates. This made raising them on other planets quite easy, ensuring that the species survived the destruction of their homeworld. (ESB, JS, ISU, TPS, WOTC)

Nerf Bait

this was spacer's slang for any form of phony lock or security system installed on a starship, which was booby-trapped by the owner in order to catch shipjackers. (SWJ13)

Nerfburger

this was a form of sandwich made from ground nerf meat. (TG)

Nerfloaf

this was a meat pie made with salted nerf meat. (REC)

Nerf-pox

this was a mild, childhood disease that affected most Alderaanian youths. (HNN5)

Nerfworks

this was the name used to describe Shipyard Lab 6671-X42, a joint venture to produce droid starships by the Corellian Engineering Corporation and the Loronar Corporation. It was known as the Nerfworks because the employees who worked there came to feel that they "smelled too bad" to warrant a visit from corporate executives, as well as any real funding for their research. (GMR10)

Nergon-14

this was an unstable, highly-explosive element used in Imperial proton torpedoes. It was blue in color when inert, and changed to red, then white, when it exploded. It was originally mined on Tyne's Horky by Kreb Zellock, who planned to make his fortune by selling it to the highest bidder. (DCAR)

Nerinit

meaning "little clown", this was a common female name among the Mon Calamari race. (GCG)

Neris

this man was an Imperial sub-prefect during the rise to power of Emperor Palpatine's clones on Byss. An administrator of the Governor's office on Korbin, Neris succeeded Bergless as the sub-prefect, but was no less adamant about eliminating crime. Like Bergless, this cost Neris his life, when he told Gornt Seron that crime wasn't going to be tolerated by the Imperial remnant on the planet. Seron promptly pushed Neris out a small trap door in the floor of his office, and Neris fell some 500 meters to his death. (GG11)

Nerit

this was one of two moons which orbited the planet Ossus. (TOJC)

Nermani, Ashii

this beautiful woman was considered Imperial HoloVisions's most popular newscaster around the time of the Battle of Yavin. She was the first to break the story that Venslas Beeli had become a privateer working for the Alliance. The newsfeed article was part of a plot to draw Captain Dhas Vedij and the *Far Orbit* into a trap laid by the Empire. She also broke the story of the capture of Coh Veshiv, although her report claimed that he had been killed in a space accident. (FOP)

Nern

this is the fourteenth symbol in the Aurebesh script, and represents the Basic letter "n". (SWM)

Nerra

a common name given to Twi'lek males, this name meant "brother". (GCG)

Nerra Ziveri

this Twi'leki Jedi Master was one of the Jedi who were named Headmaster of the training facility on Almas, in the Cularin System, in the wake of the Dark Jedi Conflict. During his sixty-three years as the

leader of the training facility, he made sure to tell the stories of Kibh Jeen to every new apprentices. Master Ziveru also served as the watchman of the Cularin System, investigating the presense of Dark Side energy on the far side of Almas. It was Master Ziveri who trained Lanius Qel-Bertuk to take his place, before suddenly disappearing from Almas some twenty-four years before the Battle of Naboo. (LFC)

Nerran, Jev

this young boy was a childhood friend of Ryoo and Pooja Naberrie. (SWDB)

Nerris, Delt

this man was part of a taskforce put together by the Corellian Security Force and the Empire, and was assigned to be the pilot of the Lantillian Short Hauler known as the *Nova Whisper*. Delt was also an Alliance sympathizer, and he hijacked the ship in order to turn it over to the Alliance on Asher III. (SS)

Nerrowr

this Wookiee male lived in the city of Gadin, on Cularin, during the last decades of the Old Republic. He often worked with a trio of Rodian females named Nesha, Besha, and Kesha, when he was employed by the former crimelord, Riboga the Hutt. (LFCW)

Nert

this Kitonak name was common across Kirdo III. (UANT)

Nerus

this was a common name among the Zeltron people. (UANT)

Nerve Amplifier Belt

this ancient device, created during the decades leading up to the Great Sith War, was used to monitor the brain activity of its wearer. These belts were originally created to retrain or alter the inherent "programming" of an individual being, and was known for its uncomfortable fit. The belt generated energy waves to help reinforce certain patterns of activity, thereby establishing a certain kind of behavior in the wearer. The belt could also be used to block any outside influence on an individual's brain. (KOTOR)

Nerve Disruptor

an expensive piece of torture equipment, the nerve disruptor used a variety of injection methods to deliver drugs and serums into the body of a being under interrogation. The drugs then disrupted the normal activities of the being's nervous system, allowing the interrogator to gather more information. The nerve disruptor was equipped with a droid brain that monitored the being's vital signs, allowing the disruptor to adjust the dosage of drugs as necessary to keep the being alive during interrogation. (TME, NEGW)

Nerve Pinch

a defensive technique used to immobilize and adversary. (CSW)

Nervestick

this was a chewable stimulant that was popular among the clone troopers of the Grand Army of the Republic, during the height of the Clone Wars. (TCD)

Nescan Tal'yo

this lupine being was a known thief, active during the height of the New Order. Protected by his android bodyguard, Hermos, Tal'yo stole a holocube conyaining the locations of several Alliance bases from a courier on Fairwell Station, some time after the Battle of Yavin. He was tracked to Elerion by Leia Organa, who learned from Orma Hundeen that Tal'yo planned to sell the holocube to Commander Shad and the Empire. When Leia first met him on Elerion, Tal'yo claimed to be an import expert. However, Tal'yo was no match for Leia's skills with a blaster, and she quickly trapped him and demanded the holocube. Tal'yo, however, had left the holocube with his partner, Gogol. Leia knocked Tal'yo unconscious for his efforts and left him tied up in a hotel room. (T15)

NESDF-456

located atop an arid plateau which rarely received any rain, this Imperial facility was found on the planet Sirpar during the height of the Galactic Civil War. A Nonessential Equipment Storage and Disposal Facility, NESDF-456 took in all the scrap and surplus from the Imperial training facilities on Sirpar and either recycled it or disposed of it. (SWJ2)

Nesdin

the human pilot of the *Jade's Fire*. He disappeared in the first days of the Corellian revolts surrounding the Starbaster plot. (AC, SC)

Nesha

this Rodian and two of her friends - Besha and Kesha, all unrelated - worked with the Wookiee known as Nerrow whenever he was on Tolea Biqua, on the planet Genarius, during the height of the Clone Wars. Together, the group was once employed by Riboga the Hutt. (LFCW)

Neshtab

a planet. (SWMW)

Neskroff

this is the capital city of the planet Isis. It is located atop a huge, crystal mesa. The planet's main spaceport is located in a bowl-shaped depression in the middle of the city. (IC)

Nesloor, Odin

this man's entire family was lost when their starship made a routine jump into hyperspace, shortly before the Battle of Naboo. He spent the rest of his life trying to find them, following a lead which led him to the planet Tatooine during the Boonta Eve Classic podrace won by Anakin Skywalker. (CCG13)

Nespis VIII

a planet near the Cron Drift, where Luke Skywalker first met Kam Solusar. A sprawling space city orbits the planet, which is located in the Auril System, developed millennia ago by the Jedi Knights as a place where politics and bureaucracy had no place. Scientists and scholars could come to the station to debate and explore without concern for which side actually owned the discoveries. The station eventually became so big that it had its own interior weather patterns. It had been around since before the Great Sith War, although much of the spaceport was abandoned after the Clone Wars, and the city became a drifting derelict. Rumors abound about the existence of a vast, ancient, Jedi library somewhere on the station, and even the very existence of the station was considered a legend until shortly after the Battle of Yavin. The library supposedly contained volumes which contained all the knowledge of the galaxy. As rumors of the library spread, treasure hunters flew to the station to recover some of the ancient tomes. In this supposedly abandoned location, Borborygmus Gog developed his Nightmare Machine, in an effort to pry a person's deepest fears from their minds and turn them against them. He used the legends of the Jedi library to attract minds, hoping one day to capture a being who was strong with the Force. When the reborn Emperor Palpatine destroyed the New Republic's Pinnacle Base, the Republic's leaders fled to Nespis VIII to regroup. It was at this time that Anakin Solo was born on the space station city. The location of the base was betrayed by a spy, and the Emperor fired his Galaxy Gun at it. However, the projectile did not explode upon impact, and Nespis VIII was spared for some time. The Republic was able to evacuate the space city before a second projectile was launched. This one exploded as planned, completely destroying the Nespis VIII spaceport. (DE1, DE2, EE, GOF4, GOF5)

Nessem

this planet, located in the Expansion Region, was known during the early years of the New Order for the orbiting Nessem Shipyards. (WOA12)

Nessem Shipyards

this starship manufacturer maintained an orbital space station as its base of operations, located near the planet Nessem. Because most of the workers at the Shipyards put in long hours, the orbital facilities were enhanced to include residential sections that appeared like small towns. (WOA12)

Nessemite

this was the name adopted by the humans native to the planet Nessem. They were known for their incredible craftsmanship, and were also apolitical in their nature. They sold their ships and services to any being with the credits to afford them, and they regularly invited offworlders to Nessem for conferences. (WOA12)

Nessie

a nickname applied to the inhabitants of the Stenness system. (DE1)

Nesst-class Light Freighter

produced by SoroSuub, the *Nesst*-class freighter measured 29 meters in length. It resembled a pair of long cargo pods connected along a central axis. A triangular cockpit sits at the front, and twin engine pods take up the aft section. SoroSuub developed the *Nesst*-class to appeal to the independent spacer and to appease the Empire. It was given a large, 150 metric ton cargo area, but was unarmed and underpowered in order to avoid Imperial entanglements. (WBC, PP)

Nest Blessing

this was a quasi-secret form of greeting used by members of the Nediji race. The blessing itself was quite simple - "Fly free, fly straight, Brother of the Air" - but was virtually unknown on non-Nediji. (MBS)

Nest Leader

this is the title of the male Arcona who is chosen by popular vote to rule a Grand Nest. (GG4)

Nest Leader

this title, which was given to those Geelan who led the individual city-like nests, was derived from a similar Arconan title. Each of the Nest Leaders answered directly to the Geeloniran, or the great Geel. (AE)

Nest, The

this was the name given to the command center of the space station known as The Rig, during the height of the Clone Wars. (RSF)

Nestclan

this is the basic unit of Shashay society. (TA)

Nestless Ones

these Avogwi who do not have their own eyries in the arid cliffs of Altor 14 occupy the lowest rung in Avogwi society. (GG4)

Nestmother

this is the name used by the Shashay to indicate the rulers of their planet, Crytal Nest. The Nestmothers make all of the decisions which affect the Shashay society. (TA)

Nestra Pallik

this was the name of a noted Ranat individual. (UANT)

Netassa

this is the capital city of the planet Salliche. (CRO)

Netbers

this surname was common among human settlements found throughout in the galaxy. (GCG)

Netbers, Radaf

this former Imperial Captain served under Warlord Zsinj during the period following the Battle of Endor and the breakup of the Empire. A native of the planet Broest, he was an expert in hand-to-hand combat, and was requested to test the Hawk-bats' skills in this area before the assault on Kuat. In a brief melee, Qatya Nassin - the alias used by Shalla Nelprin - broke his nose and quickly incapacitated him. It wasn't the first time his nose had been broken, and Netbers considered it another battle scar. He was assigned

to the security force left behind at Binning Biomedical, after Zsinj abandoned it and brought the labs aboard the *Iron Fist*, and nearly captured Wraith Squadron on Saffalore. However, Hohass Ekwesh caught and managed to break his right shoulder and his neck by swinging Netbers against a wall. (IF, SOC)

Netcaster

this predatory arachnid lived in the forests of Kashyyyk, trapping daubirds with an elaborate net. The average netcaster grew to a length of 75 centimeters, but it used a highly-toxic venom to kill its prey and defend itself from larger predators. (TT, GMR4)

Neth

this Em'lii was distinguished in the history of the planet Shalyvane. (UANT)

Neth, Karie

this woman served as a gunner with the Alliance's Starfighter Command. She was one of the members of Rogue Squadron. Shortly before the Battle of Endor, she replaced a Bothan gunner who was lost during the mission to recover the plans to the second Death Star. She flew with Gray Two during the battle. (CCG11)

Nethathanin, Parto

this man served as a crewman aboard the scout ship *Bright Seeker*. (TSIA)

Nether Ice

this was the name used by Socorran native to describe the ice they "mined" from the planet Neftali. Because of the mineral concentration within the frozen water, nether ice remained in a frozen state for many months in even the warmest conditions, and was used by Socorran pilots to cool their starship engine drives. Small pieces of nether ice have also been carved into jewelry. (BSS)

Nethermost Abyss

the Askajian name for the deepest regions of evil in the earth. (TJP)

Nethius

this likeable man served as the entire "security force" aboard Darknon Station, at the height of the New Order. Nethius was also in charge of customs, although there was rarely a problem while he was on duty. However, Nethius was more than a security officer. He was also a Sergeant in the Imperial armed forces, and was stationed on Darknon Station in order to protect the location of a secret research facility hidden within the Itani Nebula. He also monitored the activities and communications of the spacers who visited Darknon Station, hoping to find a lead on the Alliance's activity in the area. (PSPG)

Neti

this race of tree-like beings descended from the planet Ryyk, although it was believed that they first evolved on the Myrkr. For many years, the Neti were also referred to as the Ryyk, which only served to confuse their actual heritage. Xenoarchaeologists of the New Republic believe that the alternate name of "Ryyk" was actually a reference to the original homeworld of the Neti, and not a reference to a distinct species. This information was pieced together from the Jedi Holocron of Bodo Baas. The ancient Jedi Masters Ood Bnar and Garnoo were Neti, as was T'ra Saa. As a people, the Neti were intelligent plants, reproducing by creating a few seeds every century. They survived by gathering food through photosynthesis, and could change their shape, size, or appearance almost at will. Most Neti were capable of three distinct forms: as a solid tree, as a humanoid, or as a quadrupedal creature. Each of these forms provided certain levels of mobility and strength, and the Neti could adapt its shape to meet the needs of its surrounding environment. It was believed that Ood Bnar was the only surviving member of the species, being offworld when the planet Ryyk was destroyed, until T'ra Saa was discovered by the Jedi many centuries before the Clone Wars. (DE2, EGP, EGA, PJSB, WOTC)

Neti

this unusual language was spoken by the Neti, or Ryyk. (PJSB)

Net'Iseb Toli Park

this wooded park was built by the Fia on the outskirts of Gal'fian'deprisi City, on their homeworld of Galantos. Like the city, Net'Iseb Toli Park was located in the midst of the Gar'glum Sea. It differed from the city in that it was situated completely atop the gelatinous sea. The Park was noted for its wide variety of exotic plants and fragile wildlife. (EGP, CCW)

Netolio System

this Tapani Sector star system was part of the holdings of House Calipsa during the New Order. It was seized from House Pelagia, after Pelagia was virtually exterminated by House Mecetti. (LOE)

Nett, Theron

this smuggler, a native of Ord Mantell, joined the Alliance shortly before the Battle of Yavin. He became one the Alliance's best X-Wing pilots, serving as Garven Dreis' wingman. Nett flew as Red Ten during the Battle of Yavin, and perishing trying to protect Dreis during their assault on the first Death Star. (CCG9)

Netta

this was the sixth planet in the Obas System. (IA)

Nettar

this herd herbivore was native to Dantooine. (COG)

Nettic, Calder

this man lived on the planet Dantooine some 4,000 years before the Galactic Civil War. He was murdered by Handon Guld and Rickard Lusoff, after Handon discovered that Calder was having an affair with his wife. (KOTOR)

Netting Beetle

also known as *lav peq*, these insects were bio-engineered by the Yuuzhan Vong to fly around an area and exude an organic netting. When released in swarms, netting beetles formed a dense network of fibers that stuck to anything it touched, creating the netting as a by-product of their feeding. The first wave of beetles strung their fibers between trees and bushes, while successive waves fed on whatever they found in order to replenish the netting. Using these creatures, Yuuzhan Vong warriors could capture a fugitive or enemy without actually knowing where they are. Many times, the netting beetles fed on the flesh of the enemy, using the cells in the formation of the netting, but this was rarely fatal to the captured individual. Once a target had been captured, the grub-like insects began to reel themselves back along the fibers, drawing the captured prey back to the attacker. A specialized form of netting beetles was used on prison worlds such as Selvaris, with enough rudimentary intelligence to accept minimal training. This allowed the Selvaris netting beetles to fly in coordinated patterns, crisscrossing their webs to weave a much stronger web. (EVC, FH3, UF)

Netus

an ancient, squid-headed Defense Minister of the Old Republic, Netus was on Coruscant during the Great Sith War. Prior to his governmental service, Netus served for 5 years in the rocket-jumper corps. His found that he preferred politics, and spent the next twenty years serving the Old Republic before the Sith War broke out. (TSW, TOJC)

Neural Band

developed shortly after the Great Sith War, this device wrapped around the skull like an intefrace band. Instead of providing computer access, however, the neural band augmented the willpower of the wearer by electrically reinforcing established mental patterns. The troopers of the Old Republic referred to this device as the "Little Shocky". (KOTOR)

Neural Collar

this device, developed by Cybersoft Corporation, was used to control large creatures in zoos and universities. When placed around an animal's neck, the collar could receive signals from a remote control unit, allowing the animal handler to control a dangerous beast through verbal or electronic signals. Many

slavers used modified versions of the neural collar to control slaves, although this practice was outlawed in the Core Worlds. (GFT)

Neural Storm

this telepathic ability involved using psychic energy to overload a victim's neural network, causing extreme but momentary disorientation. (UANT)

Neural-net Eraser

this device was developed during the Clone Wars, as a defense against rogue or runaway droids. When fired at a droid, the neural-net eraser destroyed the software and delicate circuitry that controlled the droid's ability to move and react. Neural-net erasers became popular during the Clone Wars, when many beings feared being attacked or captured by the droid armies of the Separatists. (YDR)

Neuranium

this was one of the heaviest, densest metals found in the galaxy. Some gravity-sensitive species claimed to be able to feel a small warping of the space-time fabric of gravity when close to a large piece of neuranium. Among its most useful properties was the fact that even a millimeter-thick piece of neuranium was impervious to sensors. Although this might have been a boon to smugglers and other criminals, the weight of enough neuranium to protect a hidden item or to line a cargo hold would have been prohibitively heavy. (VD3, E3N)

Neuritic Carbide

this was a deadly, gaseous chemical. (SWI65)

Neuroengine

this was the name used by New Republic scientists and military advisors to describe the bio-technology that powered Yuuzhan Vong starships. It was believed that specially-developed dovin basals were connected in a hive-like structure at the aft of the alien starships. (JE)

Neuronic Whip

a particularly cruel weapon produced by TholCorp, the neuronic whip causes intense pain and trauma in its target by sending electrical charges into the target's nerve cells. (GG12, AEG)

Neuroprenoline

this pain-killing drug was developed during the last decades of the Old Republic, and found widespread use during the Clone Wars. (MBS)

Neuro-Saav Corporation

this large corporation manufactured a wide range of products, although much of their work was based on the blending of neurology and technology. Most prominent among their portfolio was a line of cyborg enhancements, including cyborg/droid interface modules. These modules allowed a cyborg to converse with, and draw data from, a droid or a computer system. During the last years of the Old Republic, Neuro-Saav entered into an agreement with TaggeCo., which resulted in the formation of the BioTech company. This alliance also put Neuro-Saav in good graces with the Empire, after the establishment of the New Order. (CFG, NEGW)

Neuro-Saav Technologies

a division of Neuro-Saav Corporation, Neuro-Saav Technologies manufactured a wide range of weapons sighting accessories, including light amplifiers, holographic imaging systems, and heat bafflers. (RPG)

Neuro-shock Hand

this cybernetic prosthesis from BioTech is more of a weapon than a bionic limb. The hand is equipped with a series of repulsor-field generators connected to a neuro-trigger in the palm. When the hand is jabbed at a target and makes contact, a full-force repulsorfield is generated from the hand, inflicting damage to the target. This action is continually active, so someone with the Neuro-shock Hand could cause pain and damage even if they accidentally run into someone. (CFG)

Neurostaff

this pike-like weapon delivers a nerve shock when it touches bare flesh. (GG10)

Neutra Four

this planet was one of many worlds subjugated by the Empire. (MC45)

Neutral Jedi Zone

this was the Basic translation of the Barabel term used to describe a high-ceilinged cave located beneath the surface of Barab I. It was in this cave, which was several hundred meters in length and width, that the Barabels resolved far-reaching disputes that could not be decided at the local level. Individual Barabels were appointed as diplomats to argue each side of a dispute, and visiting Jedi Knights or other dignitaries were asked to mediate the debates. The Neutral Jedi Zone offered offworlders luxury accommodations in exchange for their help in mediating the disputes. (WOTC)

Neutrino Activator

this switching device was used to turn a droid on or off, depending on its setting. They were most often used in small droids, where power requirements were minimal. (MDCAR)

Neutrino Hybridizer

a delicate, critical component of the sublight drives of early Corellian Engineering Corporation YT-1300's, such as the *Millennium Falcon*. (LCF)

Neutron Dissembler

these weapons were theorized, but never actually developed, by the scientists of the Old Republic. The theory was that a neutron dissembler acted at the sub-molecular level, disrupting the bonds which held neutrons together and caused matter to "melt." The resulting damage appeared like scar tissue. (RP)

Neutron Furnace

a huge power generator, sometimes used on space stations. (MMY)

Neutron Star-class Bulk Cruiser

Rendili Star Drive's modified bulk cruiser, the *Neutron Star* was a 600-meter long capital ship known to be slow and in frequent need of repair. The Alliance, recognizing that these could be unreliable starships at best, usually assigned them to transport duty. Crewed by 2,050 and capable of carrying up to 200 troops, the *Neutron Star* was armed with 30 quad-laser cannons and two tractor beam generators. (RASB)

Neutronium

an heavy metallic element used in the formation of dura-armor and durasteel. (SWSB, RD, CTD)

Neuvalis Bounty Hunters Guild

this was one of the more prominent guilds for bounty hunters, during the height of the Galactic Civil War. This was quite an achievement, since the guild was formed just 10 years before the Battle of Yavin. This was due mainly to the family fortunes of the Guild's founders, Marjan and Feras Neuvalis. (GG10)

Neuvalis, Feras

this woman was married to Marjan Neuvalis, and was one of the leaders of House Neuvalis. (GG10)

Neuvalis, Marjan

this man and his wife, Feras, controlled House Neuvalis and the Neuvalis Bounty Hunters Guild. They were extremely rich, drawing from two family fortunes to bankroll the operation. (GG10)

Neuvian Sundae

this was the name of an immense dessert of frozen cream and fruit, served in a wide bowl. (MDCAR)

Nev Ice Flow

this vast glacier was located on the planet Hoth, between the Kerane Valley and the Clabburn Range. Much of the ice forming the flow came from the Lanteel and Cirque Glaciers. (IWST)

Neva

this surname was common among the Sullustan race, and meant "legal council" in the Sullustan language. (GCG)

Neva

this was one of the Alliance's Dreadnaught warships, active during the height of the Galactic Civil War. (XVT)

Neva Kee

this Xamster was a native of the planet Xagobah, and was regarded as a good podracer during the last years of the Old Republic. He preferred the Farwan&Glott FG 8T8 Twin Block2 Special racer, with its unique, cockpit-in-front design. (RAC, IG1, IWE1, SWDB)

Neva Transport

this small shipping company plied the spacelanes of Brak Sector, at the height of the New Order. (FBS)

Nevana

this Dubravan woman's father owned a huge debt to the bounty hunter Sarma. She hoped to pay it off by providing Sarma with the location of Luke Skywalker, so that he could collect the Imperial bounty on Luke's head. However, she was unaware of who Skywalker really was, thinking he was just a smuggler. When Sarma tried to apprehend her with a squad of stormtroopers, she ran to find Jal and confront him. When the Imperials caught up with her, Nevana was shot in the back and killed by a stormtrooper. (VQ)

Nevar

this man served the Imperial Army as a Brigadier General during the height of the Galactic Civil War. Nevar worked with General Veers in coordinating the AT-AT walker assault during the Battle of Hoth. Nevar was an extremely paranoid individual, and had his Blizzard 2 walker upgraded with heavier armor to protect himself. This armor proved to be useless against the ingenuity of the Alliance forces on Hoth, which used harpoons and tow cables to entangle its legs. The walker fell to the group, and the impact of the crash buckled the armor plating. With several passes of laser fire, Alliance T-47 snowspeeders destroyed Blizzard 2, killing Nevar and all aboard. (CCG3, IWS)

Nevar Yalnai

this immense Ranat was outcast from Aralia, and found work as a laborer for Hrchek. When that fails, he will act as a spy for anyone willing to pay him. (CCG)

Never Die

this was the codename used by the person who created the Shard of Alderaan computer slicing program. This person was known to be a former native of Alderaan, but that was all the information known about them. (LAA)

Neverending Valor: The Unauthorized Guide to the Galaxy's Newest Heroes

this datatext, produced by Veritas Press during the last decades of the Old Republic, presented a series of falsified exploits that were supposedly accomplished by a group of heroes. When the book was read by the heroes, not to mention their opponents, it raised quite a stink. Old enemies took exception to their inept portrayal, and the heroes were furious that they were not consulted during the book's writing. Eventually, both the heroes and their enemies teamed up to destroy Veritas Press. (CCW)

Neverquit

this starship, custom-built by the Coyn Shipyards, was owned by the bounty hunter Grea. (PG3)

Nevid d'Hon

this Avogwi ran a starship repair and outfitting business on Ord Mantell during the height of the Galactic Civil War. (SL)

Nevik

this man was the Captain of the Imperial Star Destroyer *Devastator* during the period leading up to the

Battle of Hoth. Nevik was killed by Agent Sollaine when he tried to assume command of the *Devastator's* flight plans during the hunt for suspected Alliance undercover agents. Nevik's people believed an agent was in the Alfestril System, but Sollaine demanded the ship fly to Corulag. Sollaine used the power source in his cybernetic arms to electrocute Nevik in front of the entire bridge crew of the *Devastator*. (SWJ12)

Nevil

this ancient Quarren surname meant "singer of sagas". Like many Quarren surnames, it could be traced back to the time of the Battle of Ruusan. (GCG)

Nevil

a Captain in the New Republic Navy, Nevil served as one of Rogue Squadron's pilots during the early stages of the war with the Yuuzhan Vong. *Note that this may be a mistake, as Dark Tide: Ruin indicates Kral Nevil was a single pilot.* (DTO, DTR)

Nevlin

this was a common name among the Lepi people. (UANT)

Nevo

this scruffy human and his gang were hired by Darth Vader to hunt down Boba Fett, while the bounty hunter was tracking Abal Karda. They had been imprisoned on Coruscant, and Vader offered them a chance to redeem themselves if they took the job. They were able to intercept the Captain of the *Port-Esta Queen* and gather information about Karda's location, then set out to find Fett. Unfortunately, Nevo and his gang were no match for Fett's skills, and all were killed by the bounty hunter on Maryx Minor. (EOE)

Nevoota

this planet was once the homeworld of the Nevoota race, until they were virtually destroyed by the ancient Mandalorian Crusaders. (SWI80)

Nevoota

this insectoid race was once native to the planet Nevoota, until the ancient Mandalorian Crusaders nearly wiped them out in a series of epic wars. (SWI80)

New Academy for Space Pilots (*)

a school for young pilots throughout the galaxy, Luke Skywalker once attended classes there. He saved the Academy from destruction by a moon whose orbit had decayed by deflecting it with zukuonium rays. (MM)

New Agamar

this planet was noted for its greater than standard gravity. The human settlers who colonized the planet evolved over time to be much stockier and more muscled than most humans. (JT)

New Alderaan

a lush, temperate planet that was repopulated by the descendants of Alderaanian-born members of the Alliance. It was one of the Alliance's best-hidden safe worlds. After the birth of the New Republic, it served, for a time, as the hiding place for Jacen and Jaina Solo. Princess Leia also returned there, during the many battles with the clones of Emperor Palpatine, to give birth to Anakin Solo. *Note that The Courtship of Princess Leia says Zsinj ravaged the planet, but Dark Empire II has Imperial forces under Xecr Nist laying waste to it.* (RASB, CPL, DE2)

New Apsolon

originally known simply as Apsolon, this planet decided to join the galactic community, and the Old Republic, some 15 years before the Battle of Naboo. The people of Apsolon had to choose a leader who represented the entire planet, and the Jedi Knights Qui-Gon Jinn and Tahl were dispatched to assist in ensuring a fair election. The planet was controlled by the Civilized Authority, and policed by the Absolutes. The two primary social factions, the Civilized and the Workers, were continually at odds with

each other. After the industrial sabotage of the Workers forced the Civilized to recognize their plight, the two groups agreed to form a single form of government which was known as the Unified Legislature. Each being who inhabited Apsolon was given a vote in the election, giving the Workers the largest portion of the total vote. The natives of the planet elected Ewane to be their leader, and decided to rename the world New Apsolon in remembrance of their new freedom. The planet was known for its two primary exports: high technology and beautiful grey stone. The planet had three natural satellites, and it orbited a pair of small stars. (TTB, CTV)

New Apsolon

this was one of the largest cities on the planet New Apsolon, and was the site of the planet's primary spaceport. Like all cities on the planet, it was divided into a section for the Workers and a section for the Civilized. Before the planet was united under a single leader, some fifteen years before the Battle of Naboo, the two sections were separated by a wall of pure energy, ostensibly protecting the Civilized from the Workers. Following the election, the energy wall was dismantled and replaced with forty shimmering, stone columns. Each column remembered a member of the Workers who died trying to breach the wall, during the civil war which simmered between the Workers and the Civilized. (TTB)

New Architecture

this was the name given to the architectural style that arose during the last century of the Old Republic. It was most obvious in the Senate District of Coruscant, where the upper layers of the city were dotted with somes, spires, and blade-thin obelisks. (LEV)

New Atraken City

this was the capital city of the planet Atraken, built a half-kilometer below the surface of the planet. It once supported a small mining community, before it was ravaged in the Clone Wars. The city remains, although the chemical and biological weapons used on the planet have left it devoid of life. The city now supports the planet's refugees. (PG2)

New Bakstre

a habitable planet with seven moons. It's atmosphere, combined with its nearby-sun, creates a purplish sky overlooking twisted and gnarled vegetation. (RPG, SWJ1)

New Bornalex

this planet was a member world of the Old Republic. It was one of many worlds that were devastated during the height of the Clone Wars, when the Mandalorian Protectors carried out covert attacks for the Confederacy of Independent Systems. (COD, SWI80)

New Brigia

this planet, located in the Koornacht Cluster, was settled by humans who fled the government of Brigia. They were brought to the planet by the Bothan cargo hauler Stanz aboard the Freebird, and paid their passage by selling the chromite they mined to Stanz. Stanz paid them the minimum for the ore, thereby keeping them in debt for many years. The planet was the first world targetted by the Yevetha during the Great Purge, and all of its inhabitants were quickly executed. The chromite mines were left intact. (BTS)

New Calamar

this city, located on Esseles' southern continent, was the site of the Terril Naval Base. (GG2, SWJ7)

New Calince

this city, located on the Rett continent of Draenell's Point, is the planet's primary food processing center. (GMK)

New Class Starships

these classes of starship design were implemented by the New Republic in the wake of the struggle against Grand Admiral Thrawn. The goal of the New Republic was to remove the ragtag ships which made up the fleets of the Alliance, and replace them with more modern, less-expensive warships. They were designed to be smaller and more mobile than the standard Imperial ships they replaced, and were developed to be defensive in nature. (CTD)

New Corellian Treaty

this was the name used to describe the treaty signed by Mon Mothma, Garm Bel Iblis, and Bail Organa, officially announcing the creation of the Alliance to Restore the Republic. This name was adopted to eliminate confusion with the original Corellian Treaty, which established the boundaries of The Slice and the hyperspace travel routes within it. (CCW)

New Coronet

this city, located on the swamp-covered world of Trigalis, was designated in many travel guides as a trading post. In reality, it was little more than a slum, a collection of rundown buildings that served as a haven for all many of criminals during the height of the Clone Wars. During this time, the city was under the control of the Black Sun assassin Xist. (O)

New Cov

the third planet in the Churba sector, New Cov was once the sight of a Bothan battle with a *Victory*-class Star Destroyer during the early stages of the Galactic Civil War. This event marked the only documented instance of a Bothan-only battle with the Empire. New Cov had no indigenous sentient species, but it was a jungle world teeming of plant life and valuable natural resources. The planet's cities were walled and domed to protect them from the dangers of the surrounding environment. The planet's primary industry revolved around the jungle's exotic flora, which produced various biomolecules with commercial value. However, many of the plants adapted to this threat and became dangerous to the harvesters. The planet had a normal rotational period of about 27 hours, and its year lasted 301 local days. (DFR, DFRSB)

New Cov Biomolecule Company

located in the city of Ilic on New Cov, this company was the primary harvester and exporter of New Cov's various natural biomolecules. These substances were used throughout the galaxy for a number of medicinal, industrial, and military applications. (DFRSB)

New Cov Quasar

this starship was owned by Kevan Startron. It was a Hyrotil *Crescent*-class transport. (CRO)

New Cylimba

this planet was the site of an Alliance base during the Galactic Civil War. It was abandoned before the Empire could destroy it. (CRO)

New DownTime

this was a code phrase used by the New Republic forces stationed on Folor, and was meant to indicate a full retreat. If a retreat was needed, pilots were required to meet at New DownTime, a reference to the cantina often frequented by Republic pilots. (WS)

New Escrow

this was one of the largest financial centers of the Old Republic, located on the planet Aargau and controlled by the Intergalactic Banking Clan. New Escrow also served as Aargau's planetary capital. Despite the successful use of speeders and airplanes in the urban areas of Coruscant, Aargau chose to build magnificent roadways for its vehicle and pedestrian traffic. (HNN5, PH)

New Escrow Old Spaceport

this spaceport, located in the capital city of New Escrow on the planet Aargau, was converted into a museum when the New Escrow Starport was built, shortly after the Battle of Hoth. (PH)

New Escrow Starport

this was the primary spaceport located in the capital city of New Escrow, on the planet Aargau. (PH)

New History Squad

this group of children from the planet Melida/Daan was established by Nield, after The Young took control of the planet. Their mission to ensure that the Halls of Evidence were destroyed, thereby eliminating the centuries of hatred between the Daan and Melida maintained in their holograms. (UP)

New Holstice

this planet served as one of the many staging points for the Army of the Republic, during the height of the Clone Wars. New Holstice also served as one of the Republic's primary hospital facilities during the conflict. Located in a remote glade on the planet was a wondrous memorial to those Jedi Knights who had been killed over the millennia. The natives of New Holstice created the memorial by generating a shaft of pure light that rose high into the sky. The light, powered by a dedicated generator that ensured the light would not go out, was of a specific frequency and wavelength that attracted the unusual memory moth. The people of New Holstice added one memory moth for each Jedi who was killed, starting from a point many thousands of years before the Clone Wars. The Jedi's name was whispered to a moth, which repeated the Jedi's name in the beating of its wings, seemingly forever. The memorial was filled slowly over the centuries, until the Clone Wars began. Starting with the Battle of Geonosis, the memorial was filled at an astonishing rate, due to the loss of hundreds of Jedi during the fighting. In the wake of the Republic's resounding loss at the Battle of Jabiim, the surviving forces retreated to New Holstice to recover. Some seventeen months after the Battle of Geonosis, New Holstice was attacked by a group of former Mandalorian warriors, but they were eventually defeated. (RBJ, RSF)

New Hope

this Alliance Dreadnaught had once been stationed in orbit around Churba, as a sort of floating museum. Alliance forces stole the ship out from under the Imperials who controlled the planet, and refitted it to serve as a mobile command post during the early years of the Galactic Civil War. In the wake of the Battle of Endor, the *New Hope* was stationed at Milagro. (SFE, ECH)

New Hope Settlement

this was one of the small settlements found on the planet Ladarra. (TFNR)

New Hometown

this settlement, originally known as Hometown, was located on the planet Ennth. Like all other settlements there, it was almost completely destroyed in the wake of earthquakes and tidal waves caused when Ennth's moon orbited close to the planet. The settlers eventually rebuilt it, and renamed it New Hometown. When it was again destroyed eight years later, it was renamed Newer Hometown. The young Jedi student Zekk was born here, and then orphaned when his parents were killed in an earthquake. (SHA)

New Horizons Development Corporation

this corporation recruited several Fefze swarms in order to make food production more efficient. They also employed Fefze as colonizers, allowing the adaptable insects to make a planet more useful for other races. (GG4)

New Jarvis System

this Tapani Sector star system was part of the holdings of House Calipsa during the New Order. Aside from the Calipsa System itself, the New Jarvis system was the most populated system in the control of House Calipsa. The system was seized from House Pelagia, after House Mecetti nearly exterminated Pelagia. (LOE)

New Kisse

this moon, the eighth moon of the planet Chaasch, was covered with dense underbush and wilderness. It was the homeworld of the Samuac race. (SSR)

New Marketplace

this was a trading and commercial district of the city of Talos, located on the planet Atzerri. (SOL)

New Melaana

this was the name given to the recently urbanized canyon floor of the city of Melaana, on the planet Soterios. The Old City, as it was called, had maintained the canyon floor for use as farmland. However, the deserts of Soterios eventually reclaimed the land, making it unsuitable for farming. In the last centuries of the Old Republic, the city managers built New Melaana in the fashion of the skyscrapers of Coruscant. (PGT)

New Nystao

this was the name of the settlement which sprang up at the base of Mount Tantiss, on Wayland, after the New Republic defeated Grand Admiral Thrawn and took control of the facility. It became the nominal capital of the planet because it was also the location of the largest civilian starport on the planet. (HT, WOA29)

New Oldtown

this village, found on the planet Aldivv, was the home of Lara Notsil before it was destroyed by Admiral Trigit. (IF)

New Order

the name given to Palpatine's reign as Emperor, the New Order was instituted in the wake of the galactic upheaval experienced during the Clone Wars. Although Palpatine had publicly promised to resign his position as Supreme Chancellor when the threats of the Separatists had passed, he had been secretly manipulating galactic events in order to retain his position of leadership. He also worked behind the scenes to curry favor with many Senators, and was not above using force to get his way. Thus, when the Separatist threats to the Old Republic became too great, he graciously accepted continuations of his tenure. With the Clone Wars ended, Palpatine seized control of the military and the government in the wake of what he called the "Jedi Rebellion", instituting the New Order as his plan to eliminate the corruption that was rampant in the Old Republic. In his own words, Palpatine proclaimed, "We will make a New Order. We will trade strength for frailty, order for chaos, and decisiveness for uncertainty." The bywords of the New Order were safety, security, justice, and peace. One of the primary tenets of the New Order was that diversity was a weakness the galaxy couldn't tolerate. Thus, a strong pro-Human sentiment was instilled that relegated aliens and near-humans to a much lower status. (SWN, RESB, GBC, VD3)

New Order Progressive

this was the title of a newsfeed which reported on the state of the galaxy during the reign of Emperor Palpatine. As its name suggests, the NOP was heavily pro-Imperial in its reporting. (SWJ3, SWJ8)

New Oslet Flejj Beasts

this was one of the best Pugil teams found on the planet Lannik, during the last decades of the Old Republic. (HNN5)

New Plympto

this planet was located deep in the Core Worlds, on the edge of the Deep Core. It was located along the Corellian Trade Spine, between Jumus and Duro, in what is known as the Outlier Systems. New Plympto was the homeworld of the Nosaurian race, as well as the rikknit, a species of crablike spider whose eggs were a vital ingredient in many intoxicants. The planet was first contacted by Corellian traders some 10,000 years before the Battle of Yavin. When the trade for ji rikkit was shut down, New Plympto experienced an economic depression, and the Nosaurians came to hate the Republic for it. The change-over to Emperor Palpatine's New Order was no better, especially after New Plympto was declared "expendable" by an Imperial Procurator of Justice. The death of Fefar Blackeye, although caused by Imperial forces, was attributed to the New Republic, and the Nosaurians eventually declared themselves independent from the fledgling government. During the Yuuzhan Vong invasion of the galaxy, the Nosaurian natives of the planet put up a strong resistance, led by the Jedi Knights Alema Rar and her sister, Numa. In retaliation, the Yuuzhan Vong unleashed a life-destroying plague that wiped the planet clean of organic life. The Rar sisters barely escaped with a large group of refugees, sneaking by the Yuuzhan Vong blockade by hiding in ore freighters. *Note that, while Coruscant and the Core Worlds indicates that New Plympto had a day which lasted 18 standard hours and a year that lasted 244 days, Star Wars Gamer issue 9 indicates that New Plympto's day lasted 22 standard hours and its year lasted 370 standard days.* (IWE1, BP, SBS, NEGC, CCW, GMR9)

New Plympto

this star was the central body in the New Plympto System. (CCW)

New Polokia

one of the colony worlds visited by the Star Morning after it left Darepp, en route to Motexx. (SOL)

New Quarter

this section of Mos Eisley, located on the planet Tatooine, was the site of many of the newest docking facilities and landing pads, during the height of the New Order. It was centered on, and radiated outward from, the city's water and power distribution center, and was considered the most "tourist-friendly" area of the city. (TCG4, SOT)

New Ralltiir

Han Solo was interviewed by Voren Na'al on this planet. (CSA)

New Regime

the name of the government of Brigia when Han Solo delivers hardware and supplies to the new university there, after leaving Saheelindeel. When it came to power, it instituted a new form of currency, thus enabling it to control trade. They also began to build up the planet's military. (HSL)

New Republic

the name given to the government which overthrows Palpatine's New Order. Founded just after the Battle of Endor and the Truce at Bakura, the New Republic reaffirms many of the Old Republic's basic tenets, and also establishes some new ones. These new beliefs are aimed toward eliminating the beliefs which brought the Old Republic down. It was first headed by Mon Mothma, and later by Leia Organa-Solo. At the time of the Yevethan Great Purge, the New Republic had 400 sentient species on 11,000 inhabited worlds as members. The symbol of the New Republic reused the blue crest of the Alliance, which signified the burning desire to restore justice to the galaxy. Surrounding it were fifteen stars that signified the galactic community. A thin golden border surrounds the circular seal, symbolizing the galactic right of the people to govern themselves. The Republic withstood many internal challenges, not the least of which was the petty squabbling of its member worlds, until being rocked by the Yuuzhan Vong invasion of the galaxy. Under incredible pressure to maintain order and ensure their survival, many members of the New Republic Advisory Council worked harder to save themselves than their homeworlds or constituents. The Advisory Council's inability to make a decision on how to address the alien invaders allowed the Yuuzhan Vong to make swift inroads toward the Core Worlds. Within three years, the Yuuzhan Vong captured the planet Coruscant and forced Chief of State Borsk Fey'lya to sacrifice himself in an attempt to stem the tide. With Coruscant destroyed, the New Republic shattered. In one of the earliest meetings of the so-called Inner Circle, General Antilles called the New Republic "a dead, oversizing hulk with a decentralized nervous system, whose extremities don't realize that its heart isn't beating anymore." (HTTE, DE1, JS, BTS, TTSB, EL1)

New Republic Advisory Council

this six-member body formed the highest level of the New Republic's government. Led by the Chief of State, the Advisory Council debated over the most problematic issues faced by the Republic. It was formed nearly two decades after the Battle of Endor, but was scattered in the wake of the Second Battle of Coruscant, when the Yuuzhan Vong destroyed much of the capital planet and precipitated the death of Borsk Fey'lya. (VP, EL1)

New Republic Astrogation Studies Center

this educational resource, funded by the New Republic, was set up to study those planets which lacked sufficient information in the New Republic's databases. They provided detailed information on planets which remained pro-Imperial or neutral, were unknown, or simply lacked detailed information. (CTD)

New Republic Bounty Hunter License

this was the New Republic's version of the Imperial Peace-keeping Certificate, and licensed a being to be a bounty hunter. (HR)

New Republic Cabinet

the New Republic's governing body, established in the wake of the defeat of grand Admiral Thrawn. (JS)

New Republic Cantina

this establishment is located in the city of Algarine, on Algara II. (PG2)

New Republic City

this was the name used to describe the capital city of Coruscant, during the years leading up to the Yuuzhan Vong invasion of the galaxy. It replaced the ancient name of Republic City, as well as the name Imperial City, which had been used during the era of the New Order. (UF)

New Republic Claims Office

this branch of the New Republic's government was responsible for ensuring that planets and resources scouted out by independent scouts are not usurped or "jumped" by another scout, as well as paying for the rights to use the newly-found location. Proper registration of the discovered resource must be made by the independent scout in order to receive any form of payments or protection. (GG8)

New Republic Defense Fleet

this is the primary coalition of the New Republic's Naval forces. (TT)

New Republic Defense Force

this was the primary military body, created by the New Republic, to protect the Republic from external subterfuge. The credibility of the NRDF was severely degraded when the Yuuzhan Vong invaded the galaxy, since the Republic's military was poorly-equipped to handle the situation. The valiant struggle to win the war was not given much media coverage, further adding to the poor image of the NRDF. However, in the wake of the Battle of Borleias and the release of Wolam Tser's holodocumentary, *The Battle of Borleias*, the true efforts of the Defense Force were revealed to the public, and popular opinion of the NRDF was restored. In time, the New Republic Defense Force was considered an equal of the Senate, although the loss of Coruscant and the scattering of the Republic's leaders put a great strain on the NRDF's relationship with the government. Once the Galactic Alliance was solidified on Calamari, the NRDF once again set to work protecting those people it could. (HT, DW, FH1)

New Republic Diplomatic Corps

this branch of the New Republic government was formed to work with formerly Imperial worlds, to bring them into the fold of the New Republic without warfare. (WOTC)

New Republic Fleet Infirmary

located on the planet Coruscant, this military hospital was set up to maintain the health of the home fleet. (SOL)

New Republic Historical Archive

this vast warehouse served as the New Republic's primary archive, during the years leading up to the Yuuzhan Vong invasion of the galaxy. Most sections of the Archive were open to the public, and provided a visual description of the galaxy's history. (PH)

New Republic Honor Guard

this branch of the New Republic military was charged with protecting the dignitaries of the New Republic during their travels. (VP)

New Republic Intelligence

the New Republic's primary source of information throughout the galaxy, it is a vast network of spies and agents. They are very skilled in overt and covert operations. (AC)

New Republic Medical Institute

this medical research and education facility was established on the planet Corellia, in the wake of the Battle of Endor. (EGA)

New Republic Military Oversight Committee

this body of the New Republic was charged with the defense of the galaxy, ensuring that proper costs and justifications were used in all actions. Their work during the Yuuzhan Vong invasion of the galaxy came

under intense scrutiny, especially in the wake of Viqi Shesh's exposure as an agent of the alien invaders. (SBS)

New Republic Military Police

this branch of the New Republic's armed forces was responsible for ensuring that the members of the armed forces act within the laws established by the Republic. (IF)

New Republic Obelisk

this tall, thin needle of stone was erected in Imperial City, on Coruscant, to symbolize the unity of the New Republic. (JE)

New Republic Observers

this group of individuals was chartered by the New Republic shortly after Ponc Gavrisom was named President and the policies of the Republic were modified. Their roles was to move freely about their assigned sectors, reporting any improper government activities directly to the High Council. Beings were assigned to sectors of space far from their own homeworlds, to develop Observers who were impartial and incorruptible. They were filling a role which use to be played by the Jedi Knights, when they were much more plentiful. They wore a small, gold-filigree pin to signify their position, often hiding it inside their collars. (SOP)

New Republic Prime Newsgrid

this news agency was the primary source of news throughout the galaxy. It reported on happenings regardless of their location. It complemented the Coruscant Global Newsgrid, and was one of the first agencies to report the lift-off of the *Aramadia* from the planet. (BTS)

New Republic Reference Service

this information bureau was part of the New Republic. Luke Skywalker had the service search for any references to the Fallanassi or the White Current, during his travels with Akanah. (SOL)

New Republic Relief Corps

this was the body of beings who performed the work funded by the Senate Select Committee for Refugees, during the height of the Yuuzhan Vong invasion of the galaxy. (NEGV)

New Republic Scout Service

this New Republic-sponsored group was created to provide the latest information on star systems and intergalactic phenomena to anyone looking to explore the galaxy. Its findings were considered complete, but often went through several layers of Republic review before they were published. The service was championed by Mon Mothma herself, who argued that the service would help bring the more remote and out-of-touch planets of the Unknown Regions and Wild Space up to the galactic norm, especially in the wake of the Battle of Endor. She received stiff opposition from the Provisional Council, but her reasoning won out in the end. The NRSS employed three kinds of scouts: service scouts, who were members of the New Republic itself; corporate scouts, funded by the many mega-corporations of the galaxy; and independent scouts, who worked for themselves. The Service was derived from a similar branch of the Old Republic, which was disbanded by Emperor Palpatine when he discovered that many Old Republic scouts were feeding anti-Imperial information to newly-discovered civilizations. (GG8, SWJ8)

New Republic Security Force

implemented by Airen Cracken shortly after Coruscant was liberated from Ysanne Isard, the NRSF replaced the old Imperial Sector Rangers. It was designed to be a law enforcement agency as well as a counter-insurgency force. (KT)

New Republic Senate

the new planetary Senate formed with the birth of the New Republic, it mirrors the old Imperial Senate in its ways and means. (JS)

New Republic Ship Registry

this bureau replaced the Imperial Bureau of Ships and Services, and was responsible for keeping records

of all operative starships in the galaxy. It assigned registry numbers to each ship, and catalogued owners and ports of origin. (SOL)

New Republic Space Academy

a military institution who graduates went on to serve in some of the highest military positions of the New Republic. Many new graduates became part of the Chief of State's honor guard before going into active duty. (POT)

New Republic Space Navy

this was the official designation of the New Republic Navy. (SBS)

New Republic Special Acquisitions Unit

this was the term used by Airen Cracken to describe Cryle Cavv and Sienn Sconn, when they were hired to steal the *Super-class* Star Destroyer *Guardian*. Cracken appealed to their vanity and experience when recruiting the two scoundrels. (SWJ15)

New Republic Trade Council

this sub-committee was made up of businessbeings and New Republic officials, with the goal of keeping trade open and free. (SHA)

New Republic War College

this institution was created by the New Republic to preserve and maintain information on the various aspects of warfare used throughout the history of the galaxy. A main branch of the college is located on Woostri, near the planet's HoloScan Database building. (TTSB)

New Sith Wars

this was the term used by historians to represent the history of the galaxy from 2000 to 1000 years before the Battle of Yavin. The alliance of Sith known as the Brotherhood of Darkness rose to power during this time, but the Sith culture was marred by infighting and backstabbing among its members. Although the Sith of this period managed to take many worlds from the Old Republic, the lust of its members was unsatisfied. Each Sith Lord wanted more power and control, and the violence within the ranks was as vicious as it was against the Republic. Ultimately, the era of the New Sith Wars came to an end with the Battle of Ruusan, when the Brotherhood of Darkness was finally defeated. Also during this time, the Mandalorian Mercs were able to recruit an endless supply of soldiers for their seemingly endless campaigns of violence and pillaging. The Mandalorians of this time once again pledged their support for the Sith, and fought alongside them in many battles against the Old Republic. (SWI80)

New Star

this Imperial Nebulon-B frigate was under the command of Captain Miech Conar when it was hijacked by Dhas Vedij and the crew of the *Far Orbit*. (FOP)

New Town

this was the western part of the city of Bagsho, on Nim Drovis. As the name suggested, it was the most recently-developed section of Bagsho. (POT, EGP)

New Vertica

this was one of the largest, official cities found on the Smuggler's Moon of Nar Shaddaa. (HNN4)

New Year's Fete

this Imperial holiday was celebrated on many Imperial worlds, although it was nothing more than an excuse to get drunk, eat to excess, and take some spice. (SWJ10)

Newcomers

a name given to those inhabitants of Nam Chorios who were not direct descendants of the original prisoners left there by the Grissmath. They came to Nam Chorios to try and open new frontiers and establish profitable commercial centers. The barren wastes of the planet prevented them from doing so. The Newcomers believed that the Therans and other Oldtimers wanted to keep the planet isolated, as

evidenced by their use of automatic gun emplacements to shoot down incoming and outgoing cargo ships. This belief was fostered by Seti Ashgad, although the real meaning of the gun emplacements was never made public. The Oldtimers and Therans were striving to keep the drochs from leaving the planet, not trying to prohibit trade. The Newcomers fought for Ashgad, ambushing the gun emplacements when ships arrived. The ships contained weapons required to liberate Ashgad and the droch Dzym from the planet, although the Newcomers were told that the weapons were to be used against the Oldtimers. (POT)

Newer Hopetown

this was the name chosen for the rebuilt settlement of New Hopetown, on the planet Ennth, after it was destroyed in the wake of seismic activity which wracked the planet every eight years. When it, too, was destroyed, it was renamed Newest Hopetown. (SHA)

Newest Coast Town

this settlement, located on the planet Ennth, was typical of the small towns that were built there. The planet virtually tore itself apart every eight years, when its single moon passed close enough to graze the atmosphere and set off huge seismic and tidal disturbances. Rebuilt from the base of a previous town - probably called Newer Coast Town - it was eventually destroyed itself in a huge tidal wave. (SHA)

Newest Hopetown

this settlement on the planet Ennth was built from the rubble of Newer Hopetown. When it was destroyed during Ennth's eight-year seismic cycle, it was rebuilt and renamed Another Hopetown. (SHA)

Newland

this was the largest of the floating cities found on the planet Neona. (PGT)

Newland System

a planetary star system located in the Outer Rim Territories, it contains the planet Argoon. (TIE)

Newlife Point

this is the only city on the planet Carosi XII, located on the north shore of the Avuae Sea. It was named in honor of the fact that Carosi XII offered the Carosites of Carosi IV a new chance to live when the Carosi star expanded and destroyed Carosi IV. (PG2)

Newoongall

this huge, arachnid-like creature was native to the caves of the planet Rodia. Newoongalls have six legs that they use for moving about on the ground, plus a pair of clawed forearms. In addition to these limbs, newoongalls have four upper arms which they used to cling to the ceiling of their caves. (SPG)

Newport

this was one of the three major spaceports located in Imperial City, on Coruscant. The Obroan Institute maintained a landing bay there for many decades, until the Yuuzhan Vong took control of Coruscant and reformed it into a simulacrum of Yuuzhan'tar. Like most locations on the planet, Newport suffered huge amounts of damage during the early stages of the reformation. (BTS, TT, UF)

Newsblink

this term referred to any small, quickly distributed piece of news. (APS)

Newsdroid

this was the name given to any droid which collected news reports for later presentation on a newsnet. (SWJ6)

NewsNet

this was the generic term used to describe the various forums and bulletin boards which sprang up on the HoloNet, to provide all manner of timely information and communication to the citizens of the galaxy. The types of information being shared on NewsNets ranged from gossip to travel notices to realtime news reporting. (SWJ3)

Newt-worm

this is a species of legged annelid. (SWJ8)

Nexcore Mining Corporation

this mining operation established a base of operations on the planet Velusia, during the last decades of the Old Republic. After building a spaceport inside Mount Hollow, NMC set out to extract as much ore as it could from the oceans which covered the planet. They used a series of oceanic exploration missions as cover for their activities, hoping to reap huge profits before they could be discovered. When their activities were discovered, however, NMC was forced to shut down much of its operations. Other mining corporations were given access to Velusia's seas, and NMC lost their monopoly on its profits. (CCW)

Nexer System

located in the Borderlands Region, this star system was believed to house the base of operations of Gaor Tembon during the height of the New Order. This system was located near several well-used trade routes, but was remote enough that it avoided official notice. (WBC)

Next Chance, The

a casino located in Equator City on Rodia. (SE)

Nextor

this was one of the many crystals used by the ancient Sith Lord in the construction of a lightsaber. It was believed to have given the wielder the ability to cause a greater amount of damage with a blow from their lightsaber. It was also thought that a nextor crystal caused an opponent to feel fear or apprehension when faced with the lightsaber. Nextor crystals were found almost exclusively on the planet M'haeli. (KOTOR)

Nexu

this was one of the many *Acclamator*-class military transport ships used by the Old Republic during the height of the Clone Wars. The *Nexu* was the ship that transported clone troopers to Vandor-3. (TCD)

Nexu

native to Cholganna, this incredibly dangerous, feline predator was prized by those beings who staged gladiator fights during the last decades of the Old Republic. The head of a nexu was wide and flat, and dominated by its toothy maw. A golden mane surrounded the head, and the paws of the nexu were studded with heavy claws. Most nexu were native to the continent of Indona, with four distinct subspecies existing on Cholganna. Perhaps the most formidable of these subspecies was the four-eyed forest nexu. Two pairs of eyes gave the forest nexu incredible vision, with the primary pair having the ability to see in the visible spectrum while the secondary pair could see in the infrared spectrum. The tail of the forest nexu was partially prehensile, and split into two long "fingers" which were used to stabilize the forest nexu when it hunted in the trees for arboreal octopi. A subspecies of wild nexu evolved on the planet Malastare, after several crimelords had them exported from Cholganna for use as guard beasts. Many of these were too wild to tame, and escaped into the wilderness. It was rumored that the Old Republic Senator from Malastare, Ask Aak, once kept a nexu as an export pet and guard-beast. (TCG1, BF1, VD2, SWI63, BH)

Nexu Grin

this was one of the many attack postures practiced by the warriors who trained in the *teras kasi* martial arts. (HNN5)

Nexus

this Imperial *Carrack*-class cruiser was part of the Imperial force dispatched to hound the Alliance as its ships massed near Sullust, just prior to the Battle of Endor. (XWA)

Nexus

the Imperial shuttle used by Admiral Zaarin to meet with the Habeen diplomats in the shuttle *Fairfax*. (TIE)

Nexus

this was the brand name of Cybot Galactica's droid scomp link access unit. It was basically a thin arm

which had interface ports on its end, and could be extended and inserted into a scomp link access panel. (FTD)

Nexus City

this is the primary spaceport of the planet Entralla. (SWJ4)

Nexus Ring

produced by Menendahl Cybertronics, this Bith device appeared to be an ordinary signet ring. In reality, the nexus ring can be used to connect a cybernetic or prosthetic device to a local power source for recharging. (GFT)

Neyo

this clone commander was one of the many ARC Troopers who led squads into battle for the Grand Army of the Republic, during the height of the Clone Wars. (VD3)

Nez Peron

this was a small, agricultural world which was aligned with the Empire, even after the Battle of Endor. The planet was ruled with an iron fist, and the Empire even transmitted a message indicating that the lives of the natives of the planet were expendable if it helped the Empire. (CE, CE2)

Nezriti Organization

a criminal organization that tried to gain Prince Xizor's favor during the Galactic Civil War. (SE)

Ngaaluh

this Yuuzhan Vong priestess was one of the many followers of Yun-Harla. She brought news to Warmaster Tsavong Lah that Vergere had returned to the Yuuzhan Vong during the early stages of their invasion, but had inherent doubts about the truth behind the Eighth Cortex. When the Shamed Ones began speaking of the Jedi Knights as their saviors, Ngaaluh was one of many high-placed Yuuzhan Vong who took to The Message. To prove herself, she donned an ooglith masquer and set out to locate the prophet of the Shamed Ones, Yu'shaa. She tried to present Yu'shaa with a living unrik, but Yu'shaa - actually Nom Anor - believed she was trying to use a weapon. He used his plaeryin bol to defend himself, and barely realized the mistake he had made. Using a specialized anti-venom, Nom Anor revived Ngaaluh. When she had recovered, Ngaaluh agreed to return to Supreme Overlord Shimrra, with a villip concealed in her robes to record everything she witnessed and relay it to Nom Anor. She accepted the mission, despite its obvious danger, because she so believed in The Message. She was appointed by Shimrra himself to begin weeding out the heretical members of the Shamed Ones, a position which allowed her and Nom Anor to plot the downfall of many high-ranking members of Shimrra's command structure. However, their plans were uncovered during Shimrra's own investigation into the supposed treachery of Prefect Zareb and Drosh Khali. Interrogation of the acolytes who had been inserted into Zareb's household revealed that it was Ngaaluh who actually placed them there. Shimrra ordered her captured and interrogated, but Ngaaluh would not reveal her true loyalties. She poisoned and killed herself, rather than revealing Nom Anor's part in the plots. (EVR, FH2, FH3)

N'Gai

an alien race. (EGC)

N'gant-Zarvel

this Rodian weapons manufacturer produced the 9118 heavy carbine during the Galactic Civil War. Much of their distribution was handled by several Hutt clans, so many of their weapons ended up in the hands of criminals and mercenaries. (ROE, WOTC)

Ngaric, Japhod

this shabby old man was the desk manager at the Lake Aire Hostel, on Lamuir IV, during the height of the Galactic Civil War. (TSIA)

Ngdin

this small, tongue-shaped creature was bio-engineered by the Yuuzhan Vong. It moved about on

thousands of tiny cilia, and was created to eat the blood and flesh of anything it found. This way, the Vong could keep their dwelling clean of biological debris, especially the gricha-larva shells they used to house slaves. The cilia caused a numbing sting when they contact living flesh. (DTO)

N'Ge'U Valley

this red-rock canyon was located on the western edge of the Badlands of N'G'Zi, on the planet Geonosis. (IWE2)

Ng'ok

this violent beast has a foul temper, razor-sharp retractable claws, and a fearsome appearance. They are bred for use in many systems to frighten off potential attackers. They are tall, yellowish tripeds with large mouths and two eyestalks. Chewbacca had a holographic ng'ok on his holochess board on the *Millennium Falcon*. (CCG2)

Ngom

this was an aquatic creature that was once native to the planet Yuuzhan'tar. The ngom was distinguished by its large wattles and its deep cooing call, and was often kept in ponds or moats outside a residence as a kind of organic alarm system. (FP)

Ng'rrh

this Wookiee term means 'clan uncle.' It is used to denote those Wookiees who have taken an apprentice. (TBH)

NH-7

Subpro shipboard avionics control package. (SCRE)

Nhaa, Stannik

this Alliance trooper once hired D'voras Brin to get him off a planet on which he was being pursued by Imperial forces. (GMH)

Nharl

this star was the central body of the Nharl System. About two years before the Battle of Geonosis, Nharl ejected an immense solar flare, measuring more than ten light-minutes in length. The flare torched the planet Equanus, rendering it a lifeless cinder and virtually wiping out the Equani race. Many of the surviving Equani believed that the solar flare ejected by the star was not a natural phenomenon, but the result of a test-firing of the fire Death Star's superlaser. The test was miscalculated, and the star erupted with the solar flare. Although it was of little consolation to the Equani, the scientists who were conducting the test were killed in the flare as well. (MJH)

Nharpira

this small, predatory amphibian was native to the planet Dagobah. It was an aquatic creature, using its speed and tooth-filled maw to catch its prey. (WSW)

Nharqis'I

this area of space was known as the "death place" by many races. The word "Nharqis'I" was actually a modification of a smuggler's term for a killing field. The Nharqis'I is a starless, featureless section of the galaxy which was forbidding in its blankness. (TFNR)

Nhar'qual

named for an Old Corellian term which literally meant "dark death," this huge sand well was found within the Adsila Rifts of Socorro. It was rumored to be bottomless, and the original colonists used it as an execution site. The rift was too narrow to fly a starship into, but sensor probes launched into the rift have transmitted from a depth of 450 kilometers before they were lost. (BSS)

Nharwaak

one of the two predominant civilizations found on Mylok IV, the Nharwaak and their neighbors, the Habeen, had developed a small hyperdrive system which would enable a TIE Fighter to have supralight

capabilities. The Nharwaak, however, was decidedly against selling the technology to the Empire. A number of battles erupted in the Mylok System as Admiral Zaarin tried to obtain the hyperdrive technology. When the Habeen sold the technology to the Empire, the Nharwaaks attempted to get the technology to the Alliance, but was not successful. (TIE)

N'haz Mit

Boba Fett tracked this being to the planet Necropolis, shortly after the Battle of Yavin, where he was forced to kill Mit. A week later, Fett learned that Mit still lived, and returned to Necropolis to kill him again. (GOF2)

Nhazz

Nhazz was a fighter for the Alliance and the New Republic, and was probably the brother of Uz Bonearm. (DE2)

Nhoras

this alien race had a 600-year-old feud with the Clatear race, a feud which five generations of Jedi Knights couldn't resolve. When the Empire took control of the galaxy, they subjugated the Clatear while leaving the Nhoras relatively alone. Thus, when the revelation of the Caamas Document brought the feud to a head once more, the Nhoras were unprepared for the Clatears' initial attacks. They began hiring mercenaries - most notably the Dhashaan Shield - to protect them from harm. (SOP)

Ni chuba na

this Huttese question meant "Is this yours?" (E1A14)

Ni toi darama

this Yevethan phrase translates into "the Blessed comes to us." It was chanted and sung by the Yevetha when Nil Spaar arrived in Hariz, after the successful extermination of several Koornacht Cluster worlds during the Yevethan Purge. (SOL)

Niado Duegad

this mercenary creature was native to the planet Vodran. Duegad's culture controlled its environment with terraforming activities. His species' biochemical make-up includes enhanced adrenal glands that secrete huge amounts of adrenalin that can sustain an individual for a short period of incredible strength. Niado resembles a large, upright, monocular slug. (CCG9)

Nian Lup

this Rodian arms dealer was known to be one of the most reputable and respectable dealers in the Outer Rim. Very few beings knew that he maintained the alter ego Karbo Jaxx, in order to run weapons to less than respectable parties. (HAS)

Nib

this ancient form of holdout blaster was once used by Duros females. (GCG)

Nib

this was once of the many names given to Duros females. Among the Duros, the name Nib referred to an ancient form of holdout blaster used by Duros females. (GCG)

Nibao Glumm

this being lived in Mos Eisley, on the planet Tatooine, during the height of the New Order, working as an ersatz guide and expediter for those tourists who were gullible enough to pay for his services. (GMR7)

Nibber Swoo

this hyperactive Rybet worked as an aircab driver on the planet Coruscant, during the last years of the Old Republic. He had a license from the government to drive outside designated traffic lanes, which made him popular with many of the planet's underground figures, because he could take them to remote locations for clandestine meetings. Nibber's cousin, also living on Coruscant, owned a funeral parlor which

had an organic disintegrator, a fact that allowed criminals to hire Nibber's cab to assist in the disposal of unwanted bodies. (CCW)

Nibobo

this Huttese word translated into Basic as "a contract." (GMR5)

Nic Whoma

this Gran gambler was a frequent patron of the Outlander Club, during the years leading up to the Battle of Geonosis. (OWS)

Nicandra Counterrevolutionary Signalmens' Memorial Building

this huge, dome-topped building was located in Galactic City on Coruscant, during the last decades of the Old Republic. It was located near the Skysitter Restaurant. During the First Battle of Coruscant, the building took heavy damage, and several thousand beings were killed in explosions and collapses. (IWE2, VD3)

Nicandra Plaza

this open-air plaza surrounded the Nicandra Counterrevolutionary Signalmen's Memorial Building on Coruscant, during the last decades of the Old Republic. (LEV)

Nichen

this New Republic world helped tend to the wounded and dead from the loss of the Kuari, during the hunt for the Teljkon vagabond near Gmir Askilon. (SOL)

Nichos

this given name was common human males across the galaxy. (GCG)

Nici the Specialist

this individual was well-known to the underworld of Coruscant. For a price, Nici could obtain a completely new identity for just about any individual. Han Solo sought out Nici's services after escaping from Ylesia and being apprehended by Parq Yewgeen Plancke at the Imperial Bank of Coruscant. Han had a complete cell re-arrangement and retinal surgery in order to mask his former identity, in order to gain entrance to the Imperial Space Academy. Han had the new identity given the name "Han Solo." (TPS)

Nic-i-tain

the smoky by-product that results from the burning of t'bac. (TME)

Nicki

this Ewok lived in Bright Tree Village during the Empire's occupation of the Forest Moon of Endor. *Nicki was portrayed by Nicki Reade in Star Wars: Episode VI - Return of the Jedi.* (ROTJ)

Niclari, Groz

this youth was a fanatic player of the roleplaying game *Quest for Quasar*, during the last decades of the Old Republic. He even maintained a HoloNet infocache dedicated to the game and its rules, characters, and artifacts. (HNN5)

Nicta

this was one of the many small creatures Jacen Solo kept in his collection at the Jedi academy on Yavin 4. Nicta was a gort, and resembled a bright blue ball of feather-like fur. (TCC, CCR)

Nidder, Arl

this redheaded Corellian served Black Sun under the command of Zekka Thyne, before the near-human was imprisoned on Kessel. When Grand Admiral Thrawn, disguised as Jodo Kast, infiltrated Thyne's base in Coronet, Nidder was killed when a firefight erupted. (TFE)

Niddion

this frigid ball of rock was the seventh and outermost world in the Lianna System. (ML)

Nidifer

this man served as a Lieutenant Commander with the Alliance, serving aboard the medical Dreadnaught *Mercy* during the last years of the Galactic Civil War. (RAG)

Nidosh

this was the Korunnai word used to describe an orphan. Most often, these orphans were given the name of their *ghosh* as their last name, to signify that they had no parents. (SHPT)

Nield

this young man, a native of Melida/Daan, was the leader of The Young when Qui-Gon Jinn and Obi-Wan Kenobi arrived on their planet to seach out Tahl. His parents were Daan, although he had disavowed any affiliation to either faction. His father, Micae, led his three oldest sons into battle. Micae was forced to leave Nield home because he was too young at the time. All four men were killed in an unremembered battle. His mother was killed shortly afterward, and Nield lived with his cousin. His cousin was killed shortly afterward in another struggle for control of Zehava, and she was just seventeen at the time. He joined The Young after meeting Cerasi and understanding why she lived apart from her parents. Nield's skills in battle and his ability to ecognize and teach strategy earned him the position of the leader of The Young. He agreed to help the two Jedi locate and rescue Tahl, creating a diversion while Cerasi led the Jedi to Tahl's position. Nield used the animosity between the Daan and the Melida to create the illusion of a Daan attack on a Melida sector. The feint was successful, and The Young eventually defeated their elders. Nield was named governor of Zehava, but was unaccustomed to leadership during peaceful times. He demanded that the Halls of Evidence be destroyed, despite a lack of support from his cabinet and to the exclusion of other, more vital activities like providing food and shelter for the inhabitants of Zehava. His resolve was shattered when Cerasi and Obi-Wan petitioned for the cessation of the destruction, and The Young began to splinter along many different lines. After Cerasi's death, Nield exiled Obi-wan from The Young. However, when Obi-Wan revealed Mawat's plans to oust Nield from power, he decided to avenge Cerasi's death by re-establishing peace. He and Obi-Wan managed to defeat Mawat's forces when Qui-Gon showed them all a hologram of Cerasi, pleading for peace shortly before her death. Nield then agreed to form a more cooperative government, working in concert with the Daan and Melida elders to rule the planet. (DOD, UP)

Nieler, Jor

this middle-aged, heavy-set man worked with Aarica Vost, posing as a starship parts dealer at Rordan's Spaceship Parts and More. He was the leader of the Corporate Sector Authority's Security Police Force in the city of Verena, on the planet Kirima. (TSK)

Nien

this name was common among Sullustan males, and meant "good reflexes". (GCG)

Nien Nunb

this Sullustan was tall for his species, and was a loyal worker for SoroSuub until it aligned itself with the Empire. He had worked as a trade runner for the corporation, using his stock light freigher *Sublight Queen* to move raw materials and minerals to outlying systems. He met Lando Calrissian on one of his many missions for SoroSuub. When the Empire grew to power and SoroSuub claimed its allegiance to the New Order, Nien Nunb fled from Sullust and joined the Alliance. Nien Nunb's greatest achievement came during the Battle of Endor, when he was assigned to be Lando's co-pilot the *Millennium Falcon* in the assault on the second Death Star. However, in the ensuing months he became increasingly disgruntled by the fact that his part in the Battle of Endor was often overlooked. He assisted Han Solo in the rescue of the planet Vandelhelm from Imperial control, then reluctantly returned ten years later to participate in the dedication ceremony for the so-called Solo Fleet, a mission he reluctantly accepted. However, it was Nien Nunb's quick thinking that prevented Endro from pulling off a coup d'etat and ousting Lilli from power. Later, Nien Nunb helped defeat the Godoans, and again flew the *Millennium Falcon* against the N'Gai. Following Grand Admiral Thrawn's death, Lando approached him with an offer to help mine Kessel's spice mines for a limited share of the mines' profits. Nien Nunb saw the logic behind employing races which naturally lived beneath the ground to legally mine spice, and agreed to serve as Calrissian's Chief Administrator. Together, they turned Kessel's entire operation into a legitimate business, supplying spice for medicinal and other legal uses. (ROTJ, COTF, EGC, CCR, PH)

Nierer's Folly

a game of chance played in many backwater casinos. (SWJ14)

Nierport Seven

the seventh moon of Eeropha, Nierport Seven was located in the Core Worlds, not far from Coruscant. It was a cold world, with just a single warm month each year. The surface was rocky, dotted with clumps of a thorny, flowering plant. Nierport Seven was unremarkable, except for the fact that Eeropha and its system was a major refueling station for ships destined for Coruscant. (JQ4)

Nieuth IV

this planet is located in the Wyloff Sector, which is part of the Colonies region. (CRO)

Niev Jaub

this Sullustan was an honest trader who did a large volume of business on Nar Shaddaa. He and his ship, the *Bnef Nlle*, were on the Smuggler's Moon when Admiral Greelanx began his attack. Because of his business ties, and because Nar Shaddaa supported a large contingent of Sullustans, Jaub joined the fight. He got caught in no-man's-land when he mistakenly followed Falan Iniro out of hiding before the rest of Nar Shaddaa's defense forces were ready. Jaub saw Iniro and the *Take That!* destroyed by the mistake. Jaub managed to take out a few TIE Fighters that launched from the *Carrack*-class ships that made up the Imperial picket line before sustaining damage himself. Rather than die without fighting back, Jaub piloted his small freighter - the *Bnef Nlle* - on a collision course with the *Vigilance*. The impact destroyed the smaller ship and killed Jaub, but the cruiser was defenseless after losing its shields. (THG)

Nig

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "fate of a violent death". (GCG)

Nig

this Gotal was a member of the Rancors gang, during the period before the Battle of Naboo. When the Raptors confronted Darsha Assant during her failed rescue of Oolth the Fondorian, she was forced to slice of Nig's hand with her lightsaber in order to prevent him from shooting her with a blaster. (DMSH)

Nigel III

this planet was located in Kira Sector. (SS)

Nigel IV

the fourth planet in the Nigel System, this world is located along the Enarc Run. The natives of Nigel IV are a peaceful people, and only formed a republican government at the insistence of the natives during the New Order. It was at this time that Nigel IV became involved with galactic trade, and the influx of travelers and spacers brought crime to the world. The laws and penal system of Nigel IV have been very strict since the Galactic Civil War, and have been successful in keeping the planet crime-free. A cool planet covered with flat plains and vast glaciers, Nigel IV rotates once every 20 standard hours, and orbits its star once every 325 local days. (TSK)

Night Beast

this huge, humanoid creature was left behind by the Massassi to keep Yavin 4 safe until they could return. *It is depicted in The Sith War as a huge, red-skinned humanoid with skied scales and horns, while Classic Star Wars depicts it as a large, fish-like humanoid with sharp claws and fangs.* Classic Star Wars holds that the ancient Massassi created the beast to guard the temples against an enemy takeover, but The Sith War simply showed Exar Kun and the Massassi placing it in the depths of the Great Temple as a guardian. Originally a Massassi Warrior named Kalgrath, the night beast was held in suspended animation until Admiral Griff launched his attack on the Alliance base on Yavin 4. A TIE Bomber crashed on moon, penetrating the Great Temple's lower levels and cracking the beast's suspended animation capsule open. It then began to roam the tunnels of the temple, destroying Alliance equipment in what it believed was the fulfilment of its purpose. It had some use of the Force, and used it to shield itself from energy weapons. When Luke Skywalker discovered the creature, he and R2-D2 were able to drive it

away by using the Force to lure the beast into a space transport. They had programmed the transport for auto-jump, and once the night beast was inside, they initiated the launch sequence. The beast was sent into hyperspace. One of the random jumps performed by the transport brought the beast back to Alliance space. This time, through the Force, Luke explained that the beast would eventually find its former masters by getting onto the transport. (CSW, TSW, EGA)

Night Caller

one of the CR90 corvettes under the command of Apwar Trigit, the *Night Caller* was heavily modified from its original specifications during its initial design. The bow was widened and much of it gutted to allow for a small TIE fighter hangar, while the topside hold had been enlarged to act as storage hold for skimmers. One of the turbolaser turrets on the bow was replaced with a capital-ship tractor beam. The *Night Caller* was dispatched to destroy the New Republic's base on Folor using Empion mines. While it succeeded in knocking out much of the base, the *Night Caller* was captured when the Wraith Squadron pilots created the *Lunatic* and lured the *Night Caller* in to capture it. Voort saBinring was hidden inside, and when the *Lunatic* was drawn into the ship's hold, he managed to take control of the bridge and take the ship for the New Republic. The crew was so taken by the surprise of Voort's attack, that they didn't wipe out its computer memory banks, nor did they get off a distress call to Trigit. The *Night Caller's* flight logs led the Wraiths to several of Zsinj's holdings. Since the warlord and Trigit were unaware that the ship had been captured, Wedge Antilles and Choday Hrakness continued to respond to their orders, and then had the Wraiths fly in after and seemingly attack them. The *Night Caller* was later reassigned to another Republic flight group and renamed the *Ession Strike*. (WS, IF)

Night Creatures

alchemical beasts created during Exar Kun's rule on Yavin 4, these hideous winged reptiles have yellow eyes on each of two heads. Each head sprouts from its own neck. The creatures have purple blood, and their tails are hooked at the end. This hook contains a crystalline poison. They are covered in scales, and have metallic claws. (COTF)

Night Fangs

this pirate group was operative during the height of the New Order. (PP)

Night Gyre

this Z-95 Headhunter was ostensibly owned by Darrus Jeht, during the last years of the Old Republic, despite the fact that the Jedi Knights were not allowed to have possessions of their own. The *Night Gyre* had been purchased by the Almas Academy and loaned to Jeht when he was a student in need of transport. The ship simply remained with Jeht, wherever he traveled, and became source of personal pride for him because the ship always came out of a fight relatively intact. The only problem he was unable to resolve was an intermittent sensor ghost caused by a collision with an asteroid before Darrus had taken possession of it. Regardless of how often Jeht replaced the sensors, the "ghost" remained. After several attempts, Jeht stopped trying to fix it, and simply considered it part of the ship's charm. (LFCW)

Night Hammer

this was the name of the *Super-class* Star Destroyer that Delvardus had been building in secret, using intense amounts of Imperial funding to create it. When Delvardus and the other Imperial warlords were executed by Daala and Pellaeon at Tsoss Station, Daala took the *Night Hammer* as her flagship, renaming it the *Knight Hammer*. (DS)

Night Havoc

the YT-1300 stock light freighter owned by Kara and Willi Saffch. It got stranded in the Zelos System after escaping from TIE Fighters. Many of the ship's systems were destroyed in the escape. (PG2)

Night is a Curtain

this song, written and played by Annadale Fayde, was given a scarlet rating by the Imperial Board of Culture. It first appeared on the compilation *Darkness on the Land*. (GG9)

Night Mynock

this book, written by Rogar Farnoster, was one of the five most popular pieces of literature during the year leading up to the Clone Wars. (HNN4)

Night Planet

see Nivek (CWA1)

Night Raider

this Ghtroc freighter was owned and operated by the Barabel Yarrku. It was destroyed, and Yarrku killed, when the Barabel tried to intercept Kinnin Vo-Shay and Nyo over Nar Shaddaa. Yarrku had been hired by the Herglic Doune to kill Vo-Shay, but instead was killed himself. (TFNR)

Night Shade

this rough-and-tumble bar was located in the city of Chikatlik, on the planet Ord Cestus, during the last decades of the Old Republic. The bar served as a front for the criminal organization commanded by Trillot, who worked from an office hidden in the caves below the bar. (TCD)

Night Spider

this large, carnivorous insect was native to the swamps of Naboo. (SWI69)

Night Spirit

an evil deity feared by the Ewoks but worshipped by the Duloks, the Night Spirit was released when a comet sprayed the Forest Moon of Endor with tiny meteors. The Ewoks believed that the Night Spirit was actually contained in the comet, and arrived on Endor inside a fragment of the comet. The Night Spirit promptly stole the Sunstar from Bright Tree Village, hoping to use it to raise the spirits of evil beings which were supposedly exiled to the Forest Moon. Unfortunately, the Night Spirit lost it to Wicket Wystri Warrick and his friends, when they launched a daring mission to recover it. (ECAR)

Night Stalkers

this was another name for the Mashi Horansi. (PG1, AE)

Night Terror

this was one of the Imperial Star Destroyers active during the early years of the New Republic. (SOC)

Night Wind

Jor Entel's modified YT-1300 freighter. (SN)

Nightbat

large, insectile bats that are native to the planet Dagobah. These bats have leathery wings and six thin legs. Each leg has a set of small, sharp claws. (DS)

NightBlind 472

this Fabritech sensor jamming system was often found on tramp freighters, although its cost meant that the captain either was rich or needed the protection. (GG6)

Nightbringer, Sard

this woman was a crimelord in the Tamarin Sector of the galaxy. During the last years of the Empire, she struggled mightily against the bureaucracy of the Empire. Following the Battle of Endor, she and her forces began taking back their sector, invading Imperial positions and removing the forces which controlled them. Her forces obtained a prototype set of combat armor from Imperial station T-1583, which she tried to auction off to obtain funds for her organization. After Natja the Hutt was killed following her winning bid, Marg Sonat killed Nightbringer in order to take possession of the combat armor for himself. (POC)

Nightcast

this *Stalwart*-class freighter was owned and operated by Callandri. Prior to Callandri, the ship had been owned by Karu Nelbin, but Callandri killed Nelbin and took possession of the ship. She had it modified by

outlaw techs, and it was further modified while Callandri was working at Kuat Drive Yards. It was armed with a pair of turret-mounted laser cannons, and its cargo hold was modified to hold Callandri's Q-6100 groundspeeder. (AIR)

Nightcrawler

an insect native to Tatooine, the nightcrawler was a nocturnal predator. (SW, JAD)

Nightcrawler

according to Wookiee legends, this creature inhabits the first (lowest) level of Kashyyyk's jungles, feeding on the blood and spirit of its victims. (RD)

Night-demon

this species of creature has razor-sharp talons that deliver a burning poison to flesh. (TPS)

Nightdevil

native to Gorothe Prime, this predatory creature lived in the mountainous regions of the planet. These creatures were actually primitive relatives of the modern Gorotheites, having branched off from the same evolutionary path many millennia before the Battle of Yavin. During the era of the New Order, nightdevils were quite rare, mainly because their habitats had been destroyed by the mining operations which covered the planet. As their name implied, nightdevils hunted primarily at night, using their heightened senses to locate the lairs of clawcats and other large prey. These creatures were considered semi-intelligent by many xenobiologists, but their intelligence was based solely on hunting tactics. (GSE)

Nightdweller

this was one of the largest predators found in the jungles of Kashyyyk. Nightdwellers were known to have killed Kashyyyk banthas as prey. (GMR4)

Nightfalcon

Ikas-Adno's model 22-B speederbike. It can be armed with a single laser cannon for military duty. This speederbike could carry a driver and passenger, as well as four kilograms of cargo. (RPG, SWJ8, SWRPG)

Nightflier Squadron

this was one of the many starfighter squadrons of the New Republic. The Nightfliers were known as average pilots who excelled in combat due to the tactics of their commanding officer, Alask Vrei. Their base of operations was hidden inside the frozen core of a comet, which had a long orbit that made it exceptionally stable. (GMR9)

Night-flyer

this is a creature out of Wookiee legend, often characterized by its high-pitched screech. (THG)

Nightgaunt

this species of creature is predominantly nocturnal, and generally hunts from the shadows. (PTR)

Night-gliders

alien creatures native to the planet Altarn, and often sold as pets. (HSE)

Nighthawk

this was the name of a battered, old B-7 light freighter discovered by Yoda aboard Jovan Station, during the Jedi Master's mission to locate Count Dooku on Vjun. Yoda and a pair of Padawans had been attacked on Phindar, and were forced to improvise a way to reach Vjun. After taking a rental ship to reach Jovan, they were able to purchase the *Nighthawk* from a scrapyard. With a little work, the ship was able to get them to Vjun without much trouble. Yoda put the two Padawans - Whie Malreaux and Tallisibeth Enwandung-Esterhazy - to work on the repairs, in an effort to take their minds away from the deaths of their Masters at Phindar. (YDR)

Nighthunter

this four-legged predator was distinguished by its long, powerful legs, whiplike tail, and fanged jaws. However, individuals could vary greatly in appearance, with the variations coming in coloration and shape. Many xenobiologists believed that the nighthunter was descended from another species. In general, nighthunters are hairless, covered with scales which could deflect a blaster bolt. These creatures had a slight connection to the Force which allowed them to cloud the mind of their prey, so that they could sneak up and attack it. During the height of the Old Republic, many nighthunters were exported for use as guard animals, but they proved to be impossible to train and had to be exterminated. A byproduct of their connection to the Force was the way in which a nighthunter bonded with another Force-sensitive being. When the bonding occurs, the nighthunter literally accepts the individual as a member of its family, defending it to the death if necessary. In the wild, nighthunters mate for life, and they could live to be fifty years of age. (PJSB)

Nightlight

this was the brand name of Kalibac's 301-MAX floating security droid. (LOE)

Nightlily

another name for the m'iiyoum plant. (TME)

Nightmare Demon

this feared beast is humanoid in shape, with a head that resembles a bare skull. These creatures have the ability to cloud minds and create illusions, luring their prey close enough to pounce on it. They were supposedly wiped out during the Clone Wars, but Luke Skywalker encountered the demon Reist on Lapez 3. (CSWDW)

Nightmare Machine

this attraction was found on Hologram Fun World. As an amusement attraction, the machine allowed visitors to enter a large room that was initially dark. As the visitors entered, the machine scanned their brain to discover their worst fears. It then displays a vividly-accurate hologram of those fears. It was discovered that the machine was the creation of Borborygmus Gog, and was used to quell rebellious individuals. This was all part of Project Starscream, and the machine was an experiment aimed at providing Gog with a way to use a being's deepest fears as a weapon against them. The Nightmare Machine itself was actually a bioengineered construct, genetically created by Gog. This technology was eventually modified to create the biological weapon known as Eppon, which Gog used against several Alliance soldiers on the planet Kiva. (GOF4, GOF6)

Nightmoon, Debret

this woman was a smuggler who worked as a courier during the last years of the Galactic Civil War. She traveled the galaxy in a modified Z-10 Seeker she named *Starlady*. (SWJ5)

NightRunner

this Ghtroc Class 720 freighter was operated by Bazak's Gang. It supported the boarding actions of the Skipray Blastboats *Slicer* and *Slasher*. It was armed with a double laser cannon and turret-mounted laser cannon. (FBS)

Nightseer

this avian was native to the planet Ruan. When the Salliche Agricultural Corporation began retooling its operations in hopes of pleasing the Yuuzhan Vong, it genetically altered nightseers to be wingless and mute, and used them to create droppings which were later turned into fertilizer. (JE)

Nightshadow

this was a series of anti-sensor baffling produced by Arakyd. This form of countermeasure was used to baffle, or deaden, the various emissions of a starship, including engine exhaust and communications. A smoother, more rounded hull was more effectively baffled than an angular hull. (PP)

Nightshrike

this vicious, avian predator was native to the planet Monastery. Primarily a nocturnal creature, the black-

skinned nightshrike used the cover of darkness to attack and kill its prey. The nightshrike was found mainly in the rainforests of the planet. (MC35)

Nightsinger

this large, vicious avian creature was native to the moon known as Nightsinger's Orb. These creatures lived in the craggy caverns which dotted the cliffs of the moon, and resembled huge, flying reptiles. The Hejaran family traditionally hunted these creatures, not for sport, but for food during important feasts. These immanse beasts were named for the keening cries they used to communicate with each other. (TSIA)

Nightsinger's Orb

named for the vicious avians which inhabit it, this semi-tropical moon was located in the Pella System of Tapani Sector. (TSIA)

Nightsisters

a clan of Dark Side witches on Dathomir, the Nightsisters were created by Gethzerion following her own exile. It is rumored that Palpatine feared their power, so he had the planet interdicted and used atmospheric bombardment to destroy any ships on the planet. They are noticeable by the way the blood vessels near their eyes have ruptured from their rage, and from their use of the Dark Side. They made a deal with the Imperial Warlord Zsinj for a transport ship with which they could escape Dathomir, but they were destroyed by Luke, Han, and Leia just as their ship tried to leave Dathomir. (CPL, CTD)

Nightspider

this was a species of predatory spider that was native to the planet Naboo. All nightspiders used a form of poison to kill their prey or defend themselves, and one subspecies of nightspider could spit this poison at its target. All nightspiders were considered aggressive, and were to be avoided if at all possible. (GQRG)

Nightstinger

this weapon, produced by Xerrol, was a model of sniper's blaster rifle. It was well-known among weapons experts for the fact that it fires an invisible bolt. Despite this advantage, the weapon had several drawbacks. First, a canister of the special blster gas it required cost well over 1,000 credits. Second, each canister had only enough gas for up to five shots before it had to be replaced. Lastly, the canisters were specially designed, and only fit in certain weapons. It was created by the Empire for use in taking out specific targets. (SOP)

Nightsweat

this was the pseudonym used by Ylenic It'kla to describe the Anzati Saarai-kaar, Nikkos Tyris. The name is a description of the Anzati's smell, which carried more descriptive information to the Caamasi than physical appearance. (IJ)

Nightswift

a nocturnal, carnivorous creature native to Kamar. They are also a source of food for the Kamarians. (HSR)

NightWhispers

this was the name used by one of the Empire's most elite stormtrooper units. A unit of the Storm Commandos, they were sent into the field whenever incredible stealth was required to gain access to an enemy target. (ROE)

Nightwing

this was the callsign of a member of the Thaereian Navy, during the height of the Clone Wars. He originally joined the military to protect his homeworld, although he was one of the few soldiers who truly understood that protection often meant taking the fight to a superior enemy. His beliefs were challenged when he was confronted by Commander Kulkis, who tested Nightwing's resolve by drawing a knife on the soldier. Nightwing was prepared for the attack, and managed to twist the knife into a position where it stabbed into Kulkis' chest when they fell to the ground. Nightwing believed that he had passed whatever test Kulkis had meant for him, although Kulkis' final words caused him to question the need to continue

defending Thaere. Many of the Cularin newsnets were abuzz with activity after an account of Nightwing's actions were posted, and many believed that Nightwing was actually Osten Dal'Nay. (LFCW)

Nigiro

an Imperial freighter destroyed by Keyan Farlander during his first tour of duty as an X-Wing pilot. (XW)

Nigkoe Detention Facility

this immense, stone-walled prison was maintained by the Separatists on the planet Felucia, during the height of the Clone Wars. Many Jedi Knights and Masters were held at Nigkoe during the fighting. (ROF)

Nihil

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XW)

Nihun River

this river, located on the planet Brosi, flowed down the Nihun Valley to the Bay of Sypon. (AIR)

Nihun Valley

this river valley was located on the planet Brosi. It meandered through the Blan Forest, emptying into the Bay of Sypon. (AIR)

Niian

Captain Twolz was killed by Imperial stormtroopers near this planet. (SWJ1)

Niik, Li-Suun

this well-known crimelord operated a bold and fearless smuggling operation from a base on the planet Aargau, during the height of the Galactic Civil War. His smugglers were known for their bravery - or stupidity, depending on how one looked at things. Li-Suun himself was hard for authorities to pinpoint, and the name Li-Suun Niik was probably an alias. He had cultivated several contacts within the Bank of Aargau, although his contacts were unaware of his true identity. What was known was that Li-Suun and his smugglers used a variety of methods to smuggle precious metals off the planet, including surgically attaching sheets of gold to bones. Unknown to most beings, Li-Suun was also somewhat sensitive to the Force, although he was self-trained. (PH, MC48)

Niiliisi, Granz

this middle-aged man was the leader of the Massa Family criminal organization on the planet Ukio, during the early years of the New Order. The local government wanted him removed from power, so it hired the ThunderForce mercenaries to remove him. Niiliisi barely survived the assault, and managed to flee Ukio and hide out on an unspecified world. There, he attempted to regroup the Massa Family members and return to Ukio. (HAS)

Niira Kori

this was a famous Iktotchi individual, distinguished in the histories of the moon of Iktotch. (UANT)

Niiriit Esh

this was one of the small group of Shamed Ones who lived with Vuurok I'pan beneath the surface of Coruscant, after the planet had been transformed into a likeness of Yuuzhan'tar. Like the rest of their cadre, Niiriit believed that the Jedi Knights were not abominations, but saviors of the Shamed Ones and symbols of the new ideology which should be embraced by the Yuuzhan Vong. For this reason, their band remained small, in case they were captured by the Yuuzhan Vong warriors. This ensured that their small cult of Jedi followers would never be fully discovered. A former warrior, Niiriit developed a simple relationship with Kunra during their residence below Coruscant's surface. Niiriit was quite suspicious when I'pan returned one day with Nom Anor at his side, having heard of the former Executor's work as a minion of the Supreme Overlord Shimrra, but she was attracted to Nom Anor's charismatic presence. Niiriit was killed when the small band of heretics was discovered by a squad of Yuuzhan Vong warriors. When the warriors were drawn to Nom Anor's presence or simply happened upon the band, they mercilessly killed every Shamed One they could capture. (FH1)

Nijune Treasure Fleet

this traveling starship caravan was rumored to have been one of the most wondrous and valuable sets of ships ever put together during the Old Republic. The Fleet was ambushed by Hez Kragg, the so-called Dread Buccaneer, shortly before Kragg was dispatched by a Jedi Knight. Centuries later, Jonas Durns discovered the location of the *Kragg's Fury*, which was rumored to contain the riches of the Fleet in its holds. Durns learned of the Fleet's location from Sig Coven, and hired a group of freelance scouts to find it. (SWJ7)

nik

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "jester" or "riddle". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Nikaede Celso

this female Wookiee was a constant companion of Drake Paulsen, and served as the first mate aboard the Steadfast. Huge even for a Wookiee, Nikaede was smuggled off Kashyyyk at a young age by her own parents, in an attempt to keep her free from slavery. She later bonded with Drake, developing a relationship which helped fill in the gaps of her childhood. (SWJ3, SWJ12)

Nikals, Gerrin

this man was a Lieutenant in the Imperial Army, and was in command of the Kal'Shebbol Fury platoon during the early years of the New Republic. (E)

Nikambree

this independent spacer performed extensive modifications to his R2-series astromech droid, to the point that the droid did not resemble its original form. (FTD)

Nikk pryozz

this Yuuzhan Vong phrase translated into Basic as "I am", and was used in announcing one's arrival. (T)

Nikk pr'zzyo

this Yuuzhan Vong phrase translated into Basic as "I was", and was used in announcing one's arrival. (T)

Nikk, Hatras

this woman made a living as a con artist on the Outland Transit Station, during the years following the Battle of Naboo, until Rozatta placed a bounty on her head. She was accused of seducing many a traveler, before robbing them blind. She was caught by Jango Fett and brought to Rozatta for questioning. (BH)

Nikkle Nut

this plentiful plant, which produced a thick-shelled nut, was native to the jungles of Haruun Kal. (SHPT)

Nikkos Tyris

this Anzati was one of the most powerful of the *Saarai-karr* leaders of the *Jensaarai*, who discovered some ancient Sith teachings during the Clone Wars. Tyris was also a former Jedi Knight, and his knowledge both the Light and Dark Sides of the Force, coupled with Tyris' unusual style of fighting, made him a formidable opponent. He and his companions were dispatched by Nejaa Halcyon and Ylenic It'kla, but not before Halcyon was mortally wounded when Tyris drove his azure lightsaber through Halcyon's chest. Halcyon, though dying, absorbed all the energy from Tyris' lightsaber and used it to create a fist-like projection with the Force. Halcyon used it to crush Tyris. The other *Jensaarai* accompanying him was the husband of a *Jensaarai* who would become the next *Saarai-kaar* on Suarbi 7/5 and confront Corran Horn. (IJ, PJSB)

Niklos

this noted pazaak player lived on the planet Taris, some four millennia before the Battle of Yavin. He could often be found at the Upper City Cantina. (KOTOR)

Nikohler Elee

this alien was a member of the Galactic Radicals, during the years following the Battle of Naboo. (BH)

Ni'Korish

this Hapan woman was the Queen Mother before her daughter, Ta'a Chume, took the throne. She was known for her intense hatred of the Jedi Knights. (DJ)

Ni'Korish

this political faction was formed on Hapes many decades ago, by those Hapans who agreed with the former Queen Mother Ni'Korish - Ta'a Chume's grandmother - that the Jedi Knights were among the most hated beings in the galaxy. It was believed that the Ni'Korish were behind several assassination attempts on the life of Teneniel Djo, during her tenure as the Queen Mother of Hapes. (DJ)

Nikta

this frothy, powerful alcoholic beverage was created by the Nikto race. (GG12)

Nikta

this was an alcoholic beverage brewed on Aduba-3. (MC8)

Niktha

this Jawa was part of a roaming group of beggars that accosted visitors and inhabitants of Mos Eisley for handouts, during the years leading up to the Battle of Naboo. When several patrons of the Dusty Bowl saloon began to complain about his smell and his aggressive begging techniques, the owners of the saloon issued a bounty for his arrest. Jango Fett claimed the bounty shortly afterward, during a mission to Tatooine to seek an audience with Jabba the Hutt. (BH)

Nikto

a humanoid alien race which evolved into five distinct branches on the planet Kintan. They were an ancient species, being one of the three races signed into servitude to the Hutts during the battle against Xim the Despot. The Nikto were characterized by their leathery skin, reptilian eyes, and fierce temperments. The skin of a Nikto was made up of thousands of overlapping scales, which could be shifted to cover wounds to protect them from infection. All five races are genetically capable of interbreeding; 93% of the offspring from such unions resemble only one of the parents. There were a number of environmental and geological changes that greatly affected life on Kintan, causing the once-singular Nikto race to evolve into five unique races. Chief among these changes was the radiation expelled by the nearby star M'dweshuu. The Red Nikto, called Kajain'sa'Nikto, evolved in the deserts. They have ridged foreheads, eight small horns around the eyes, and two at the chin. They breathe through a permeable membrane over their mouths and through four breather tubes on their necks. The Green Nikto, known as Kadas'sa'Nikto, evolved in the forests. They are visibly scaled, with obvious noses and small horns ringing their eyes. The Mountain Nikto are called Esral'sa'Nikto, and have smooth skin. Their ears are large and fin-shaped, designed to be extended or pulled flat to regulate body heat and enhance hearing. They also have a nasal membrane similar to the Red Nikto. The Pale Nikto, called Gluss'sa'Nikto, are found in the islands of the planet. They resemble the Green Nikto, with fin-like ears. The last race, called M'shento'su'Nikto or Southern Nikto, lack any horns but have a number of breather tubes at various points on their skulls. Their inner strength and fierce nature has been honed over millennia of survival against the predators of Kintan. This led to four intense civil wars which nearly destroyed Kintan some 30 years before the Nikto helped the Hutts defeat Xim. The Hutts then distributed the Nikto to various worlds as bodyguards and strongmen. The Nikto developed atomic-level technology on their own, and absorbed galactic technology from the Hutts. They have remained under Hutt control for over 25,000 years, for the most part remaining neutral throughout the various battles between the Empire and the Alliance. Because of this, many Nikto individuals who were sensitive to the Force remained undiscovered by the Jedi Knights, although a few Nikto escaped slavery to become Jedi. (ROTJ, TOJ, GG12, SWJ6, AOTC, GMR6, MJH)

Nikto

this was the native language shared by all five races of Nikto. (UANT)

Nikto Kajidic

this modified Imperial Customs Frigate was owned and operated by Ga'p'tashi. It was armed with four heavy laser cannons, a heavy ion cannon, and a tractor beam projector. (PP)

Nil

this Quint worked for Jenna Zan Arbor as a guard, at her secret laboratory on Simpla-12. He was jealously loyal to Jenna, and resented the bond she seemed to form with her Force-sensitive test subjects. Qui-Gon Jinn managed to use Nil's anger as a lever, and managed to escape twice from under Nil's guard. Luckily for Nil, he was caught by Zan Arbor each time. Unluckily for Nil, Zan Arbor grew tired of his inability to contain the Jedi, and injected the Quint with a lethal dose of drugs. (EVE, TDR)

Nil Spaar

this cunning Yevethan was in charge of the Yevethan workers at the Imperial shipyard known as Black-15. While there, he plotted to overthrow the Imperials and take control of the shipyards for the Yevethans, and bided his time working under Jian Paret. When the official order to evacuate the shipyards and destroy its ships was issued, Spaar heard it almost as quickly as Paret did, and put his plans into motion. The Yevethan workers gained access to the spaceworthy Imperial craft, and slaughtered their crews. Nil Spaar personally executed Jian Paret and took control of the *Intimidator*. With his plan under way, Nil Spaar and the Yevetha retreated into the Koornacht Cluster to repair their ships and plan the next phase of attack. The next phase began twelve years later, and would be known among the Yevetha as the Great Purge. Nil Spaar went to Coruscant to discuss a mutual relationship between the Yevethan Duskhan League and the New Republic with Leia Organa-Solo. Spaar carefully avoided an alliance while probing for weaknesses in Leia's government. Spaar wooed certain New Republic Senators who opposed Leia's ideals, and through them sowed seeds of unrest in the Senate. When Leia discovered the missing Black Sword Command, Nil Spaar again called the Yevetha to act, and used a carefully orchestrated series of events to his own ends. He twisted the events to appear as if Leia were the aggressor and himself an innocent victim, while launching a wave of extermination throughout the Koornacht. The Yevetha wiped out any non-Yevethan settlements, keeping intact any strategic mines or businesses. Nil Spaar then retreated to N'Zoth to enjoy the fruits of his labors. He used the New Republic's HoloNet communications network to bombard the citizens and Senators with slanderous accusations against Leia, and he fostered relationships with several disgruntled Senators. He also placed Belezaboth Ourn on Coruscant, and the set-up provided him with a great deal of advanced information on the Republic's moves with regard to the Yevetha. When the Republic decided to send Han Solo to command the Fifth Battle Group, Spaar ordered that Solo be captured, as a way to bring Leia under his control. At the same time, he began breeding with several Yevethan females, hoping to ensure his immortality through prodigious offspring. Taking some of the advice of Tal Fraan, Spaar kept a group of prisoners - taken from each of the worlds the Yevetha purged - on the *Pride of Yevetha*. This assured that the Republic would not take direct action against him, for fear of harming innocent captives. Among the captives was Han Solo, but Chewbacca and Lumpawarrump were able to penetrate the Star Destroyer and rescue Solo. During the rescue, the Wookiees also destroyed many of Spaar's mara-nas casks. This series of events angered Spaar into taking foolish actions, which led to his eventual defeat at the Battle of N'zoth. Unbeknownst to Spaar, the Imperial officers he had kept prisoner ever since the Yevetha took control of the Black Sword shipyards were also rising up against him. Led by Sil Sorannan, the Imperials took control of several Yevethan warships during the Battle, including the *Pride of Yevetha*. Sorannan, wanting to kill Spaar outright but also wanting Spaar to suffer for his actions, forced the Yevethan leader into an escape pod as the *Super-class* Star Destroyer travelled through hyperspace toward Byss. The pod was ejected into hyperspace, and Nil Spaar was never heard from again. (BTS, SOL, TT)

NIL-8

this assassin droid was employed by Moff Bandor to wander the Game Chambers of Questal and remove the prisoners placed in them. Humanoid in form, NIL-8 is coated with a matte-black finish that reduces glare and reflection. NIL-8's head resembles a large set of macrobinoculars, and its vocalizer is located in its chest. The droid was well-built, and normal blaster fire usually bounced off its armor plating. This strength gave NIL-8 a certain bravado, as it often entered a fight by walking out into the open and firing. (GCQ)

Nil-ar

one of the six Tiss'shar races, the Nil-ar were characterized by the thin, reddish bands of scales which covered their eyes, wrists, ankles, and tails. (UANT)

Nilar Med/Tech Corporation

this corporation produced a wide range of medical devices developed for use in the field. (FOP)

N'ildwab

the false Sith lord Nobam Nol was killed by Boba Fett on this planet. (SWG6, TOD)

Nile

this was one of the most common female names among the Corellians. (GMR9)

Nilek Rillion

this was the name of a distinguished Morseerian individual. (UANT)

Nilesk

this female Rodian was a member of the Goa-Ato, and was part of the committee which matched hunters to bounties during the height of the New Order. (SPG)

Nilg System

this planetary system was used as a base of operations for Tolad Dor and his criminal organization. (SWJ10)

Nilgaard Bioprocessing

this corporation established a major plant on the planet known as Reaper's World several thousand years ago, and slowly used up all the natural resources the planet could offer. After the world was drained, Nilgaard packed up shop and headed to the Corporate Sector. (ND)

Nilgarian Worm

a vile alien creature. (TJP)

Nilim

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "heroic". (GCG)

Nilko Bwaas

this Selkath was one of the first of his people to notice that Selkath youths were signing on to become mercenaries for the Old Republic, then mysteriously disappearing, during the height of the Great Sith War. He approached several Jedi Knights to inquire about this situation, and the Jedi investigation revealed a Sith plot to trick the youths and infiltrate the Selkath. (KOTOR)

Nillik

this Imperial Navy sensor master served under Captain Gegak, aboard the *Tobay*. (TT)

Nilmod

this Ithorian surname was believed to mean "farmer" or "cultivator", according to historian who studied the Ithorian race. (GCG)

Nilo

this man was an acquaintance of Dair Haslip, and was a Lieutenant serving with the Imperial forces who occupied Garos IV during the early years of the New Republic. (SWJ2, SWJ12)

Nilo

this Rodisar was one of the many gladiators who were fighting in the Blood Sport of Rattatak when Asajj Ventress submitted her name as a combatant. Nilo was, at one time, a General in the armed forces of his homeworld fo Rodis, until he and his command crew were captured by a group of Zygerian slavers and brought to Rattatak. Nilo was purchased by a Rattataki warlord and forced to fight in the gladiator arenas.

Despite his rank, Nilo was little more than a brawler, having earned his rank by bribing corrupt Rodisar politicians. He exploits were due primarily to the work of his commanders. Nilo's one and only fight was in The Cauldron against Asaji Ventress, a fight that quickly ended with Nilo's death. (SWDB)

Ni'lyahin Smugglers

this band of smugglers struggled for many years under the oppression of the Empire, until the Battle of Yavin gave them a way to strike back. In the wake of the destruction of the first Death Star, the Ni'lyahin Smugglers began salvaging material from the wreckage. Anything and everything the smugglers found was later sold at a huge profit on the black market, allowing them to fight their own kind of war against the Empire. The Ni'lyahin Smugglers established a base of operations in the nearby Ferrous Aurora Nebula, to ensure their salvage rights weren't stolen. (SWGAL)

Nilzilun

this was the name of a noted Vuvrian individual. (UANT)

Nim

this short, rotund man was a General in the Imperial armed forces, shortly before the Battle of Yavin. He was ordered by Darth Vader to destroy the Icarrii, and laid out plans with Colonel Abal Karda as to their destruction. Karda carried out his orders perfectly, but managed to capture the Icarrii queen, Selestrine. Vader wanted her brought to him, and Nim was dispatched to recover her disembodied head. However, Karda grew jealous and angry, and his mental condition deteriorated. He killed Nim and his guards in order to retain possession of the head, then fled the Empire and was labeled a fugitive. (EOE)

Nim

this identity, used by Pike Angeles, was an Imperial Lieutenant Commander who served in the Military Intelligence branch. (CRO)

Nim Abek

this red Nikto was a pirate who worked for the Nalroni crimelord Sprax. He chose to shorten his full name - Nim'abek'shy-wedell - to make it easier for non-Nikto to communicate with him. He began his career as a freelance pirate working the Sisar Run, until his gang preyed upon one of Sprax's starships. The vigo brought him in, and Nim Abek was surprised when the Nalroni offered him a job instead of executing him. Since then, Nim Abek has been given command of some 100 pirates, plying the spacelanes of the Sisar Run. He maintained a shadowport just beyond the intersection of the Sisar Run and the Ac'fren Spur, known as Abek's Station, to further his own goals. When he learned that information about Black Sun's operations along the Sisar Run were up for sale by Limna Yith, Abek tried to obtain the information before Sprax learned of it, in order to lessen Sprax's stature in the eyes of Prince Xizor. (SSR)

Nim Drovis

the New Republic maintained a Sector Medical Hospital and Research Facility on this planet, located in the Meridian Sector. It is a hot, humid world which was little more than a mudball covered with thick growths of fungus. (POT, EGP)

Nima

this was a common name given to Twi'lek females, and meant "gift" in the Twi'leki language. (GCG)

Nima

this given name was commonly given to female human children throughout the galaxy. (GCG)

Nim'abek'shy-wedell

this was the full name of the red Nikto Nim Abek. (SSR)

Niman

this was the ancient term used to describe the Form VI lightsaber fighting style. *Note that the Wizards of the Coast website indicates that the Niman style of fighting was unique, allowing a Jedi to wield two lightsabers at once. One blade was always used for offense, while the other could be used for parrying or*

for additional attacks. Although many Jedi trained in the Niman style to gain basic knowledge of a two-bladed attack, very few ever mastered it completely. (SWI68, WOTC, VD3)

Nima'tar

this noted Twi'lek female was a scholar known for her treatises and theories on the civilization and society of the Hutts. During her education, Nima'tar was a singer for a small jazz band, traveling the galaxy in order to earn enough credits to pay for her schooling. Unfortunately, Nima'tar and her band accepted a gig with Jabba the Hutt, and her bandmates sold her into slavery in order to buy passage off Tatooine. Nima'tar was forced to work as a dancer for Jabba, all the while collecting notes and data for her doctorate work. She used her wits and brains - and some help from Tamtel Skreej - to escape from Jabba and return to school, completing her education. (T8)

Nimba 5

this remote planet is along the space lane to the homeworld of the grumph. (TMEC)

Nimban

this planet is the homeworld of the Nimbanese race, and is the primary planet in the Nimban System. Its surface is covered with rolling plains. (GG12)

Nimbanel

the name used to describe a single Nimbanese. (GG12)

Nimbanese

this humanoid race has hairless, walrus-like heads without tusks, and stringy reddish beards. A single member of the species is called a Nimbanel. The Nimbanese race is reptilian, but has a warm-blooded metabolism. As a race, they are regarded as arrogant and snobbish, but they place great value in knowledge and ethics. Native to the planet Nimban, they evolved from herbivorous creatures faced with increasingly resilient plant species. They have become highly adept at solving complex puzzles and questions, and turned to mental battles when many races would have initiated wars. They have been instrumental in the Bureau of Ships and Services and various banks throughout the galaxy, although they were once expelled from the BoSS when an ancient Nimbanel threatened to harm a BoSS family. They managed to merge back into the BoSS arena with the help of the Hutts, who regularly employ Nimbanese as accountants and negotiators. (GG12, CCG)

Nimbanese

this was the native language of the Nimbanese people. (GMR8)

Nimbi, Jasper

this man was a doctor, and was in charge of the recovery of Eelysa shortly before the Second Battle of Coruscant. Doctor Nimbi found himself treating Leia Organa Solo as well, when she was transported to Corellia by her husband, Han, to allow her to recover from the injuries she sustained during the Battle of Duro. Nimbi was sympathetic to the Jedi Knights, even in the face of the Yuuzhan Vong invasion, and maintained tight security in his facility so that Eelysa could heal. (REC)

Nimbia

this gas giant was the fourth planet in the Nubus System. It was orbited by eight moons. (CCW)

Nimbus Rider 2000

Gefferon's Hutt floater, this 4-meter craft was designed for those Hutts who couldn't afford a luxurious sail barge or a larger floater. (DE1, DESB)

Nimbus Soldiers

this was a group of elite ground troops assigned to Alto Stratus and his Separatist armies on the planet Jabiim, during the height of the Clone Wars. It was the Nimbus Soldiers, along with their supporting troops of battle droids, which attacked and devastated the Old Republic's Shelter Base, during the opening weeks of hostilities on Jabiim. (SWI69, RBJ)

Nimbus, The

see Nimbus Soldiers. (RBJ)

Nime

this port city was located on the planet Roon. (EGP)

Nimgorrhean Saber-wasp

this is a species of swarming insect. (SLS)

Nimondro

this Hobor was the leader of his people, and represented them at the peace talks conducted by the Tion Hegemony. He had a deep hatred of the Troobs, and chose to speak only Tahlboorean in their presence. This was a ploy by Chief Nimondro, for he could understand and speak fluent Basic, but held onto this trump card to gain the upper hand against the Troobs. Nimondro also controlled Mount Yeroc, and used it to demonstrate his powerful position during the negotiations with Counselor Harthan. His daughter, Larka, was the light of his life, and when she was framed for the murder of Ket Krax, he was furious. When she told him that she was in love with Ket, he realized she was innocent, and prepared to use sky cannon inside Mount Yeroc to defend against an impending Troob attack. However, C-3PO and R2-D2 were able to convince him to let them use the sky cannon for its true purpose while exposing Jake Harthan as the killer. Nimondro then agreed to work with the elder Krax to hammer out a real peace agreement. (DRPC)

Nim'Ri

this yellow-scaled Trandoshan male was the head of security for House Hirskaala, on the planet Cularin, during the years surrounding the Battle of Naboo. It was later discovered that Nim'Ri was also one of the founding members of the underground alliance which sprang up on Cularin, in response to the build-up of power by the Metatheran Cartel. Nim'Ri quit his job with House Hirskaala to join the resistance, believing that the freedom of Cularin was much more important than an individual trading concern. Shortly after the onset of the Clone Wars, Nim'ri suddenly disappeared, although rumors began to circulate that he was "headed home." Most natives of Cularin could not believe this rumor, since Nim'Ri had been born on Cularin. They did, however, believe that Nim'Ri had been captured and possibly executed by the Thaereian Military for his rebellious actions. (EOS, LFCW)

Nin

this ancient Senali woman was Ganeed's elder mother. (SP)

Nin Nemb

an Alliance starfighter pilot, Commander Nemb was fatally wounded in the Cobolt Offensive, but managed to return his starfighter to the rendezvous point before he died. (RASB)

Nina Dar'Eboros

this was a noted figure in Balosar history. (UANT)

Ninchif

this small fish lived deep below ground on the planet Tatooine, existing in tiny, water-filled caves. They were harvested for their tasty flesh, and they were often served fried. (BF4)

Nine Corellian Hells, The

the Corellian people believed that there were nine distinct levels of Hell into which a being would fall, if they were deemed unworthy after death. Many Corellians used an oath similar to "Where in the Nine Corellian Hells am I?" when they were unexpectedly lost. (T)

Nine Families

see Nine Ruling Families (SQ)

Nine Moons, The

this was a mystical reference used by the natives of the planet Tirahnn. (LTA1, MCA1)

Nine Ruling Families

this was one Chiss term used to describe the ruling families of the Chiss Ascendancy. Each family was equally represented in the Chiss government, although they went to great lengths to ensure that family identity was eliminated wherever possible. The leaders of the Chiss did not use names, but instead wore colorful robes to distinguish themselves. This helped ensure that decisions were reached in a fair and equitable method. *Note that Force Heretic II: Refugee indicates that there were four Chiss families.* (SQ)

Niner

this clone commando - officially known as RC-1309 - was one of the many commandos who survived the Battle of Geonosis. The remainder of his squad was killed in the fighting on Geonosis, and Niner was force-fit into a new squad, known as Omega Squad. (RHC)

Nineteenth Battle of Zehava

this struggle for control of the city of Zehava was initiated by the Melida just six months after the Eighteenth Battle. The Daan had used the underground tunnels and drains of Zehava to gain access to Melida-held territory, and soundly defeated them. (DOD)

Ningal's Droid Repair

this droid repair facility was located on the planet Vannix, during the Yuuzhan Vong invasion of the galaxy. (EL2)

Nink

this was the name given to one of a pair of dwarf opee sea killers kept at the Otoh Gunga Zoological Research Facility before the Battle of Naboo. The dwarf opees were the facility's rarest and most valuable specimens. Despite being just as vicious as their larger cousins, Nink and Vink were also able to understand simple commands after being trained by the researchers. (E1A9)

Ninn

a planet known for its devoted priesthood. They wear green vestments that serve to announce their devotion. (HSR)

Ninopas Orocc

this male Gran and his partner, Botlat Rej, were small-time criminals on the planet Coruscant during the years leading up to the Battle of Naboo. After Orocc vandalized a hover platform with Cornesian wax, the platform malfunctioned, causing the deaths of three Senators. Orocc fled Coruscant, and a bounty was established for his capture by the Coruscant police force. Orocc hid on Tatooine for a while before traveling to the Outland Transit Station. There, he was captured by Jango Fett and held for questioning. (BH)

Ninth Aquatic Zone

sometimes called AquaZone 9, this was the final destination of students of the Galactic Outdoor Survival School, during their gruelling "final examination." It was noted for its green sand beaches. (AIR)

Ninth Fleet

this was one of the primary naval units of the Old Republic, during the height of the Clone Wars. (MBS)

Ninth Quadrant

an area of the galaxy, located in the Outer Rim Territories between the Greeb-Streebling Cluster and the Noopiths. (COJ)

Nio

this Rodian worked as a taxi driver on the planet Redcap, during the height of the Galactic Civil War. (SWJ5)

Niobarium

this was a poisonous chemical. (APS)

Niovi

this man was the ranking Imperial Colonel serving aboard the *Guardian* during the early years of the New Republic. Colonel Niovi was placed in charge of security aboard the ship by Admiral Gaen Drommel himself, during the time they spent repairing the huge ship near Soulllex. He didn't agree with Drommel's methods, and when the New Republic tried to take possession of the *Guardian*, Niovi shot Drommel dead and assumed control. Niovi then surrendered the ship and her crew to Cryle Cavv and Sienn Sconn. (SWJ15)

Nipasa

a Ripoblus escort shuttle operative during the Sepan Civil War. It was used in the Sepan battles against the Empire. (TIE)

Nipper

this was one of several scavenger species native to the planet Lutrillia. Like the larger chompers, nippers fed on all manner of inorganic material, and a pack of nippers could dismantle a stalled vehicle or other mechanical item in short order. (WOA33)

Nippet

a baby Ewok, Nippet was born to Chief Chirpa and his second wife. Kneesaa often babysat for Nippet, who was the younger sister of Kneesaa's friend Latara. (ROTJ, ECAR)

Nippett

according to Ewok legend, this great hunter married a water spirit. (GCG)

Nippett

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. This name could also be spelled "Nippet". (GCG)

Niquon

this Jedi Master was the teacher of Nason Laric. Niquon maintained a retreat on the moon Skalokor, where he often trained his apprentice. (GMR10)

Nir Kento

this was a noted member of the Nagai race. (UANT)

Nir, N'zaet

this Corellian man, a member of the Corellian Security Force's Direx board, was a native of the planet Mayro. During a trip to Coruscant, during the height of the Clone Wars, Nir was among the hostages taken when Senator Meena Tills was captured by Nuriin-Ar. After the situation was diffused by the actions of Omega Squad, it was discovered that Nir was the actual target of the terrorists. The Corporate Sector Authority and CorSec might have been given enough reason to join the Separatists if Nir had been killed. In order to ensure his death, the terrorists dressed him in the clothing of one of their own, knowing that Omega Squad would be firing at the individuals who were wearing certain outfits. However, the intervention of Kal Skirata meant that Nir was covered when the clone commandos entered the room, and Skirata barely kept Fi from shooting them both. (SWI81)

Nira Sivrak

this Shistavanen female was Lak Sivrak's mother. Nira and her husband, Tagg, made great sacrifices to ensure that Lak was sent to school away from Uvena Prime. (EGA)

Nirama

this strange alien - a member of the Oblee race - was the major crimelord active in the Cularin System during the last years of the Old Republic. Nirama started out in the crime business as one of Riboga the Hutt's chief lieutenants. Despite his position within the organization, Nirama despised slavery, and often turned a blind eye to that part of Riboga's business. Unknown to Riboga, however, Nirama had been manipulating events behind his back. Nirama was also skimming profits and falsifying records to make it appear that Riboga's operations were unprofitable. Then, during a high-stakes sabacc match, Nirama

played Riboga into a position where he was forced to put up control of his criminal organization as collateral. Riboga, fearing that the organization would destroy him, gladly turned over control to Nirama upon losing the final hand. Nirama then assumed control, and set up his base of operations in the Cularin System's asteroid belt. Nirama ensured that his hold on the belt was legalized by purchasing the rights to the largest asteroid. In an effort to put a better spin on the work he and other crimelords were doing in the Cularin System, Nirama agreed to be interviewed by Yara Grugara for the *Eye on Cularin* newsfeed. He spoke in the third person, never referring to himself as "I," and barely restrained his anger at Grugara's ingratiating demeanor. Nirama's empire was known by the simple title of The Consortium, and referred to the entire scope of his relationships. He demanded unswerving loyalty to the Consortium, and detractors such as the fringe group known as The Cell were swiftly dealt with. Despite his criminal background, Nirama was outwardly loyal to the Cularin System, and made sure that his public intentions were always of the best nature. He even claimed that his ouster of Riboga was in the best interests of Cularin. (LFC, LFCW)

Niran

this planet was subjugated by the Empire, but the underground resistance eventually joined forces with the Alliance and threw off the Imperial yoke of control. (SWJ12)

Niran Resistance

this group of underground freedom fighters rose up on the planet Niran after the Empire subjugated the planet. The Niran Resistance eventually joined the Alliance, and was able to free the planet from Imperial control. (SWJ12)

Nirauan

this is the second and primary world in the Nirauan system, located in Gradilis Sector. It was here that Faughn and Mara Jade plotted the course of the strange starships which began showing up around the time of the discovery of the Caamas Document. Jade went to investigate, and was stranded on the planet. A dim red star is the central body of the system. Nirauan itself is a drab, seemingly lifeless world when viewed from space, with dull browns and grays dominating the surface. The planet was covered in vegetations, however, although the normally green color had given way to the duller colors in order to survive in the pale light received from its sun. The rocky strata of the planet is riddled with veins of cortosis ore. Hidden deep in a cave, Jade found the entrance to a huge fortress which was similar to those located on Hijarna. Inside the cave, she found a group of mynock-like creatures that seemed to communicate by sending thoughts through the Force. They later revealed themselves to be of two races, the Qom Qae and the Qom Jha. They registered a marked reaction when she talked about Luke Skywalker. The planet was also the site of the fortress known as the Hand of Thrawn, a five-towered citadel maintained by the Chiss in hopes of Thrawn's reappearance ten years after his death. (SOP, VOF)

Nirbella Tanless

this was the name of a noted member of Nimbanese society. (UANT)

Niree

this woman served as the Captain of the Lant Mining Corporation prospecting ship *Pulverizer*. She was distinguished by her cybernetic arm, the souvenir of a mining accident. (FBS)

Nirellian Groundslug

this is a species of long, fat, ground-dwelling mollusks. (MA)

Niriz, Dagon

this Imperial Navy Captain came from a long line of Old Republic and Imperial Navy officers, but found that he didn't have the desire of his forefathers. Nevertheless, he strove to be the best officer he could become. He graduated with honors, and was given the command of a Star Destroyer. His tactical skills, however, caught the notice of his superiors, and he was transferred to a position within the military command on Coruscant. Niriz got caught up in the promotions of Admiral Thrawn and Captain Parck, and was removed from his advisory position when Thrawn was exiled. Niriz was given command of the Star Destroyer *Admonitor* shortly after the Battle of Yavin, and then spent several years under the command of Admiral, then Grand Admiral, Thrawn in the Unknown Regions. Niriz fumed inwardly at being assigned to

Thrawn, especially since Thrawn was an alien and he'd had nothing to do with Thrawn's exile. When Thrawn began dealing with the alien pirate Creysis, Niriz was approached by General Haverel, who had planned to relieve the Admiral of command. Niriz nearly agreed to Haverel's plans, but stopped short of full mutiny. He did, however, tender his resignation to Thrawn after the discussion with Haverel. Thrawn denied the request, citing Niriz's support of Thrawn during the battle with Creysis. He captured the freighter *Hopskip* as it was making a weapons run to Derra IV, and commandeered the crew to perform a mission for him. He was working with Grand Admiral Thrawn - who was disguised as Jodo Kast - to smoke out the agents of Black Sun on Corellia. They were successful in the mission, having usurped the services of Haber Trell and Maranne Darmic, who were transporting Riij Winward and Rathe Palror to Derra IV along with a cache of weapons. The second part of Thrawn's plan involved the tampering with their cargo, placing homing beacons within the various crates to help determine their destination. This allowed the Empire to track the Alliance to Derra IV shortly before the Battle of Hoth. (TFE, SWJ11)

Niroida

this female Tarasin served as the Mother of the Vriisan *irstat* before Kasslan as elected. Like other leaders before her, Niroida heard the stories of Reidi Artom's first visit to Cularin and her relationship with the Vriisan, and passed them on to Kasslan when she died. (LFCW)

Nirrani

this was one of the many tribes of Tarasin which was native to the planet Cularin. (LFCW)

Nirrock

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "gold" or "golden". (GCG)

Niru

this feline humanoid was part of a rogue group of Alliance supporters who worked from a hidden base in the Cantros System, during the height of the Galactic Civil War. Unlike most of her group, Niru didn't believe that the war against the Empire would be won with more violence. Her views were not shared by Durne, who simply wanted to take control of the Cantros System. He tried to murder her, to silence her voice, but Luke Skywalker prevented him from completing the task. Niru herself captured Durne before he could escape. (MC93)

Niruu

this Alwari clan, native to the Niruu Plateau of the planet Ansion, was noted for their exquisite woodworkings. (APS)

Niruu Plateau

this flatland was located on the grassy plains of Ansion. (APS)

Nirzru

this was a common name among the Filordi race. (UANT)

Nisbat

this small insect was raised by the Yuuzhan Vong as an organic tracking mechanism. Each nisbat in a hatching could sense the presence of its hatchmates over a distance. As one member got closer to another, the nisbat would emit a bussing noise. This buzzing got louder as the nisbat neared its hatchmate. Thus, the Yuuzhan Vong could implant a nisbat into the body of a being and use another nisbat - a hatchmate of the implant - to locate the being by the strength of the buzzing sound. (EL2)

Nisemia Thread

this is a flowering, vine-like plant. (POT)

Nisewarner, Semmac

Bakuran Captain of the *Intruder*. (AS)

Nish

this sentient race of near-humans is native to the planet Nishr. They were subjugated by the Empire during the height of the New Order, and were reluctant to assist the Alliance Special Forces unit which arrived on the planet. They allowed the group - which became known as the Nishr Taskforce - to set up bases on the planet, but remained neutral in the conflict in order to avoid Imperial retribution. The Nish were in a period of industrial revolution at the time of the Battle of Yavin. (ROE)

Ni'Shaw

this deity was one of the many gods worshipped by the ancient Unfyr Warriors. Ni'Shaw was a minor god, and represented both war and wisdom. According to legend, Ni'Shaw only had two prophets, whereas all other Jydan deities had three prophets. Ni'Shaw was therefore doomed to be forgotten until he found his third prophet. Thus, the leader of the Ni'Shaw-Dak Ministry was referred to as the Third Prophet. Worship of Ni'Shaw rose to prominence through the work of Kaltor Naklian, who founded the Ni'Shaw-Dak Ministry. (AIR)

Ni'Shaw-Dak Ministry

this religion was founded by Kaltor Naklian, and was a derivative of the Jydan religion of the Unfyr Warriors. It was also the most prevalent religion on the planet V'shar. This religion was dedicated to the worship of Ni'Shaw, who fell out of favor among the Jydan after their downfall. Despite Ni'Shaw's minor position among the Jydan gods, the Ministry gained a great following and eventually commanded enough power to influence the government of V'shar. The Ministry was led by a its Third Prophet, who was supported by twelve Al'ma'den priests. Individual ministries were run by Shafar priests. Despite his loyalty to the Zulirian Swordmasters, Kaltor maintained separate accounts for the Ministry, and never let the two missions interfere with each other. Among the Ministry's primary laws were the ideas that wisdom was gained through vanquishing one's enemies, and that the best warriors were those who were mightiest in sword and mind. (AIR)

Nishr

this Outer Rim planet was initially scouted by a team of Alliance SpecForce Wilderness Fighters and Pathfinders, who eventually established a base on the planet and became known as the Nishr Taskforce. They were originally just gathering intelligence on the Imperial presence on the planet, but became a fixture in an effort to harass the Imperials into leaving. The Imperials had garrisoned the planet just nineteen months before the Battle of Yavin. It was a temperate world of rolling plains, low mountains, and the occasional desert. (ROE)

Nishr Base Seven

located on the continent of Feldt, on Nishr, this was the primary base of operations of the Alliance's Nishr Taskforce. The base itself was created from an abandoned mining operation deep in the Lukhur Badlands. (ROE)

Nishr Base Ten

this was the smallest base maintained by the Alliance's Nishr Taskforce during the Galactic Civil War. It was located in the highland caves of the planet. (ROE)

Nishr Base Three

this was a stopover base maintained by the Alliance's Nishr Taskforce during the Galactic Civil War. It was located in the Shirshir Desert, and housed a hidden power station in the midst of an oasis. (ROE)

Nishr Suppression

this was the name given to the campaign in which Governor-General Vin Kollis and his Imperial troops wiped out a large portion of the Nish population in order to secure the Imperial garrison on Nishr, shortly after the Battle of Yavin. (ROE)

Nishr Taskforce

this Alliance Special Forces unit was made up of a pair of Wilderness Fighter platoons and a Pathfinder platoon. They were the first group to scout the planet Nishr, which eventually became their home base. A SpecOps mission group and an Intelligence agent were attached to the taskforce for unusual support.

The taskforce was under the command of Fisk Csino during the Galactic Civil War. Their mission was defined after the original scouting party discovered the large Imperial presence on the planet. Their commanding officers deemed it important for them to remain on Nishr and harass the Imperial garrison, in an effort to draw reinforcement to the planet from other worlds. This would have allowed the Alliance to promote other actions during a lull in Imperial forces elsewhere. The mission was poorly planned, but forged moderate success over the years. (ROE)

Nisil Alarin

this was the name of a noted Givin individual. (UANT)

Nist, Xecr

one of the reborn Emperor Palpatine's personal advisers, Nist was promoted to Military Executor of Operation Shadow Hand after Sedriss and Vill Goir were killed on Ossus. Palpatine granted him the powers of Dark Jedi as part of the promotion. However, after Palpatine's final clone died on Onderon, Xecr Nist was captured by Luke Skywalker and put in prison, where he died some years later. (DE2, NEGC)

Nista

this planet, the primary world in the Nista System of Tapani Sector, was part of the holdings of House Cadriaan during the New Order. (LOE)

Nita

this woman was part of the scout team which rescued Bering on Wyndigal 2. (COG)

Nitakka

this Yevethan word is used to describe a young Yevethan male. It translates roughly to "the strongest of us all." (SOL, TT)

NiteSite

this infrared motion sensor system was developed by Neuro-Saav. Designed to be used in a protective helmet, the NiteSite system allowed the user to see into the infrared spectrum to locate a target. The Ubese used the NiteSite in the creation of their unusual helmets, and coupled the NiteSite with a Sure-Sight targetting system. (EGW)

Nitram, Kenn

a New Republic X-Wing pilot, Nitram once asked Han Solo about his days as a swoop racer. Kenn was personally recruited by Wedge Antilles. (DFRSB)

Nitsa

this *Imperial*-class Star Destroyer was part of the Empire's fleet in Tapani Sector, at the height of the New Order, and was assigned to patrol the space around Procopia. (LOE)

Niuk

this name was common among Sullustan males, and meant "handsome". (GCG)

Niuk Niuv

this New Republic Senator, a native of the planet Sullust, was a member of the Advisory Council during the start of the Yuuzhan Vong invasion. He was not supportive of Luke Skywalker's plans to re-establish the Jedi Council, in order to better control the actions of the growing Jedi population. Many rumors spoke of Niuk Niuv's own ties to the smugglers that the vigilante Jedi led by Kyp Durron were taking out of business, and hinted that his dislike of the Jedi was based more on lost profits than anything else. When Leia Organa Solo petitioned the Senate to address the Yuuzhan Vong invasion, Niuk Niuv accused Leia of trying to deflect the issue of the renegade Jedi with wildly exaggerated views of the threat. Later, when it was learned that the Yuuzhan Vong planned to attack either Corellia or Bothawui, Niuv argued that Corellia be left undefended so that Bothawui could be saved. Niuk Niuv was one of few members of the Advisory Council to reach Borleias, in the wake of the Second Battle of Coruscant. He joined with Senator Pwoe in trying to restore the Advisory Council, but soon realized that Pwoe's motives were purely

personal. When the call came out from Calamari for the Senate to reconvene there, Niuk Niuv abandoned Pwoe and traveled to Calamari. There, however, Niuk Niuv remained a vocal proponent of eradicating the Yuuzhan Vong completely, much to the chagrin of Cal Omas and the Jedi Knights. *Note that this character is sometimes referred to as Niuv Niuv.* (VP, DTO, JE, WOTC, EL1, DW, FH1)

Niuv

this surname was common among the Sullustan race, and meant "water warden" in the Sullustan language. (GCG)

Nive, Jacob

the captain of the CR90 corvette *Backstab*, Jacob Nive was one of the few Eyttyrmin Batiiv pirates to survive the Imperial attack that destroyed them. Nive was a young but shrewd tactician who fiercely hated the Empire. The survivors of the Eyttyrmin pirates rallied around Nive, who earned their respect. He was a tall, well-built man with long, blond hair he drew into an impressive braid. The Survivors retreated to Elrood Sector, and established a foothold there by raiding Imperial convoys destined for Derilyn and Berea. When he first met Shondra Del, Nive was suspicious as to her motives. However, when she identified herself as a member of the Alliance, Nive began working with her as part of Operation: Elrood. His assistance ended with the destruction of the *Brazen*, and the Khuiumin Survivors went back to raiding Imperial convoys. When Corran began taking strides toward defeating the Invids, he was joined by Luke Skywalker in an effort to destroy Leonia Tavira and rescue Mirax Terrik from Suarbi 7/5. Before they left, they confided in Jacob their subterfuge and their plans, and offered him a chance to redeem himself and the Survivors as members of the New Republic. Nive greatly accepted the chance, and left Invid service. (GG9, OE, IJ)

Nivek

this planet had an unusual orbit path that kept it in the shadow of a larger in-system planet throughout much of its year. This meant that the planet's surface was almost always in shadow, sometimes pitch blackness. The landscape of Nivek was dominated by barren, rocky plains, although strange forms of succulents managed to grow in those areas that received minimal light. This unique arrangement earned Nivek the nickname "Night Planet", and probably led to the common name of Shadowmen for its native sentient race. A Separatist base was established on Nivek during the height of the Clone Wars, and Obi-Wan Kenobi and Anakin Skywalker were dispatched to destroy it. (CWA1)

Nivek

this red-skinned humanoid was one of Jabba the Hutt's many followers who lived in the Hutt's palace on Tatooine. Nivek has strange, blue appendages sprouting from his head. He was secretly employed by Bib Fortuna to round up as many men as possible in one of the Twi'lek's first plots to kill Jabba. Nivek managed to recruit six beings, and Fortuna's plot was hatched. Unfortunately, it was launched the same day as Gru'um Ropple's plan, and the two became entangled. Nivek was attacked by a frekker released by Ropple, and pleaded with Fortuna to save him. He began to speak of Fortuna's plot, and Fortuna shot him in the head. Fortuna later claimed he was trying to remove the frekker. (JTH)

Nivek'Yppiks

Boba Fett received a half a million credits for recovering this Ffib who had fled the religious oligarchy on Lorahns. (TJP)

Nivers

the Imperial Grand Moff in charge of Tandankin. (XWRS)

Nixx, Tron

the navigator in Drek Drednar's pirate crew, Nixx was a native of the planet Corlass. He had been a member of another pirate gang, but defected to join Drednar's crew. It was later discovered that Nixx had some control of the Force, and used it to chart a safe course through the Quintar Nebula. He eventually discovered Taraloon, which became the base of operations for Drednar's gang. (SWJ5)

Niya Giedan

this Duros male was hired by Pri-Andylan Propulsion Systems to oversee the operations of its shipyard, built in the Duros System during the height of the New Order. (GMR2)

Nizon

this barren ball of rock was the fifth planet of the Centares System, located in the Mid Rim. It was orbited by a pair moons. (WOA32)

Nizt

this is a species of meek animal. (CRO)

Nizu Didarri

this was the name of a noted Woostoid individual. (UANT)

Nizuc Beck

see Bek, Nizuc (IWSST)

Nizzal

the chief supply officer serving aboard the *FarStar* during its search for Moff Sarne, Nizzal was one of three Turazza sisters who joined the crew with Loh'khar. The trio of small aliens had hatched from their eggs while in the hands of Loh'khar, and immediately bonded to him. Nizzal was the unspoken leader of the trio, and worked for Loh'khar as a dealer. However, she showed none of the loyalty that Rizzal and Vizzal did. Nizzal defected from the *FarStar* with Khzam, after the Rodian's past with the Sabiador Slavers was revealed. Nizzal hid the Rodian aboard the Muvon and travelled with the crew to Uukaablis. Once on the ground, Khzam waited until everyone was off the ship before taking control and stealing it. (DARK, KO)

Nizzon

this severe man served the Imperial Navy as a Lieutenant, serving under the command of Captain Plikk during the years surrounding the Battle of Hoth. Nizzon and Plikk witnessed the *Millennium Falcon* suddenly jumping into another dimension of space, when their hyperdrive malfunctioned some time after the Battle of Hoth. They both hoped that the discovery of inter-dimensional travel would earn them great favor with the Emperor. However, Nizzon and Plikk's entire fleet were stranded in the interdimensional rift when Sunn-Childe allowed them to destroy his floating city. Plikk's ships were forced to drain all power from their hyperdrive systems in order to destroy it, leaving the fleet with no way to return to realspace. (MC46)

NJ Opuh

this Phuii, who lived on Coruscant during the years following in the Battle of Naboo, was a frequent patron of Dex's Diner. (SWDB)

Njeko Hkik

this was the given name of Jek Nkik. (SWJ11)

Njinska's Tavern

this restaurant was located on Phyrstal Island, on Abregado-Rae. It was located in a small, wooden building made more attractive through the liberal use of large panes of stained-glass art. (ND)

NJP-433

this personal jet pack was manufactured by Nanogar during the height of the New Order. (GFT)

NK-3

an early version of Borstel's ion cannon, the NK-3 found widespread use on the Empire's more advanced TIE fighter models. (XW, SWDB)

NK-7

one version of Borstel ion cannon, the NK-7 was mounted on a square tower for emplacement on a space

station or capital ship. Sixty of these ion cannons were used in the armament of the *Imperial*-class Star Destroyer. (SCRE, EGW)

Nkkek, hkkeuika, obvioaga

this was the passcode used by the Jawas of Jek Nkik's tribe. (SWJ11)

Nkllon

a super-hot planet located in the Athega system, Nkllon's mantle and core were rich in metallic ores. Due to its proximity to its sun, the surface of the planet was an uninhabitable wasteland that was bombarded by intense heat and radiation during the day, and frozen at night. Lando Calrissian modified an idea proposed by Ecclessis Figg, and used a mobile mining operation to mine the dark side of the planet. Some five years after the Battle of Endor, Grand Admiral Thrawn attacked the planet twice. The first attack was aimed at obtaining some of Lando's mole miners for use in the attack on Sluis Van. The second was an attack to neutralize a primary source of ore for the New Republic. Sometime afterward, Lando was ready to rebuilt his Nomad City mining operation, but he lost the planet in a sabacc match. The planet's rotational period lasted 3,527 standard hours, or just over ninety standard days. Thus, the planet's "year," one complete orbit around its sun, lasted only 5 local days. (HTTE, HTSB, JS)

Nkllonian Lava Extract

this illegal drug was named for its color, which many thought looked as if it had been taken directly from the molten rock of the planet Nkllon. It was one of many illegal substances that appeared in the underworld of Coruscant during the last years of the Old Republic. (BF6)

NL-1

the Imperial outpost built by then-Vice Admiral Thrawn in the Pakuuni System. (TIE)

NL-6

this series of household courtesy droids was produced during the early years of the New Republic. (POT)

Nlek Statu

one of Bogga the Hutt's alien henchmen. (TOJ)

Nlora

a flower known for its cloying, perfume-like scent. (JE)

Nlorna

a fragrant flower used in perfumes. (WG)

NLZ5-11

this was the model number of SoroSuub's Dragon suit of power armor. It was built with the Sullustan physiology in mind, and was developed for use by SoroSuub's security forces, but could be adapted for use by other humanoid races. Unfortunately, about the time that SoroSuub allied itself with the Empire, the prototype suit of Dragon armor was stolen, and the suit was never mass-produced. (GUN, SWJ3)

NM-KO-28

this was the identification code of the repulsorcraft stolen by Jacen and Jaina Solo during their escape from the CorDuro Shipping headquarters on Duggan Station. Access to the craft was provided to Jacen by Gnosos, while Jacen was imprisoned by Durgard Brarun. (BP)

N'Mrith

this catfish-headed alien, distinguished by his red scales and long fang-like teeth, was Jabba the Hutt's primary agent on the planet Formos, during the years leading up to the Battle of Yavin. N'Mrith was native to a warm, humid planet, and needed to regularly moisten his skin when off-planet. He was captured by Imperial stormtroopers on Formos, just after Chewbacca rescued Hronk from the prison ship commanded by Colonel Quirt. It was discovered that N'Mrith had doubled-crossed Chewbacca and his partner, Han Solo, providing the Imperials with a tip that Han would be transporting a large load of spice off Formos.

Because Hronk was never found, and no spice was detected on the *Millennium Falcon*, N'Mrith was sent to the Spice Mines of Kessel for his duplicity. (MC11)

N'Noch

this was a specialized mask created by an unknown race. It fit the wearer's facial features snugly, but outwardly revealed nothing of the actual shape of the face. The mask's contours flared upward above the eyes, creating a pair of "horns." Coloration could either be random or patterned, depending on the owner's desires. (WSV)

No bata tu tu

this Huttese phrase meant "Whatever it is, I didn't do it." (AAOTC)

No chuba da wanga!

when translated into Basic, this Huttese phrase meant "No, not that one!" (AAOTC)

No Luck Required

this starship was owned and operated by Uldir Lochett, during the early decades of the New Republic. The chassis of the craft was that of an old Corellian YZ-775 medium transport, which had been refitted and updated to more modern technologies and weapons. Inside the ship's hangar were several snubfighters, four modified A-Wings with room for a single passenger and emergency medical supplies. The two weapons emplacements had been heavily modified; one to hold a cesium-vapor turbolaser and a proton torpedo launcher, and the other simply removed to make room for the hangar. The targetting computer added for the turbolaser also served to help fire proton torpedoes. The slots for escape pods were removed to make more room for the hangar, but the A-Wings in the hangar served as escape craft in a pinch. The ship was badly damaged when Uldir managed to locate the rogue Jedi Knight Klin-Fa Gi, who used her lightsaber to slash through bulkheads to reach the hangar bay. She then stole a starfighter and blasted her way out, leaving the ship venting atmosphere. Uldir's crew managed to patch the leak and travel to Wayland, in an effort to recapture Gi. (GMR9, GMR10, EOY)

No wega mi condorta?

this Huttese phrase translated into Basic as "What can I do for you?" (AAOTC)

Noa

this given name was common human males across the galaxy. (GCG)

No'aat Padu'll

Ka'aa name for the Koornacht Cluster. It translates to "The Little Nursery." (BTS)

Noab Hulis

this ancient, Miraluka Jedi sought out Chamma after the younger Jedi defeated a Sith-spawned being on Athiss and went into hiding on H'ratth. Hulis retold the tale of Chamma's bravery and control of the Force, and eventually convinced Chamma to return to his training. (TOJC)

No-ad System

the precious gems known as fire crystals were found in this planetary system. (GOF5)

Noahound

a genetically engineered beast that serves as a guardian for the Lurians. (CSA)

Nobam Nol

this charletain once posed as a Sith Lord to dupe the inhabitants of N'ildwab. The natives hired Boba Fett to kill the magician, which he successfully did about five years after the Battle of Yavin. (SWG6, TOD)

Nobata

this was the Huttese word for "no," and was used to indicate disagreement. (GMR5)

Noble

this *Invincible*-class Dreadnaught was lost centuries before the Battle of Yavin. Its crew was distinguished from other Old Republic crew in that the humans on board all had green hair. (AIR)

Noble Sacrifice

this Yuuzhan Vong warship was believed to have been the first ship to locate the rogue planet Zonama Sekot in the Klasse Ephemora System, during the height of the aliens' invasion of the galaxy. Upon arriving at Coruscant, which had been reformed into a simulacrum of Yuuzhan'tar, the *Noble Sacrifice* was destroyed in orbit, on the pretense that it carried saboteurs. A yorik-trema landing craft managed to escape, and it was believed that this ship carried Commadner Ekh'm Val to the surface. (FH3)

Nobo

this was the Huttese word for the number zero (0). The Hutts used a base-eight numbering system, since their hands had just four fingers each. (GMR5, TF)

Nobody's Inn

this cantina was located on the planet Ord Mantell. (SWJ14)

Nobrin, Dod

this alias was used by Garik Loran to infiltrate the planet Storinal, shortly before the *Night Caller* was to rendezvous with the Hawkbat. Dod was a farmer native of the planet Agamar, and also had two brothers: Fod, portrayed by Wedge Antilles; and Lod, played by Myn Donos. Their cover story was that they were on Storinal to find wives. (WS)

Nobrin, Fod

this alias was used by Wedge Antilles to infiltrate the planet Storinal, shortly before the *Night Caller* was to rendezvous with the Hawkbat. Fod was a farmer native of the planet Agamar, and also had two brothers: Dod, portrayed by Garik Loran; and Lod, played by Myn Donos. Their cover story was that they were on Storinal to find wives. (WS)

Nobrin, Lod

this alias was used by Myn Donos to infiltrate the planet Storinal, shortly before the *Night Caller* was to rendezvous with the Hawkbat. Lod was a farmer native of the planet Agamar, and also had two brothers: Fod, portrayed by Wedge Antilles; and Dod, played by Garik Loran. Their cover story was that they were on Storinal to find wives. (WS)

Nobu

this man operated a boshi farm on Tatooine, during the height of the Galactic Civil War. He also raised nerfs for food. (T7)

Nobuuri

this was a clan of Tarasin, native to the planet Cularin. (LFCW)

Nociv

this was a race of Kadrillians which lived in the hills of their homeworld of Kadril. They were distinguished from baseline Kadrillian stock by their more primitive civilization, as well as their wider range of emotions. The Nocivs hated their brethren, believing that the Kadrillians had become too passive. The Nocivs were targeted by Darth Vader because of their territorial home, which was filled with kunda stones. (LAT3)

Nocombackie Law

this was the name of the Gungan which exiled a member of the Gungan society from their underwater cities. (SWDB)

Nocturne of the Winged-Stars

this unusual, natural event took place every 300 years on the planet Caluula. Scientists from across the galaxy gathered on Caluula to investigate its origins and triggers. During the height of the Yuuzhan Vong invasion of the galaxy, Caluula was expected to experience another Nocturne, shortly after the Battle of

Ebaq. During the Nocturne, thousands upon thousands of winged-stars emerged from their chitinous shells and began their mating dance. Unlike other species which were similar in physiology, such as the drone-flitter, the winged-star had just a single day to attract a mate, then successfully fertilize and lay their eggs. What made the winged-star even more unusual was that its eggs took the next 299 years to incubate and hatch. Thus, it lived its entire life in one brief day. It was this day that drew scientists from across the galaxy to witness the Nocturne. (UF)

Nod, Lorian

as a youth, Lorian trained to become a Jedi Padawan at the same time as a young Dooku, some 68 years before the Clone Wars. They were the best of friends during the early years of their training, sharing their education as well as a number of schemes. Lorian was always a bit more reckless than Dooku, but their different personalities meshed well, until Dooku's incredible skill with the Force made him a favorite among the teachers. When Dooku was chosen to be the Padawan of Thame Cerulian, and Lorian was passed over several times, Lorian was left to ponder his own future. He hoped to impress the Jedi Masters by stealing a Sith Holocron and learning new skills from it, but he imposed on Dooku to cover for him when he was caught. Dooku refused, and eventually Lorian was expelled from the Jedi Temple. He refused to take a position in the Agricultural Corps, and set out on his own. Harboring nothing but ill-will toward the Jedi, Lorian began building his own base of power. Using his connection to the Force, he bullied beings into providing him funding, then established the Caravan corporation as a front for his illegal activities. Posing as a pirate, Lorian began kidnapping Old Republic Senators and holding them for ransom. While attempting to capture Blix Annon, Lorian ran into Dooku once again. Dooku was now a Jedi Master, and he and his Padawan Qui-Gon Jinn set out to arrest Lorian. Lorian managed to capture them on Von-Alai, shortly after kidnapping Senator Blix Annon. When Annon died of a heart attack while in captivity, Nod suddenly found himself in a lot more trouble. Dooku managed to capture Nod and have him sent to Coruscant for jailing. Thirty years later, Lorian appeared on Junction 5, where he was given command of the Guardians police force. His bloodless assumption of power would have been perfect, if the chance arrival of Qui-Gon Jinn and Obi-Wan Kenobi hadn't helped expose his plans. Once again, Nod was sent to prison, and was again eventually released. He returned to Junction 5, and used his skills to help restore peace to the planet he had tried to conquer. During the early months of the Clone Wars, he returned to Coruscant, ostensibly to offer his assistance to the Republic. Obi-Wan refused to believe his sincerity in offering his help, and Lorian could do nothing but work to prove him wrong. When the founders of the Station 88 Spaceport met with Count Dooku on the planet Null, Lorian decided that he could not support Dooku and the Separatist movement. Dooku tried to eliminate the leaders and flee, but Lorian chased after him, hoping to finally rectify all the wrongs he had done in his life. Unfortunately, before he could stop Dooku, the Count pierced him through the chest with his lightsaber. Lorian died as he took hold of the Force one last time. (LOJ)

Nod, Seib

this woman was a frequent patron of Coruscant's Outlander Club during the years leading up to the Battle of Geonosis, despite the fact that she always wore an blood-red, ankle-length robe that was attached to a unique facial screen that completely hid her true identity. (SWI75)

Noda

this Imperial Army Major was ostensibly in command of the ground forces which invaded the moon of Sulon, shortly before the Battle of Yavin. (SFE)

Nodgra System

Abdi-Badawzi ran a small operation in the system, during the early years of the New Order. (SWJ2)

Nodon

a Cathar from the same litter as Nonak, Nodon and his sibling joined up with Burrk to hunt for some of the galaxy's most desired furs and pelts. They eventually settled on obtaining Wampa pelts from Hoth, and had been fairly successful. That was, until they agreed to take Drom Guldi on a hunt. During the hunt, the Wampas had gotten smart, and had ambushed them at their ship. The Wampas inadvertently started the ship's auto-destruct sequence, which completed before the Wampas were removed from the ship. The ship exploded, stranding the entire party on Hoth. They were later discovered by Luke Skywalker and

Callista, who were on Hoth trying to regain Callista's powers. He was injured in a Wampa attack, and was later killed in yet another attack, this one inside their base. (DS)

Noe'ha'on

this planet is home to the Noehon race, as well as the k'lor'slug. (GG12, CCG)

Noehon

a race of four-armed insectoids from the planet Noe'ha'on, the Noehons have a savage culture. They stand on two legs, and they are covered with bristly hairs. The eyes of a Noehon are multi-faceted, with each facet having a specific range of vision. Some facets are used for detailed analysis, while others are for detecting motion. They exude a strong scent from glands in their cheeks, and use this scent to mark their territory. A pair of strong mandibles surrounds the Noehon mouth. They are excellent climbers. The Noehon race is obsessed with order and discipline, and are focused on maintaining heirarchies in their society. Their family groups are known as Welds, and consist of a dominant, alpha male ruling up to fifty females. The females have their own hierarchy. This hierarchical society leads many off-world Noehons into the slave trade. It has also led to a large amount of fighting for position in the overall society. The Noehons never achieved a high level of technology, and were planet-bound when they were discovered by the Old Republic. (GG12)

Noehonese

this was the spoken language of the Noehon race. There was no written form of the language. (UANT)

Noerr, Celida

this woman was a student at the Imperial Institute of Higher Learning, in the same class as Shandria L'hnnar. Unknown to Shandria, Celida was also a member of the rebel underground and an agent of the Alliance. When Celida was arrested as a traitor and executed by Imperial forces, Shandria herself joined the Alliance to avenge her death. (SWJ5)

Noeu Sphere

this ball was used in a sport which involved passing the sphere to teammates before throwing it into a goal. (IWE1)

Noff, Gavron

this man was captured by Armx, after a bounty was placed on his head. He might have escaped capture, but the power cell in his blaster failed while the blaster itself registered full-power. (GG10)

Nofre Ecls

this Sullustan was the sister of Loro Ecls, and ran the Nofre Repair Bay at the Gelgellar Free Port. She was also an independent operative for the Alliance, working with Colonel Arik Stijhl's team at the drop point in the Free Port. Nofre kept her involvement with the Alliance a secret from her brother, as he held no support for the Alliance. To ensure that she wasn't discovered, Nofre acted for the Alliance under the pseudonym Talana. Her skills were in gathering information, which she readily supplied to Stijhl and his team. (SWJ14)

Nofre Repair Bay

this starship repair facility was maintained by Loro Ecls' sister, Nofre, at the Gelgellar Free Port. (PSPG)

Nog

a predator native to the planet Smarteel. (JTH)

Noga River

this waterway is found on the planet Teyr. on the opposite side of the world from Griann and the Teyr Rift. (SOL)

Nogdra

the Captain of the Imperial Corvette *Bixby*, he defected to the Alliance when his ship was captured. He then gave the Alliance the coordinates of the Imperial staging point near Dellalt. (XW)

Nogdra System

this star system is located about three days hyperspace travel from Socorro. (SWJ2)

Nogget

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "pilot". (GCG)

Nogget

this male Mon Calamari, distinguished by his bluish skin coloration, was a scout and trailblazer. (GMR3)

Noghrese

this was another name for the Honoghran language. (UANT)

Noghri

this race was held subservient by the Empire. They were known for their guerrilla techniques. Individual Noghri were short in stature, with needle-sharp teeth, steel-grey skin, large dark eyes, and protruding jaws. They were nearly wiped out when two starships battled over the surface of their homeworld of Honoghr. One of the ships was destroyed, and plummeted to the ground, releasing noxious chemicals and rendering much of the planet uninhabitable. The entire battle was only a ruse, however, perpetrated by Emperor Palpatine as a way to reduce the will of the Noghri and bend it to his own uses. The Emperor dispatched Darth Vader to offer assistance to the Noghri, who were only too happy to accept. The price for their salvation was that they had to send their sons to Palpatine for use as silent commandos. Palpatine had all knowledge of the Noghri erased from the Imperial databases in order to heighten the effect of his commando teams. When Princess Leia discovered the Emperor's plan and was able to show the Noghri how they had been tricked, the Noghri quickly began recalling its sons from their commando teams, and joined the New Republic's struggle against the remnants of the Empire. In the aftermath of Thrawn's death and the destruction of the Mount Tantiss storehouse, the New Republic worked with the Noghri to restore Honoghr's ecosystem. However, the damage inflicted by the Empire proved to be too much to overcome. The Republic, and a poetic form of justice, gave the Noghri the option to resettle on Wayland. Many of the Noghri clans made the move, taking up residence on Wayland alongside the Psadans and the Myneyrsh. (HTTE, DFR, SOP)

No-Holds-Barred

this secret group of holo-video producers, directors, and actors was created in the underground of Adarlon's entertainment industry during the New Order. They created bootleg holo-vids that told stories of Jedi Knights and the glory of the Old Republic. The ranks of No-Holds-Barred are filled with artists who were blacklisted by the Imperial censors, and all of them were supporters of the Alliance, through contacts with Drun Cairnwick. (GG6)

Noimm

this female Senator of the New Republic was from an unspecified alien race. (BTS)

Nojik Beanstalk

the discovery of this unusual plant is generally considered one of the greatest archaeological finds of the modern era. (TT)

Nok

meaning "difficult" or "obstinate", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Nok

this Rodian, was Neela's brother, and an uncle to Greedo and Pqweekduk. Nok engineered the Tetsus clan's escape from Rodia, as well as the escape to Nar Shaddaa, when Navik the Red set out to eliminate them. (TME, HFG)

Nok Cartel

this band of pirates was based on the planet Abregado-re during the height of the New Order. (LOE)

Nok Derrick

this disfigured near-human lived in the dirtiest section of Mos Eisley, on the planet Tatooine, during the years leading up to the Battle of Yavin. Nok managed to capture Temo Dionisio, after learning that the man had ties to the Alliance. He planned to interrogate Dionisio and extract any information he held in his brain, then sell the information to the Alliance. Nima Maas hired the inexperienced bounty hunter Greedo to recover Dionisio, hoping that a covert attempt to eliminate Derrick would work. Despite his ineptitude, Greedo managed to kill Derrick and recover Dionisio. (T6)

N'oka Brath

known as the Glowstone by the Qella, this is the star around which the planet Brath Qella orbits. (TT)

Nokeezx

this was an alien word which translated into Basic as "no." (GMR10)

Nokko

this was one of the lesser Hutt *kajidics* of the planet Nal Hutta. (TF)

Nol Ilen

this near-human male was a native of Demar, and had worked for the Lant Mining Corporation since he was eighteen. At that time, he found work as a grunt on a space barge at Lish V, and was known as an incessant talker. His supervisor finally transferred him off the barge and into pilot training, just to get rid of him. At the time of the Battle of Yavin, Nol worked as a shuttle pilot, ferrying miners to and from their worksites. Nol chats with them all during the flights, trying to keep abreast of activity on Lish V. (FBS)

Nola

this species of grass fills the plains of the planet Naboo. Dried nola grass is used as fire kindling, and can be ground up for use as a cooking spice. (GF)

Nolaa

this was a common name given to Twi'lek females, and referred to the mythical figure Nolaa, who was the daughter of Mala. (GCG)

Nolaa

according to Twi'lek mythology, Nolaa was the daughter of Mala. (GCG)

Nolaa Tarkona

this female Twi'lek was distinguished by her greenish skin and her single head-tail. A group of optical sensors was mounted in the stump of her missing head-tail. It was rumored that she was Oola's sister. She grew to power as the leader of the Diversity Alliance, and sought the location of the Emperor's Plague as a quick way to rid the universe of the human race. She paid Bornan Thul to transport it to her, but he disappeared with the datadisk and had to be hunted down by the likes of Boba Fett and Zekk. When she finally located the Imperial storehouse, Bornan tried to stop her. With the help of the young students of Luke Skywalker's Jedi Academy, Tarkona was nearly captured. In the firefight between their forces, several of the Imperial plagues were unleashed, including the Emperor's Plague and a virus dangerous to Twi'leks. Both Bornan Thul and Nolaa Tarkona contracted one of Evir Derricote's viruses in the plague chamber, but Tarkona managed to escape with Raabakyysh. They fled the storehouse, but Tarkona was too ill to notice that the young Wookiee had blindly jumped into hyperspace. Raaba landed on a remote world and quarantined them both, until Nolaa died of her virus. She hoped that the virus would eventually die, and become harmless to the rest of the galaxy. (SHA, TEP)

Nolaan

this man was, at one time, the Imperial Captain in command of the *Interrogator*. He was also the mentor of a young officer named Vharing, who eventually succeeded Nolaan in command of the *Interrogator*. He was executed for an error by High Inquisitor Tremayne. (TFNR)

Nolan, Alikka

this young woman worked with Ketrian Altronel at Arginnall Refinery, during the time when the Empire controlled the natural resources of the planet Hargeeva. She served as the plant's personnel supervisor. She longed to be part of the resistance in Arginnall City, as her brother had been imprisoned in one of Nial Pedrin's labor camps. For this reason, she threw in her lot with Stevan Makintay when he returned to Hargeeva. She was captured, along with Mak and Ketrian, during an Imperial raid on the Lantern Inn, and was subjected to intense interrogation. She died when the drugs administered by Nial Pedrin overloaded her heart. (SWJ8)

Nolar

this planet was one of the largest commercial centers of its sector, during the last decades of the Old Republic. Because of the large number of businesses and wealthy beings passing through the planet's cities and spaceports, thievery was one of the most popular professions on Nolar. (JAF)

Nolari

this bustling commercial center was the capital city of the planet Nolar. (JAF)

Nolarian 6000

this beam drill, produced on the planet Nolar during the years preceding the Battle of Naboo, was considered one of the best mining tools of its age. The Nolarian 6000 was an immense drill, mounted on a mobile platform and designed to underwater mining and excavation. (JAF)

Noldan

this young man was among the many Force-sensitive individuals who were exiled to the planet Dathomir during the early years of the New Order, because he was perceived as a threat by Emperor Palpatine. Noldan became something of an aide to Rohak, and was with the old man when he discovered the location for the Village of Aurilia. (SWGAL)

Nole Tree

this species of tree was native to the planet Vernet. (SWJ15)

Noleria

this barren, rocky planet was the fourth world in the Sacor, or Sacorria, System. It was orbited by a pair of moons. (CCW)

Noli

this flightless bird was native to the planet Ganeid IV, and was the favorite prey of the cooha. The noli were not without defenses, however, possessing powerful beaks and slashing claws. (TBSB)

Nollo Kanx

this Quarren enforcer worked for Odanni, the Mon Calamari owner of the Fathoms restaurant complex. He had a fearful reputation among the locals of Wildwater City, who knew that he presense meant only bad things were going to happen. Nollo Kanx was something of a expert in the use of poisons, and he created many of his own poisons using the plants and animals which were supported within Wildwater City's environs. (WSV)

Noloh Gunga Bongoform

this Gungan-owned manufacturing facility was located in Bartyn's Landing, on the planet Lamaredd, during the years surrounding the Battle of Naboo. It was one of the few businesses based on Lamaredd that were not locally owned, and produced many of the skimmersubs and lifeboat pods that were used on the planet. The company operated the Noloh Gunga Fuel Station, located within the Three Jetties area. (GMR7)

Noloh Gunga Fuel Station

this refueling depot, which was owned and operated by Noloh Gunga Bongoform, was located within the area of the Three Jetties, on the planet Lamaredd. It was located offshore from Bartyn's Landing itself, allowing the workers to contain any potential fuel spills before they reached land. (GMR7)

Noloth

this member of the H'kig colony on L'at was believed to have been captured when the Yevetha took control of the planet during the Great Purge. Nolothe was supposedly held on the *Pride of Yevetha* in order to deter attack by the New Republic. In reality, Nolothe had escaped on the *Star Morning* before the Yevetha arrived. Nolothe's presence on the Star Destroyer was an illusion generated by Enara to fool the Yevetha. (TT)

Nolt

this was a common name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "provider". (GCG)

Nolyds, Burr

this gaunt, white-haired man served on the Imperial Interim Ruling Council. Nolyds was one of the Council members who supported Carnor Jax and the plans he had for eliminating Emperor Palpatine, for the Emperor kept all of his supporters on short leashes. After Jax was killed on Yinchorr, Nolyds took control of the Council. He opposed Feena D'Asta's plan to make peace with the New Republic, despite the legitimacy it would bring to the Council. He was killed when he returned to his quarters after a long debate with D'Asta, and found a message disk in his rooms. When he activated it, it exploded, killing Nolyds instantly. (CE2)

Nom Anor

this shadowy, black-armored figure worked behind the scenes of the Imperial Interim Ruling Council. He used Xandel Carivus as his agent, and predicted that Carivus would be elected to lead the Council after Nolyds was assassinated. Nom Anor spoke with a raspy hiss, which strengthened his evil image. He claimed to be in charge of the dealings on Ord Cantrell, and that the murders which plagued the Council were within his plans. However, General Immodet was soon poisoned, and not by any of Anor's agents. He claimed to be unconcerned about the rumors of Kir Kanos returning. Nom Anor became known to the New Republic several years later, when he emerged as the spiritual and political leader of the Rhommamoolians. Nom Anor made no effort to hide his hatred of the New Republic and the Jedi Knights, and preached about abandoning technology in favor of looking for the truth in the natural elements of life. In response to his charismatic personality, the Red Knights of Life rose up to further his beliefs. He had managed to incite them to rebel against their neighbors on the planet Osarian, sparking an intrasystem battle while furthering his own plans. In reality, Nom Anor was the Yuuzhan Vong leader of the advance forces of the Praetorite Vong, and a member of the Intendent class. When he was given the assignment, he showed his devotion to the Yuuzhan Vong by removing his own eye with the sharpened end of a burning stick. The eye was replaced with a plaeryin bol. He faked his own death by pretending to be on a diplomatic shuttle dispatched to the Mediator, but he was actually in an A-Wing fighter fleeing to Sernpidal. The shuttle exploded in the hold of the Mediator, although Nom Anor himself was in another craft fleeing the battle. He was disgraced upon his return to the Yuuzhan Vong leaders, and was replaced by Shedao Shai. It was later revealed that Nom Anor was a member of a lower caste in Yuuzhan Vong society, and hoped to elevate his people to warrior status by successfully conquering the first planets along Vector Prime. His failure almost guaranteed swift retribution. With the failures of Shedao Shai and Deign Lian, Nom Anor found himself once again in a position of command, leading the forces which destroyed Obroa-skai. He was also part of a growing faction of Yuuzhan Vong which believed the Jedi Knights were the key to taking control of the galaxy. Nom Anor also took steps to form an alliance with Borge the Hutt, which provided a minimum of protection for Hutt Space and gave the Yuuzhan Vong their choice of worlds to use to grow yorik coral. However, Nom Anor found himself entangled with two female rivals during the invasion. The former Jedi Knight Vergere seemed to be favored by Warmaster Tsavong Lah, while Viqi Shesh - the woman he himself had recruited to the Yuuzhan Vong cause - was working behind the scenes to assassinate Borsk Fey'lya and become Chief of State of the New Republic. Nom Anor met both challenges head-on, and was dispatched to Coruscant to meet with the Republic Senate and Chief of State Fey'lya. Nom Anor was summarily arrested, thwarting his immediate plans and those of Senator Shesh, but managed to escape unharmed after rendering the entire Senate unconscious. Upon his return to the Yuuzhan Vong, Nom Anor was again paired with Vergere, this time on the so-called Solo Project. He argued for the project's existence by showing Tsavong Lah that the New Republic - and the Solo family in particular - were destined to win the Galactic Civil so that the Yuuzhan Vong could

invade the galaxy. Speaking heretically, Nom Anor explained that the Empire's centralized forces would have crushed the Yuuzhan Vong, so the True Gods altered events to ensure the Alliance own the war. While this appeased the Warmaster, Nom Anor's failure with the Solo Project did not. He was relegated to duty on Coruscant, which had been reformed into a simulacrum of Yuuzhan'tar, locating and eliminating any pockets of resistance. His continued failure to capture Jacen Solo, combined with the loss of Ganner Rhysode and the near-destruction of the World Brain, forced Nom Anor to flee into the depths of the planet to escape execution. There, he met up with a group of Shamed Ones who had begun to revere the Jedi Knights. Their heretical beliefs gave Nom Anor the idea of turning them in to Overlord Shimrra, as part of a plan to regain his stature. When the band of Shamed Ones was routed by Yuuzhan Vong warriors, Nom Anor was again forced to flee deeper into the planet, relying on Shoon-Mi and Kunra to survive. However, his plans were not in shambles, and he continued to gain power as Yu'shaa, the Prophet who would lead the Shamed Ones to freedom. He gathered the Shamed Ones and used their religious fervor to build his own base of power, from which he hoped to strike back at Shimrra for abandoning him. He thought his plans had come to fruition when the living planet Zonama Sekot was located, as he believed that the destruction of the planet - which was a source of fear to Shimrra - would return him to the Supreme Overlord's good graces. After arranging to reach the planet with Nen Yim and Harrar, along with the Jedi Knights Tahiri Veila and Corran Horn, Nom Anor found the rumors of the living planet to be true. He set his plans in motion, hoping to overload the planetary hyperdrive and destroy the planet. He was forced to kill Nen Yim, who had discovered his true identity, only to be revealed later by Tahiri. Nevertheless, Nom Anor managed to escape Zonama Sekot and return to Coruscant, where he was restored to a position of power by Shimrra himself. Nom Anor was named the Prefect of Yuuzhan'tar, much to the dismay of High Prefect Drathul. Drathul decided that Nom Anor should be the individual to put a stop to the heretical cult of the Prophet Yu'shaa, a move that Nom Anor believed would earn him even more power. He was unprepared for Kunra's own plans, however, when the Shamed One twisted his warnings into bold proclamations to the Shamed Ones. Kunra thus forced Nom Anor to lead the masses, rather than abandon them. However, the weight of serving two masters began to force Nom Anor into a corner. When Shimrra finally ordered the World Brain on Coruscant to literally destroy the planet, making it useless to either side of the battle, Nom Anor did the only thing he could to save his planet. He shed his Prefect's cloak and took up arms with the Shamed Ones, fighting against the establishment of Shimrra. Once again, his actions were merely executed to save his own skin, and Nom Anor hoped to escape in the midst of the fighting between Shamed Ones and warriors. He was tracked in his escape by none other than Mara Jade Skywalker, who was part of an infiltration team dispatched to capture Shimrra. Mara's combat skills, both with a lightsaber and barehanded, were no match for Nom Anor, who was already breathless and tired from trying to escape the battle. She forced him to surrender, at which point he told her about Shimrra's plans to use the Alpha Red virus against Zonama Sekot. He then agreed to take the Jedi and the Solos to Shimrra's Citadel, in the hopes of locating Luke Skywalker and Jaina and Jacen Solo. Along the way, Nom Anor continued to look for a way to turn the situation to his own needs, but the deaths of Shimrra and Onimi left him with only two options: rejoining Nas Choka or joining the Galactic Alliance. Neither prospect gave him the kind of power he wanted, however. As he led the Jedi to Shimrra's escape pod, even his attempt to force them into the waste disposal system went awry. Jacen recognized the ruse, and confronted Nom Anor. In a last-ditch effort, Nom Anor used his plaeryin bol to squirt poison at Jacen. The young Jedi, however, simply restructured the poison into nothing more than water. Left with no alternative, Nom Anor chose to die when the escape craft crashed back into the surface of Coruscant. (CE2, VP, DTO, DTR, HT, SBS, SWDB, T, FH1, FH2, FH3, FP, UF)

Noma

this scout relied on his M38 explorer droid in his work. (FTD)

Nomad

an Imperial Out System Scout craft which discovered Butler's Cove, the *Nomad* and her crew was captured by Alliance agents before they could report back to the Empire. (SN)

Nomad City

this was the name of Lando Calrissian's mining operation on the planet Nklon, during the years following the Battle of Endor. Nomad City was a mobile colony built from an old Dreadnaught cruiser, which was mounted atop 40 AT-AT walkers, and built to withstand the nighttime heat of Nklon's surface. (HTTE)

Nomad City Control

operations center aboard Nomad City, responsible to the regular arrival and departure of supply ships and ore transports. (HTTE)

Nomad Gulch

this rocky gulley was located on Tatooine, near the town of Motesta. (AIR)

Nomad Squad

this group of Alliance troopers was part of the security force protecting the outpost on the planet Taul, shortly before it was destroyed by the *Victory*-class Star Destroyer *Dominator*. (SWJ1)

Nomad Squadron

this starfighter squadron was part of the New Republic Navy during the Yuuzhan Vong invasion of the galaxy. Based on the MC80b cruiser *Allegiant*, Nomad Squadron was one of the very first full units formed by the Alliance to Restore the Republic, during the months that followed the Battle of Yavin. It was originally a squadron of A-Wing fighters, but over time its pilots became famous for their ability to fly anything, at anytime, anywhere in the galaxy. When the Yuuzhan Vong launched their invasion, Nomad Squadron was under the command of Captain Tarrik, and they were stationed in the Meridian Sector of the galaxy. (GMR9)

Nomads

this was another name for the Em'lii race, used primarily by the human inhabitants of the planet Shalyvane. (GMR1)

Nomannic

an Alliance YT-1300 destroyed during the Galactic Civil War. (TIE)

Nomar

this man was Captain of the *Laughing Dancer*, although the name was assumed to be an alias. Nomar was lost and presumed dead after the disappearance of the *Laughing Dancer*. (HAS)

Nomas

this man owned a salvage yard. In his mid-fifties during the Galactic Civil War, Nomas looked as though he had personally scoured every square meter of his yard, for he was constantly covered in grease and grime. He felt much of the Empire's grasp as it imposed heavy tariffs on his used parts, and he often assisted Alliance agents whenever possible. (GMH)

Nomers Ocean

this was the largest body of water located on the planet Brosi. (AIR)

Nomgon's Arm

according to Ansionian mythology, this was a magical artifact associated with surprising events. (APS)

N'Omīs

this plant, native to the planet Toydaria, produced a drooping, red flower. (IWE1)

Nomme

an Imperial freighter assigned to the TIE Advanced plants in the Omar System. (TIE)

Nommi

this was the name of a popular Gungan candy. (GCG)

Nommi

meaning "nectar", but also referring to a type of candy that was popular among the Gungans, this name was common among Gungan females. (GCG)

Nomo

this Imperial Lieutenant served under Captain Zyak at the Fuel City depot on Sulon, during the Imperial occupation of the Sullust System. (RAG)

Nomo Sliken

this Clawdite assassin worked for Moska the Hutt during the height of the New Order. It was Nomo Sliken who murdered Nak Simm, then took the Zabrak's place at a meeting that was scheduled to cement an alliance between the Hutt crimelords Torga and Jolla. Unfortunately, Nak Simm's body was discovered before the meeting could be finished, and Nomo Sliken's plans were exposed. Nomo fled from the Corusca Gem Casino in an effort to escape, using a variety of disguises to avoid being recognized. However, the beings with whom he had been meeting managed to capture him before he could escape into the crowded streets. Nomo was later imprisoned by Torga for his treachery. (WOA23)

Nomor

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Nomor referred to industry, hard work, or diligence. (GCG)

Nonak

a Cathar from the same litter as Nodon, Nonak and his sibling joined up with Burrk to hunt for some of the galaxy's most desired furs and pelts. They eventually settled on obtaining Wampa pelts from Hoth, and had been fairly successful. That is, until they agreed to take Drom Guldi on a hunt. During the hunt, the Wampas had gotten smart, and had ambushed them at their ship. The Wampas inadvertently started the ship's auto-destruct sequence, which completed before the Wampas were removed from the ship. The ship exploded, stranding the entire party on Hoth. They were later discovered by Luke Skywalker and Callista, who were on Hoth trying to regain Callista's powers. He was later killed in another Wampa ambush, trying to save his brother, Nodon. (DS)

Nonakara

this slimy amphibian was found in the lakes and swamps of a number of different planets. Its was mainly herbivorous, but would eat small insects and fish if needed. Nonakara produced copious amounts of irritating slime from their skins, and the slime helped debilitate the flora and fauna surrounding the nonakara and allowing it to more easily catch and feed on it. Scientists have also discovered that the slime contained genetic material, and that two nonakara could interbreed by exchanging slime. This mating required that one nonakara travel to the other's body of water, a trip would was perilous for the creatures. In this manner, the two nonakara parents would each give birth to offspring. These creatures were sometimes referred to as whirling snakes because of the thrashing and spinning a nonakara performs after it travels to a new body of water. This spinning motion dislodges huge amounts of slime, allowing the nonakara to disseminate its genetic material. (COG)

Nonam

this man was a Captain in the Imperial Navy. He was in command of the small fleet which deployed the first-stage Darktroopers to take out the Alliance's Tak Base, on the planet Talay. (T4)

No-Name

this was the name used to describe the spies used the Old Republic Senate. Each No-Name was given an entirely new identity, complete with the appropriate text docs and security clearances. A casual investigation of a No-Name's identity revealed nothing unusual or incriminating. When an agent died, the identity was often retired from use. (JAD)

Nonce

this Senali was a member of the Banoosh-Walore clan. (SP)

Nonce

this Radnoran was a known criminal, during the years following the Battle of Naboo. Nonce was hired by Dol Heelp to locate teams of youths who were willing to help steal loot from the homes of those

Radnorans who were evacuated from their homes in Tacto, after a plague was unleashed in the neighboring city of Aubendo. (JQ1)

NonHumans Inn

this chain of hotels in the Outer Rim caters to species of non-human origin. (GG9)

Non-Limbed Professional Greenputt Tour

this was one of the primary series of greenputt matches held during the last decades of the Old Republic. It was established to give those beings which lacked arms - which were required to swing the clubs used to hit the greenputt ball on the other professional tours - a chance to compete on a galactic stage. (HNN4)

Nonnah

this Alliance freighter was forced to crash-land on the planet Chorax, shortly after the Battle of Hoth. Rogue Squadron was dispatched to protect the freighter and its crew and cargo from Imperial attack until a rescue team could arrive. (RSG)

Nonnaihr, Lorac

this man was apprehended while smuggling guns through Alderaan's Spacer Quarter, during the height of the New Order. An Alderaanian by birth, Nonnaihr understood why weapons were banned on his homeworld, and demanded that any being who purchased weapons from him must never use them on Alderaan. (CCW)

Nonrey

this noted Imperial scientist disappeared from public view several years before the Battle of Yavin. (AIR)

Non-Sentient Professional Greenputt Tour

this was one of the the primary series of greenputt matches held during the last decades of the Old Republic. For many sports historians, the formation of the NSPGT marked the lowest point in the history of greenputt. It was formed in reaction to the consistent play of three neeks from Ambria, as well as the play of a Taurill named Bortis. (HNN4)

NonSonic

this was the brand name of a series of blaster silencer attachments manufactured by Merr-Sonn during the Galactic Civil War. They were produced for a variety of slughthrowers and projectile weapons, and each version was suitable only for a specific weapon. (ROE, AEG)

Nonsu

this was one of the many corporations which had its headquarters in the Stratablock 7 building of Metellos' Moridebo District, during the height of the New Order. Nonsu and its rival, CarsinShare, were the primary buyers and sellers of business information. They also produced much of the material used to build and maintain the city of Ektra. On the less legitimate side of things, CarsinShare and Nonsu also staged death matches deep in the bowels of Ektra, pitting their champion gladiators against each other in bloody fights to the death. (CCW)

Nontal Quincu

this scientist had been an associate of Jenna Zan Arbor's, and was invited to the party she held at Didi Oddo's café. (EVE)

Noob Hill

located on Ruan, this district was noted for its hotels and boarding houses. It was located near several of Salliche Ag Corporation's refugee camps, established to house those beings fleeing from the Yuuzhan Vong invasion of the galaxy. (JE)

Nooch

this New Republic K-Wing bomber pilot served with the Fifth Battle Group during the unsuccessful blockade of Doornik-319. He was killed when the Yevethan resisted the blockade efforts and attacked the Republic's ships. (SOL)

Noodlefishing

Leia Organa-Solo used this term to describe the mindless activities of most political figures. (SOL)

Nooga

see Wallanooga (DSSB, ASNG)

Noolian Crisis

this was one of the early Imperial battles, and resulted in the Empire liberating the Bothan Sector from rebellious insurgents. (TPS)

No'oma K'bri

this Tarasinese phrase translated into Basic as "advance scout", although the two words failed to convey the true meaning of the phrase. Being the *no'oma k'bri*, which led one of the traditional Tarasin hunting parties, implied that the Tarasin individual had a certain amount of honor in being the leader. However, it was also used as a form of punishment, since many hunts involved dangerous prey. (LFCW)

Noonam

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name meant "strong-willed". (GCG)

Noonar

this planet, the primary world of the Noonian system, is located in an area of the galaxy near the Halthor Sector. (SWJ2)

Noone, Cecil

this dark-skinned man was the leader of a band of thieves and soldiers that hired itself out to the highest bidder during the height of the New Order. He was also the owner and Captain of the *Borogove*. Noone was the son of two members of the Freedom's Sons. He stole a decommissioned ship from the group at the age of thirteen and fled to Byblos, where he tried to sell the ship. He was robbed blind by a group of shipjackers, and was forced to re-established himself as a con man and thief. During the height of the Galactic Civil War, however, Noone was the leader of a small band of criminals that included Kels Turkhorn, a Tynnan named Dawson, and the cyborged Sluissi named Hass Sonax. As a group, they managed to steal a Hapan gun of command from Vop the Usurer, and tried to sell it to make a fortune in credits. However, only a few beings offered to buy it, one of them a young Alliance agent who could only offer them a tenth of their asking price. A meeting with Imperial Governor Gilad Halsek nearly got them killed, so Noone tried to sell the weapon to Tyro Viveca on Kabal. Viveca had heard all about the theft of the weapon and Noone's failed attempts to sell it, and was not amused when Noone offered to sell it to him for one and a half million credits. Viveca simply laughed in his face, and gave him a counter-offer: turn over the weapon, and Noone would have the chance to escape through Viveca's hunting grounds. When Viveca turned the Hapan weapon in his direction, Noone set out to escape. He only managed to avoid death through the timely intervention of his comrades. (SWJ15, GMR1)

Nooni Dalvo

this female Sullustan served as the navigator aboard the *Trader's Luck*. (TPS)

Noonian Fixer

this alcoholic concoction was guaranteed to make you forget your troubles. (SWJ1)

Noonian Sector

this area of the galaxy was under Imperial control during the height of the Galactic Civil War. (SWJ2)

Noop Warko

this was a noted Nuknog individual in the history of the planet Sump. (UANT)

Noopiths

an area of the galaxy, located in the Outer Rim Territories near the Greeb-Streebling Cluster and the Ninth Quadrant. (COJ)

Noor

this was a common female name given to Sullustan females. It referred to an elusive, graceful creature found in the tunnels of Sullust. (GCG)

Noor

this graceful, cave-dwelling animal was native to the planet Sullust. It was famed by the Sullustans for its elusiveness. (GCG)

Noor

this surname was common among human settlements found throughout the galaxy. (GCG)

Noor R'aya

a native of the planet Sorl, this Jedi Master had a deep connection to the Force which caused him to leave the daily life of the Jedi Temple to contemplate the galaxy in seclusion on his homeworld, some twenty years before the Battle of Naboo. After building a small home on the Cragh Mountains, he suddenly disappeared, shortly before Qui-Gon Jinn was captured by Jenna Zan Arbor. Adi Gallia discovered that Master R'aya had also been imprisoned by Zan Arbor, but her experiments left him drained of blood and unable to fight back. After the Jedi Knights discovered Zan Arbor's lab on Simpla-12, Noor was placed in the custody of Ona Nobis for transport to Belasco, where Zan Arbor hoped to capture the Jedi. Noor feigned unconsciousness, but managed to remain alert enough to leave clues about his whereabouts. (TDR)

Noor Shan

this female Sullustan served as the Security Chief aboard the *Chilastra*, during the Yuuzhan Vong invasion of the galaxy. (GMR8)

Noor, Tetengo

this man, a native of the planet Churba, was a member of the New Republic military. An A-Wing pilot, Tetengo served Blue Squadron at Folor base, using the callsign Blue Ten. Later, he served as Polearm Nine, part of the Polearm Squadron assigned to the *Mon Remonda* during the hunt for Warlord Zsinj. At the Battle of Selaggis, it was Tetengo who made the last firing run over the *Iron Fist* before it disappeared into a "tunnel" generated by orbital nightcloaking satellites and disappeared. He was able to see the bow of the *Second Death* just before it exploded, but believed it was the *Iron Fist*. Noor escaped the explosion with damage to his A-Wing's engines, but returned to the *Mon Remonda* to report his findings. He reported that a second capital ship fled the area of the *Iron Fist's* destruction, but he had no idea what ship it was. (WS, SOC)

Noori

a planet inhabited by a race of humanoids with dark brown skin and green-and-gold striped eyes. (DOD)

Noorooop

this creature was known to lay an egg which was extremely slippery. (FH2)

Noota

a Rodian word that can be translated as "money." (TME)

Nootka

this was one of the more common surnames used by the Duros people. Like all such names, Nootka was used only for official business, to indicate one individual from another when in the presence of non-Duros. This name literally meant "supervisor" or "commander". (GCG)

Nooxoo Una, Vooz

this man, whose name translated into Bocce as "The Patriot," was once a noted biogeneticist who

specialized in the manipulation of plant material. Nooxoo Una later instituted a vigilante war against crime on the planet Coruscant, during the height of the New Order. To protect himself, Vooz Nooxoo Una wore a suit of biochemically and genetically engineered plant fibers, giving him the appearance of a walking tree. The suit, which he had created in the laboratory and donned as an experiment, was studded with heavy thorns, and his hands and feet were tipped with retractable claws. Shortly after the Battle of Yavin, Vooz Nooxoo Una began attacking Imperial officers and soldiers without provocation, earning an Imperial bounty on his head. (GMR6)

Nop

this was a common name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "first-born son". (GCG)

Nopan

this large Quarren worked for the noted crimelord Jarafok during the last years of the Old Republic. (SWJ5)

Nopces Prime

this was the primary world in the Nopces System, a minor star system is located on the Mid-Rim edge of Darpa Sector, along the Hydian Way. (FOP)

Nopp

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Nopsin

this was the third world colonized by the Tren. It was also the last world they colonized, as the Tren joined the Empire and agreed to certain non-expansion laws. (SWJ11)

Noquivzor

the New Republic used this planet as a staging location for their assault on the Imperial base on Borleias. Borsk Fey'lya later used the arid world as the site from which the Republic's councilors would plan the assault on Coruscant. Fey'lya knew that many of the councilors would dislike the planet's dry polen-filled atmosphere, and that would put them on edge and at odds with each other. He then stepped in to "reconcile" the situation, gaining his own advantage in the proceedings. The renegade Imperial warlord, Zsinj, took his fleet there to eliminate the Republic outpost, following the capture of Borleias by the Republic. He was too late, and only destroyed empty buildings. It was believed that Tycho Celchu was killed in the battle, shortly before the New Republic attempted to liberate Coruscant. (XWN, WG)

Nor

this name was commonly given to Quarren males, and meant "strong". (GCG)

Nor

this name was common among the Feeorin race. (UANT)

N'or

one of the many languages spoken in the Delantine System, N'or is prevalent on the planet Da'nor. (SA2)

Nor Fik

this was one of the Colicoid leaders who traveled to meet with Krayn on Rorak 5, during the period in which Anf Dec was negotiating with Krayn for the spice processing rights to the Kessel Run. It was Nor Fik who greeted the slave trader Bakleeda - actually Obi-Wan Kenobi in disguise - some four years after the Battle of Naboo. Bakleeda had been employed by the Colicoids as an independent assessor of Krayn's organization. Shortly after their initial meeting, Nor Fik was confronted by Obi-Wan and Siri Tachi, both of whom revealed they had been planning to "overthrow" Krayn. Under her disguise as Zora, Siri reasoned with Nor Fik about the Colicoids' plans to eventually squeeze Krayn out. Nor Fik was unable to commit the full resources of the Colicoids to take up the Nar Shaddaa operations, but agreed to allow the

slave revolt to take its course and ruin Krayn's operations. Eventually, Nor Fik was allowed to take control of Nar Shaddaa, and agreed to actually pay the workers to continue processing the spice. (JQ)

Nor Wedd

this was a noted Quarren politician, who served as one of his species' representatives to the Old Republic Senate some twenty-two years before the Battle of Yavin. (SWDB)

Norah

a planet. *This might be a reference to the planet Haariden.* (JQ9)

Norak Tull

a sentient race of insectoids, the Norak Tull have segmented, armor-like skin. (TT)

Norat Sovereignty

this government and its people were exterminated during the Yevethan Purge. (SOL)

Norba

Cabrool Nuum's daughter, she had almost as many aspirations as her devious brother, Rusk. When Rusk imprisoned Jabba the Hutt, Norba released the crimelord so that he could kill Rusk. She threw Jabba in jail for murder, but explained that she would set him free if Jabba agreed to kill Vu Chusker. Jabba, however, didn't want to be subservient to any of the Nuum clan, and so he ate Norba. (JTH)

Norban

this Imperial communications officer served on Garos IV during the early years of the New Republic. (SWJ3)

Norben

this grizzled, old man worked as the bartender at the Falling Rodian cantina, on the Tolea Biqua space station, during the last years of the Old Republic. Norben was a good friend of Ginder the Bimm. (WOA4)

Norbet's Nest

this seedy dive was located in The Skids district of the city of Tyrena, on the planet Corellia, during the height of the New Order. (CCW)

Norble

this ancient pioneer settlement was established in the souther hemisphere of Socorro, some 2,700 kilometers south of Vakeyya. (BSS)

Norble

this is a Socorran word which meant "wayward" or "stubborn". (BSS)

Norclune

this planet as a religious destination for many beings, during the height of the New Order. (T14)

Norcuna

this Twi'lek Jedi Master was among the forces of the Old Republic dispatched to liberate the planet Jabiim from Separatist control. Like many of the Jedi Masters, Norcuna was given the rank of General, and provided with a group of clone troopers to command. However, a month into the battle, very little headway had been made, and Norcuna's forces were captured and killed by Alto Stratus. Stratus taunted Master Norcuna as he beheaded the Twi'lek. (RBJ)

Nord

an alien race. (AIR)

Nord

this Imperial Colonel was part of the command crew aboard the weapons platform known as the *Tarkin*, during its construction in the Patriim System. Nord was part of the group of officers who opposed Darth Vader's careless waste of life whenever an officer failed to meet his goals. When an assassination

attempt against the Dark Lord failed, Vader discovered Nord's role in it and planned to execute him. However, when Nord decided to use the ionic cannon aboard the *Tarkin* to take out Luke Skywalker and Leia Organa, the superweapon exploded. It had been sabotaged by the Alliance, and tore itself apart when fired. Nord and all aboard were killed. (LTA3, MC52)

Nord System

a planetary system. (GG6)

Nord, Calo

considered by many to have been the greatest bounty hunter in the galaxy during the Great Sith War, Calo Nord was an outwardly unassuming man who was known for his deliberate precision in his actions. As a child, he was sold into slavery by his parents, and managed to kill his masters on his sixteenth birthday. He then set out to execute his parents for selling him into slavery, an action which earned him a substantial bounty on his head. Calo Nord was determined not to be captured, and learned everything he could of the tactics used by the bounty hunters who pursued him, before he killed them all in turn. Eventually, Calo Nord discovered who had placed the bounty on his head in the first place, and executed them as well. Calo Nord eventually became a free man, and set out to become a bounty hunter in his own right. His natural instincts for survival and his ruthless efficiency allowed him to become the most feared hunter of his time. Many criminals believed that his existence was a myth that was told to other criminals to frighten them away from a life of crime; this stemmed from the fact that very few beings ever escaped him to testify to his prowess. He eventually went to work for the Sith during the years of conflict surrounding the Great Sith War, and also took on work for The Exchange during the same period. He dogged Bastila Shan, Carth Onasi, and the Jedi Knights who were searching for the Star Forge and Darth Malak, and was believed to have been killed on Taris. However, he managed to survive the assault and escape the planet before it was destroyed by the Sith. Nord continued to work for Darth Malak, and it was while on Sith business that Calo Nord was eventually killed, during the battle for control of the Star Forge near the Unknown World of the Rakata. (KOTOR, SWDB)

Nord, Dren

this arrogant young man was a native of the planet Alderaan. The son of two politicians, Dren was educated at some of the Inner Rim's best schools. When he accepted a scholarship to a prominent medical school, Dren found himself away from Alderaan when it was destroyed by the Empire. He joined the Alliance, and was recruited to be a medic with the Special Operations team. The loss of his family on Alderaan hardened his spirit, and his bedside manner and respect for his superiors were both poor. He found himself having to pull political strings to get transferred to a more prestigious area. However, after learning that he could provide expertise in high-combat missions where the real work was being done against the Empire, he retracted his request and was assigned to T'Charek Haathi's shipjacking team. He bristled at having to take orders from a younger officer, and discovered that he lacked the skills to give them in combat situations. After Haathi's team survived the attack of a Doom Slayer droid on Gelgelar, Nord left the team to work with Colonel Stijhl's team. He was replaced by Stijhl's field medic, Maglenna Pendower. (SWJ13, SWJ14)

Norda Proi

a New Republic Lieutenant serving on the *Steadfast* under Captain Oolas. (BTS)

Nordoxicon

manufacturers of various shipboard components, including anti-concussion field generators. (CPL, SCORE)

Nordoxicon Micro Instrument

a division of Nordoxicon, the Micro Instrument group began making sighting and targetting devices near the end of the Galactic Civil War. (SWSB)

Nordra

this planet is the homeworld of a three-foot-tall, humanoid race, characterized by their wrinkled skin and the strip of white hair that ran down the middle of their head. (SWJ2)

Noreekee

this was a common Ayrou name. (UANT)

Noreti

a familiar Yevethan greeting. (BTS)

Norg

a timid creature native to Brigia. (HSL)

Norgar

this Krath assassin was one of Satal Keto's slaves. (DLS)

Norge

this was a starship. (XWA)

Norghar

this was a common name among the Drall. (UANT)

Norgk

see Horgk (EGP)

Nori

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Nori indicated music, song, or poetry. (GCG)

Noria

Skids Tuketu's girlfriend. (BTS)

Norika

one of Akanah's childhood friends on Lucazec, Norika was Akanah's best friend among the Fallanassi. Wialu often said they were like twins. Along with several other youths, she was taken to the planet Teyr when the Empire invaded Lucazec. She lived in the city of Griann until the Fallanassi were forced to flee. (BTS, SOL)

Norkronian Whistle Snake

this unusual reptile was known for its ability to make flute-like noises that seemed to form strange music. (LTA2)

Norky

this unusual mammal was a capricious little creature that was native to the Forest Moon of Endor. (ECAR)

Norley, Cee

this wire-thin woman was a weapons expert, and was assigned to work with Qu Rahn during the early years of the Galactic Civil War to help rescue beings which were uprooted because of the war. She had been trained by Tech Sergeant Hooly with the Alliance, and never forgot his words of wisdom or advice. She died on the planet Dorlo, during a mission to rescue the populace from Imperial subjugation. (RAG)

Norn, Harrid

this man, a noted pilot, served as a pirate working for his brother, Servid Norn. Harrid was chosen by his brother to fly in a race which was created by Servid and his business rival, Plook Hartar. The rivals hoped to prove which pirate gang had the best pirates. Servid worked behind the scenes to ensure Harrid's success by offering a bounty on Plook Hartar's pilot, Scranton Toon. (GMR6)

Norn, Servid

this crimelord was a rival of Plook Hartar, during the height of the Galactic Civil War. Hartar and Norn both believed that they had the best pilots in the galaxy, and set out to prove it. Each nominated a pilot to participate in a race across the galaxy; Servid nominated his own brother, Harrid. The winner would be

determined by which of the pilots reached the destination first. The race began on Tynna, then required the pilot to obtain a docking permit from each of the following planets: Bothawui, Nal Hutta, Calamari, Almania, Ord Mantell, Fondor, and Beshin. Once all these permits were acquired, the pilot had to make run to Mos Eisley and deliver the permits to the spaceport controllers there. Unknown to Ploke Kattar, Norn put a bounty on the head of Kattar's pilot, Scranton Toon, in an effort to ensure victory for his pirates. (GMR6)

Norne

a planet. (CRO)

Noro Zak

this Jedi Knight was a member of the Baxthrex species. He was selected to accompany Qui-Gon Jinn and Obi-Wan Kenobi to Esseles, to locate Adi Gallia, shortly before the Battle of Naboo. (E1A1)

Norol

this was one of the four main continents found on the planet Veron. (PG1)

Noron

this was a lustrous, though inexpensive fabric used to create colorful clothing. (SWI67)

Noroobo

this flowering plant was native to the planet Cularin. It was often found near greenbark trees, and was a food source for all manner of birds. (LFCW)

Norquest

one-time planetary governor of the planet Cilpar. (XWRS)

Norr

this was one of the more common names given to Dantari males. (UANT)

Norr

this Bothan name was given to newborn males. Translated into Basic, it meant "strong-willed." (GCG, WOTC)

Norra

this was one of the more common names given to Dantari females. (UANT)

Norrick

this was a type of bread that was preferred by the Hutts. (TF)

Norrick

this pushy, red-headed man served the Empire as a Lieutenant aboard a customs ship during the height of the Galactic Civil War. Despite his intimidating demeanor, Norrick was actually a jittery man who blanchered at any sort of combat. (SWG7)

Norric's

this bar, located in The Life section of Vergesso Base, catered to members of the Alliance during the height of the Galactic Civil War. It was smaller than the other two major bars, the Black Hole and the Docking Bay, and was considered more dangerous than the others because of the fact that most of its patrons were active soldiers who wouldn't hesitate to defend themselves. (SPG)

Norrin

this Imperial Governor was in charge of the planet Wroona during the Galactic Civil War. He cracked down on the operations of Wroona's less-respectable guilds, revoking their licenses and raiding their guild halls. A number of guild agents, led by Kabalard Vinne, attacked the Star Destroyer *Rampant* in retaliation. (SWJ9)

Norrion

this Alliance agent was part of the team which was trapped between Imperial forces and the Assassin's Guild in the Tylerin Embankment, on Archais. Norrion's tricky maneuvering kept the Alliance's vehicle ahead of the opposition, giving them a chance to escape. (AIR)

Norsam Corporation

this weapons manufacturer produced lift-mines for the Empire. (CFG)

NorSec

this was the name given to the northernmost sector of the city of Recardeon, on the planet Rimma. Many of the city's largest shantytowns were located in the NorSec district, during the height of the New Order. (GCG)

Norsh, Galinda

this young girl was a student at the Jedi Temple on Coruscant, studying the ways of the Force as a contemporary of young Dooku, some 68 years before the Clone Wars. (LOJ)

Norstrag, Arvo

this ancient man was the original King of the Phosphura Belt Pirates, and was generally considered the first being to develop a pirate's code of honor. He called it the Buccaneer Code, and declared that every future leader of the Phosphura Belt Pirates should adhere to its basic tenets. (PP, SWJ5)

Nort Toom

this Weequay was the founder and leader of the Toom Clan, a gang of mercenary pirates who worked the Outer Rim during the last decades of the Old Republic. Nort and his gang were destroyed on Riome, where they made their last stand against the combined forces of Lommite Limited and InterGalactic Ores. The two corporations had joined forces after it was learned that the Tooms had taken a third contract to destroy both corporations. (DMS)

North 5 26 Down

this location, found within the city Griann, was used by the Fallanassi before they fled the planet Teyr. Norika lived there some nineteen before Akanah and Luke Skywalker arrived to locate her. It was destroyed after the Fallanassi left, in a cyclone that wiped out all the dwellings between North 5 22 and North 5 38, although some were rebuilt. (SOL)

North 5 26 Up

this location is found in the city of Griann, on the planet Teyr. It, along with all the other dwellings between North 5 22 and North 5 28 were destroyed in a cyclone. It was later rebuilt for habitation. (SOL)

North Barris Spaceport

one of the largest spaceports on the planet Pakrik Minor. (VOF)

North Beach

this coastal area was located on the Unknown World of the Rakata race. During the height of the Great Sith War, the North Beach area was under the control of the militant Rakata who served the One. (KOTOR)

North Berr Sea

this frigid ocean was located on the moon of Misnor. (COG)

North Conical Mountains

this was the name used to describe the arrangement of seven cones - one large cone surrounded by six smaller cones - at one end of Centerpoint Station. It was believed that the cones formed the primary repulsor generation system for the Station, since the arrangement of cones resembled that of ancient repulsor devices. (JE)

North Garden

located in Coruscant's Monument Plaza, this was one of the few existing gardens to remain fully open to the sky, during the last decades of the Old Republic. (SWI70)

North Horn Flightknife

one of the many Yedagonian fighter squadrons which supported Wedge Antilles and the Running Crimson Flightknife during the war against the forces of the Cartann nation, on Adumar. (SOA)

North Kallis

this was one of the three continents found on the planet Corulag. (CCW)

North Kallistan Enclaves

located on Corulag's North Kallis continent, these enclaves were the primary residences for the non-human population of the planet. (CCW)

North Market

this section of the city of Iritsa, located on the planet Chazwa, was the primary shopping area used by those beings who lived in The Clog. (ND)

North Plateau

a city on Lucazec. (BTS)

North Qaestar Ridge

this section of the Qaestar Ridge formed the northern border of Qaestar Town, on the planet Talus. (CCW)

North Ridge

this chain of mountains was located on the planet Hoth, just west of the Lanteel Glacier. *Note that the term North Ridge is also used to describe the northern end of the Nev Ice Flow in Inside the Worlds of the Star Wars Trilogy.* (IWST)

Northal, Vin

this Imperial Colonel was the son of parents who were loyal members of COMPNOR. He excelled as a youth in his local SAGroup on Wynth, and was the wegsphere champion of his class. He later was admitted to the Imperial Academy, and was tops in his class. He served briefly under Crix Madine before training to be one of Emperor Palpatine's royal guards. During a routine stint as a stormtrooper, he witnessed his commander mistakenly destroy the city of Vonderl, on Meastrinnar. Northal's forces found out that they had attacked and killed a group of children, all of whom were sleeping. This forces Northal to re-evaluate the Empire and his role in it. He began to work under cover for the Alliance, allowing himself to be captured in order to gain access to its leaders. He volunteered to return to Imperial service, providing information infiltration and retrieval for the Alliance. (CRO)

Northaykk

one of the largest of the Wookiee tree-cities found on Kashyyyk. (TT)

Northeast Refineries

this was one of four ore refineries established on the Ugnaught Surface, during its construction. Once the floating city was completed, the refinery was converted into housing and business facilities for the Ugnaughts who made their homes on the Surface. (PH)

Northern Bands

this was one of the smaller overclans of the Alwari Ansionians. (APS)

Northern Dune Sea

a section of Tatooine's massive Dune Sea, the Notherern Dune Sea was separated from the Western Dune Sea by the Great Mesa Plateau and the Jundland Wastes. (SOT)

Northern Frontier

this rugged area of the planet Sevarcos was located in the northern-most reaches of the upper hemisphere. It was known for its rich deposits of carsunum spice, which was the rarer of the two varieties found on the planet. (SWJ2)

Northern Lakes region

an area of Dathomir. (CPL)

Northern Province

this was the name given to the northernmost habitable part of the planet Zeltros. (MC104)

Northern Sea

this was the name given to the arctic ocean that surrounded the northern polar icecap of the planet Zonama Sekot. When Zonama Sekot made a blind jump into hyperspace to avoid the sabotage of Nom Anor, the planet suddenly inverted itself, making the Northern Sea actually a part of the southern hemisphere for a short time. (UF)

Northlan

this city, located on the planet Garos IV, was the site of the planet's primary agricultural and manufacturing facilities. The Garosians there lived good lives for several millennia, until a number of Sundari natives began emigrating to Garos IV. The Sundar factories and businesses that sprang up seemed to purposely compete with their Garosian contemporaries, earning the resentment of the native Garosians. Northlan is located in the Upper Morcur Valley. (SWJ2)

Northstar

this New Republic tender ship was assigned to the Fifth Battle Group. It was late in arriving to the Koornacht Cluster during the Yevethan Purge, due to a navigational computer failure. It was recalled to the Alland Yards for repairs, and rejoined the fleet a short time later. (SOL)

Northwest

this city is located on the northern coast of the continent of Landra, on the planet Lianna. (ML)

Northwest Coromon

this was a collection of medium-sized islands located in the Coromon Islands chain, on the planet Fresia. (CCW)

Northwest Coromon

this island, the largest of the Northwest Coromons found on the planet Fresia, was the site of Incom Industries' administrative headquarters. (CCW)

Norufu

the near-human captain of Bogga the Hutt's *Enforcer One*. (EGV)

Norulac

a planet from which pirates launched a series of attacks against the Taanabian farmers. Lando Calrissian helped the farmers drive off the pirates. (ROTJN)

Norun Gep

this young Whiphid went into business with Fillin Ta to start up Gep's Grill in Mos Eisley. They made a number of arrangements with nigg-game hunters to purchase dewback and bantha meat at pre-arranged rendezvous points on the outskirts of Mos Eisley. Gep was also in business with Omon Gantrum, with a stake in Spaceport Express, although Gep was unaware of Gantrum's connections with Lady Valarian. (GG7)

Norval

this dark-haired humanoid was one of Doctor Murk Lundi's students of history, on the planet Coruscant, some six years before the Battle of Naboo. When Doctor Lundi took a sabbatical to make an expedition to

Kodai, in search of a Sith Holocron, he chose not to bring Norval along. Norval was an avid follower of Doctor Lundi, and his connection to the Dark Side of the Force was deeper than anyone could have imagined. Angry at Doctor Lundi for leaving him behind, Norval made his own arrangements to obtain the Holocron. Once on Kodai, Norval made every attempt to secure the Holocron for himself. However, Omal struggled to keep him from obtaining it, and the Sith Holocron fell into a deep geyser. Norval waited ten years before returning to Kodai, in an effort to finally recover the Holocron for himself. During this time, Norval learned a great deal about the Jedi and Sith, and even constructed his own, crude lightsaber. Although he succeeded in recovering the Holocron from the geyser, he was followed by Obi-Wan Kenobi and Anakin Skywalker. Norval fled to the Ploo System, where he hoped to sell the Holocron. Obi-Wan was able to infiltrate his ship and take back the Holocron, and Norval tried to flee into space. However, the mercenaries who were working with him turned against him at the last moment, realizing that the Holocron was no longer attainable. The mercenaries fired on Norval's ship, destroying it and killing Norval. (JAF)

Norval II

the primary planet in the Norvall system, located in the Calaron Sector, Norval II supplied some of the best New Republic pilots. During the height of the Clone Wars, Norval II was the site of an assassination attempt on the life of Padme' Amidala. The attackers were a group of Mandalorian Protectors led by Alpha-02, but they were ambushed by the forces of the Old Republic and driven off. (DE1, REB, SWI80)

Norvanian Grog

an old, expensive intoxicating beverage. A 400-year-old bottle is exquisite. It is produced on the island of N'van on the planet Ban-Satir II. (HSE, CSA)

Noryath Meatbread

a brown, bread-like food. (BTS)

Norym Kim

this near-human Myke was once a pirate who conquered an entire sector. He later served on the Imperial Interim Ruling Council. He was a tall, thin man with a gaunt face, and had two small horns descending from either side of his chin. He scoffed at the idea that Kir Kanos was responsible for the assassination of Nolyds. Kim ostensibly took control of the Council, although he schemed to have Xandel Carivus appointed to its leadership position as a figurehead. (CE2, HCE)

Norys

this burly adolescent was the leader of the Lost Ones, and underworld teenaged gang on Coruscant. Norys looked the part of a bully, with close-set eyes and crooked teeth that split his sneer into a cruel grin. He went out of his way to make life hard for Zekk. When agents from the Shadow Academy went to Coruscant to search out Force-sensitives for training, they also took the members of the Lost Ones for stormtrooper training. Norys welcomed the chance to prove himself as a stormtrooper, and trained at every opportunity. His marksmanship grew quickly, but he lacked the discipline essential to a stormtrooper. He did become one of the Shadow Academy's troopers, much to the chagrin of Qorl, who trained him. Qorl despised Norys for his lack of respect for his superiors, and their differences flared up during the Shadow Academy's attack on Yavin 4. Norys had, by then, learned to fly a TIE Fighter, and went off on his own to take out the Lightning Rod. Qorl took the opportunity to verbally reprimand Norys and, when the young man failed to listen, Qorl shot his TIE Fighter out of the sky. (LO, L, JUS)

Norz, Ephri

this Doctor of Xenobiology served the New Republic Survey Corps during the years following the Battle of Endor. Doctor Norz compiled an extensive report on the new creatures found on the planet Dathomir, after it was liberated from Warlord Zsinj. (CTD)

Norzek

this Kitonak name was common across Kirdo III. (UANT)

Nos

this disgusting, predatory creature was native to the underwater grottoes of the planet Utapau. The nos

was a large, amphibious creature that was believed to have been a distant relative of the varactyl. The head of a full-grown nos was about the size of a starfighter. (OWS, IS3, E3N)

Nos Kellex

this was a note Dashade individual from the ancient histories of the planet Urkupp. (UANT)

Nosa

this Gungan word translated into Basic as "no." (GMR10)

Nosaurian

this alien race was native to the planet New Plympto. The average Nosaurian was a blue-skinned reptiloid which stood nearly one and a half meters tall, with long arms and short legs. Their skulls were crowned with a ring of bony horns, and their pointed snouts were ridged with scales. These horns were an indication of an individual's demeanor, as old or quarrelsome individuals will have many broken horns. As a species, Nosaurians could only see visible light on varying degrees of black and white. They characterized most colors by their particular shade of gray. The inside of a Nosaurian's mouth could be lit with a phosphorescent glow at will, a trait which even the Nosaurians could not describe in terms of an evolutionary need. Individuals had exceptionally fast reflexes, a trait which allowed Nosaurians to excel as pilots or athletes. Nosaurians were also noted for a specific quirk: they always bayed at the setting sun. This response seemed to be almost involuntary, and resulted in seemingly strange behavior among those Nosaurians who traveled offworld. During the Yuuzhan Vong invasion of the galaxy, the Nosaurian race resisted the subjugation of their homeworld with ferocious wills. Unfortunately, the Nosaurians were wiped out by a bio-engineered plague unleashed by the alien invaders, in retaliation for their resistance. Only a handful of Nosaurians were offworld at the time, and represented the very last members of their race. (SWI64, WOTC, CCW, GMR9)

Nosaurian

this was the native language of the Nosaurian race, consisting of barks, warbles, and hissing sibilants. The written form actually combined two distinct alphabets, and contained a great number of metaphors related to their environment. (UANT)

Nos-Carron, Breezer

this Imperial Security Bureau agent posed as a drifter who wandered the streets of Mos Eisley. He was inserted into Tatooine's landscape after it was learned that Luke Skywalker was a native of the planet. Nos-Carron received orders to ensure that Jared Tome recovered the Shard of Alderaan computer program, so Nos-Carron pretended to stumble aboard the Dune Princess shortly before the auction of the Shard of Alderaan. (LAA)

Nosetongue

this was a form of locking device developed by the Yuuzhan Vong. Used to limit access to portals and chambers, the nosetongue was a small indentation in the wall, into which a Yuuzhan Vong placed their fist. The nosetongue's sensitive palette tasted and analyzed the secretions of the Yuuzhan Vong, then determined if the individual had been granted access or not. If the individual was allowed to enter, the nosetongue instructed the hatch sphincter or other door mechanism to open. (T)

Nosh vu'Ta

this Huttese phrase translated into Basic as "We profit". (WOA25)

Nosh vu'Ta

this ship, owned by the Corsignis Property Alliance, was one of the many ships which blockaded the moon of Pinett during the height of the Galactic Civil War. The name *Nosh vu'Ta* came from the Huttese phrase meaning "We profit". (WOA25)

No-Show

developed by Audio Performance Incorporated, this small device was basically a passive field generator. It was originally developed for the Alliance's military, which wanted to provide its field agents with a way to conceal an agent's bodily emissions. This allowed agents to move about in close quarters without being

detected on lifeform scanners. After the Battle of Endor, many of these devices were discovered in the possession of smugglers and pirates who wanted to hide their actions. When a criminal needed to bypass a security or safety systems, they could slice into the wiring and computer systems and use the No-Show to generate an uninterrupted feed to the security systems. The criminals could then cut through a hull or access panel without setting off the system's sensors. (TFNR, AEG)

Nosken

TriGas Corporation tried unsuccessfully to mine this gas giant by using dirigibles. (GG2)

n'Osnyi, Arrissa

this woman was a noted pirate who prowled the spacelanes surrounding the planet Naboo. (SWGAL)

Noss Prisht

this Mrlsst was an assistant to Gyr Keela. He had blue skin and dark red plumage. It was Prisht who told Wedge Antilles that Professor Falken's asteroid lab had been destroyed in an Imperial attack. (XWPA)

Nossk

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "burns his prey". (GCG)

Nosstrick

this winged humanoid was one of Jerresk's pirates. Nosstrick was captured by Jodo Kast on Fluwhaka, after Jerresk was captured by the New Republic. (TOD)

Nostler, Robbe

this man was the Bureau Chief of the Galactic News Network's Indu San bureau, during the early years of the New Republic. He had been reporting from Indu San for twelve years, and had not taken sides during the Galactic Civil War. While he understood that sensational journalism sold better, he preferred to ensure that his stories were as accurate as they could be before he printed them. (SWJ6)

Nostril of Palpatine

this was one of the terms Han Solo used to describe an Imperial superweapon, during his discussion with Vana Dorja following the Battle of Coruscant. (DW)

Notak

a planet lost by the Empire shortly after the Battle of Endor. (BTS)

Notch, The

this was the name given to the entrance to Beggar's Canyon, from the Ebe Crater Valley, on the planet Tatooine. The Notch served as a section of the noted Mos Espa Circuit, a swoop racing event held annually during the height of the New Order. (IWE1, SWGAL)

Noth

this common, albeit archaic, Zabrak surname meant "water guardian". (GCG)

Noth

a native of Alvorine, Noth was one of the many wild Force talents which sprang up during the height of the New Order. Noth was distinguished from other human natives of Alvorine by the bluish pallor of his skin and the small nodules located at the end of each eyebrow. Noth was drawn to the Dark Side of the Force, and was drawn to the Sith Holocron which was possessed by Krova the Hutt. He lacked the strength to steal the Holocron himself, so he hoped to ambush a team of Dark Side adepts who arrived to Alvorine to take it for themselves. Noth managed to launch an attempt to steal the Holocron, but was defeated by the Dark Siders and forced to retreat into the wilderness of Alvorine. (GMR5)

Notha Broth

this was a hearty soup cooked by the natives of the planet Yabosta. (GMR10)

Notha Dab

this Quarren pilot joined Requiem Squadron shortly after the Battle of Endor. In reality, Dab was Nrin Vakil. The Requiem Squadron facade was needed to infiltrate Prince-Admiral Krennel's operation. When questioned about why a Quarren would join an Imperial squadron, Dab explained that he couldn't kill Mon Calamari as a member of the New Republic. (IR)

Nothar

this ball of frozen rock and ice was the fifth and outermost planet of the Nubus System. It was orbited by a pair of moons. (CCW)

Nother World (*)

the ancient Wookiees, when they first arrived on Kashyyyk, named the swamps that made up the forest floor the Nother World. (WSB)

Notho

this was a form of sign language developed by the Nothoiin race for use in hunting, but which found widespread use during the Imperial occupation of the Greater Javin. (WOA33)

Nothoiin

this world, the primary planet in the Nothoiin System, was the homeworld of the Nothoiin race. During the fifty years leading up to the Galactic Civil War, Nothoiin experienced extreme drought conditions, and huge wildfires were touched off every summer. Scientists have blamed this phenomenon on the poor water management techniques of the Nothoiin people, who used all their water supply for municipal and selected agricultural uses. This left the plains of the planet with only meager rains to supply needed moisture. Because of the annual wildfires, Nothoiin's cities and starports were surrounded fire-break walls. The fires also filled the skies of Nothoiin with ash and soot, giving the planet a near-continual shroud of smog. (WOA33)

Nothoiin

this gold-skinned, alien race was native to the planet Nothoiin. Aside from the Lutrillians, the Nothoiins were the most widely-traveled race found in the Greater Javin. (WOA33)

Nothoiin Colony

this was the name given to the ruling body of the Nothoiin race. Rather than implying any sort of favoritism among factions, representatives to the Nothoiin Colony met on the world of Council to discuss the issues that affected their peoples. (WOA33)

Nothoiin Corridor

this hyperspace travel route connected the Corellian Trade Spine with the Eriadu Way, passing through the Ivax Nebula in the Anoat Sector of the galaxy. (WOA33)

Nothoiin System

this system, located in the Anoat Sector, was best known for the exquisite carbon ur-diamonds which are found on the primary moon of the planet Nothoiin. (GG2, WOA33)

Nothos, Bane

Bane Nothos was, at one time, an aspiring Imperial district commander of the space surrounding the Roche Asteroid Field. Nothos was something of a tactical genius. He was assigned by Emperor Palpatine to shut down Ackbar's Shantipole Project, and given a new Nebulon-B frigate to maintain control of the asteroids. Nothos then planted Salin Glek in the project as a spy and informant. Nothos demanded that the Verpine submit or die, but was rejected by Jurfel. He allowed Shantipole to run its course, choosing to take possession of fully-operative B-Wings instead of just plans and designs. At Salin Glek's notice, Nothos attacked Shantipole, and even obtained possession of the B-Wing prototypes. He was able to anticipate Ackbar's actions for a time. However, Alliance agents - including Ackbar - were able to foil his attempt to take control of the project and steal his Nebulon-B frigate. The Shantipole Project was a complete success for the Alliance, and Nothos was demoted. He was then sent to the Outer Rim Territories to lead a patrol fleet. While there, he was captured by a group of Alliance spies. He was being

transported to an Alliance penal world aboard the *Celestial* when he staged an escape. When the transport ship had hyperdrive problems and was lost in Otherspace, Nothos was forced to submit to the powers of Grand Moff Ravik. They were captured by the Charon ship *Desolate* and forced to flee the machinations of Ber'asco. Nothos eventually was killed when a group of Alliance agents - dispatched to take control of the *Celestial* - tried to rescue the crew of the transport from Otherspace. The Alliance agents tried to fight the Charon, and Nothos tried to toss a thermal detonator into the melee to ensure their death. However, the detonator exploded before he could throw it, opening a huge hole in the *Desolate*. Nothos and his Imperial subordinates were believed killed in the explosion, but Nothos somehow survived. He was captured and put into cryogenic sleep, until Ber'asco lost the strange mental battle with Ravik. Ber'asco's mind then took control of Nothos' body, and used it to hunt down Ravik. In a battle on the planet Stronghold, Ber'asco used Nothos' body to nearly defeat Ravik, but the stronger Ravik crushed Nothos' body in his iron grip. Both Ber'asco and Nothos ceased to exist. (SFS, OS, OS2)

Notoganarech

this Elom proved, via physical calculus, that the Alliance was destined to win the Galactic Civil War. Opponents of the use of physical calculus point out that Notoganarech's table was pre-weighted in order to obtain the outcome, a result of Notoganarech performing his analysis after the Battle of Endor was finished. (TT)

Notonian Mudworm

this was a species of especially slimy worm. (APS)

Notron

according to ancient Seoulian legend, Notron was the birthplace of all human life in the galaxy. (MC84)

Notsil

this surname was common among human settlements found throughout in the galaxy. (GCG)

Notsil, Lara

this was the alias adopted by Gara Petothel, following her escape from the destruction of the Implacable. She used the alias - that of a young farm woman orphaned on the planet Aldiv by one of Admiral Trigit's raids, then forced to be his concubine - to gain entrance to the New Republic's starfighter corps. She was approached by Garik Loran and Ton Phanan, both of whom hoped she would help them expose Colonel Repness' blackmarket schemes. She agreed, but used her own Imperial Intelligence training to pull the job off better than they had planned. In the end, Lara was given a position the thirteenth position in Wraith Squadron, which meant that she could only fly if another member was out of action. During this time, the part of her that was still Gara Petothel longed to return to Imperial service, and offered Warlord Zsinj the chance to use Lara to gather information about the New Republic. However, after flying with the Wraiths and seeing the Republic's operations first-hand, she realized that much of what she believed about the former Alliance and its people was nothing more than propaganda and lies spread by the Empire. She opted to shed the identity of Gara Petothel for good, and simply be Lara and a Republic fighter pilot. This image was nearly shattered when Zsinj tried to expose her by planting a false "brother" of Lara's in contact with her, but she managed to eliminate the brother with the help of Myn Donos. Lara and Myn had begun a serious relationship at the time when Garik Loran started to realize Lara wasn't a simple farm girl from Aldiv. After searching the Republic's records for a name provided by a Coruscant beggar, Loran discovered that Lara was Gara Petothel. Lara fled the Wraiths, unsure what to do until she realized that she still had an enemy: Zsinj. She returned to the Gara Petothel identity and applied for service aboard the *Iron Fist*, claiming to bring with her the knowledge of Wraith Squadron, Han Solo's fleet, and the Republic. In reality, Lara used her astromech, Tonin, to assume control of hundreds of MSE-6 droids aboard the huge ship, and set up a series of traps that were designed to bring about its demise. During the battle between Solo's forces and Zsinj's fleet at Kuat, her efforts very nearly destroyed the *Iron Fist*. However, they were discovered before any real damage could be done, and she was forced to flee the battle. Before leaving the *Iron Fist*, she freed the creatures Zsinj was using in Project Chubar, and the Ewok Kolot volunteered to fly a shuttle to help her escape. Her shuttle was shot down over Selacron, and it was believed that she died in a crash. She turned up later, on the planet Corellia, as Kirney Slane. (IF, SOC)

Notsil, Tavin

this was the assumed name of one of Zsinj's agents. Tavin's background was that he had escaped the destruction of New Oldtown during some shady deals in another city. Tavin also claimed to have gotten Lara a job with Lachany Foods. The agent was placed in the village of Old Newtown in order to draw Lara Notsil - an identity of Gara Petothel - into Zsinj's own plans. However, Lara had made up her mind to remain with the New Republic. She agreed to meet with Tavin, but was forced to eliminate him when he threatened to kill Myn Donos and take with him and his companion, Captain Rossik. (IF)

Notsub Security

one of the subsidiaries of Notsub Shipping, Notsub Security is Mos Eisley's largest private security firm. (GG7)

Notsub Shipping

the parent company owned and operated by Armanda Durkin, Notsub Shipping is the largest company on Tatooine, employing nearly 1,000 beings and 300 droids. Located on the northern edge of Mos Eisley, Notsub's primary income is derived from shipping and transport. Other business interests Notsub manages include Notsub Security, a stock brokerage, several other minor interests, and controlling percentages of stock in over 50 outside companies. (GG7)

N'ottakcca

this smuggler was active during the height of the New Order, piloting her YT-1300 on a variety of dangerous and exciting missions. (GMR8)

Notu

this Huttese verb translated roughly into Basic as "are not" or "were not." (E1A14)

Not-Yet-Dead Professional Greenputt Tour

this was one of the primary series of greenputt matches held during the last decades of the Old Republic. It was designed around allowing the oldest living players to compete on a regular basis. (HNN4)

Notz

a Habeen CR90 Corvette, this ship was one of the original CR90s produced. The Habeen used the outdated ship to protect their hidden research base. (TIE)

Nouane System

a planetary system. (BTS)

Nour'we'sha

this was a noted member of the Nikto race. (UANT)

Nova

this New Republic carrier cruiser patrolled the Outer Rim Territories shortly after the death of Grand Admiral Thrawn. It was assigned to Captain Neran Bluus and the Corva Sector fleet. (SWJ6, SWJ8)

NOVA

codename of the Energy Emittance Baffler project. (ML)

Nova Award

this award was presented annually during the last decades of the Old Republic, to recognize excellence in news reporting. (MBS)

Nova Bomb

a detonation device. (ZHR)

Nova Colossus

this was one of the terms Han Solo used to describe an Imperial superweapon, during his discussion with Vana Dorja following the Battle of Coruscant. (DW)

Nova Core

this was an elite brotherhood of New Republic Scout Service employees, designed to honor those scouts who have performed above and beyond the call of duty. In order to gain entrance to the Nova Core, a scout must have at least two years of active service with the NRSS, as well as having explored at least five new, unregistered worlds. Then, the scout must get an invitation from a current member of the Nova Core and then pass an initiation test. (GG8)

Nova Crystals

these precious gemstones are best known because they helped bankroll the first Death Star project for the Empire. Found on several planets, including Krann, Sarka, and Cotellier, the nova crystals are highly-agitated gemstones which have a unique crystalline matrix. This matrix, when exposed to bright sunlight (especially in the red color band), absorbs the heat from the light and becomes excited. This allows the gemstone to glow with its own luminescence, providing a ready light source. If not refrigerated after their removal from the rocky matrix, the crystals can explode with incredible force. (HSE, TSK, GMH)

Nova Demons

a notorious swoop gang operating in the Outer Rim Territories. (DFRSB)

Nova Designs Incorporated

this was one of the largest buyers of spin-sealer tibanna gas from Cloud City during the height of the New Order. (GG2)

Nova Flare

a bombing pattern in which proton torpedoes are dropped on a capital ship in an increasingly wider pattern. The first few torpedoes are tightly-grouped, and take out the section of shielding they hit. The remaining torpedoes explode in a pattern around the initial hole, causing the ship's shields to attempt to compensate for an ever-widening assault. The shield generator on most ships cannot react fast enough to provide power to the growing destruction, and fail. (BW)

Nova Force

a mercenary squadron under the command of Willum Kamaran shortly before the Battle of Yavin. Kamaran and Nova Force were contracted by Prince Xizor to help Durga the Hutt defend the Ylesian colonies from Teroenza and the Desilijic Hutts. Durga agreed to pay Xizor thirty percent of the profits from Ylesia for the protection. (RD)

Nova Generator

an experimental power source, even moreso than matter-antimatter reactors. The idea behind a nova generator is to contain a small star within the generator itself. Then, the star is bombarded with R-band emissions, causing it to explode as a supernova. The intense energy generated by the explosion is then harnessed and stored for later use. A working version of the nova generator has yet to be built. (SWSB)

Nova Level

this was the designation of one of the upper levels of the cityscape on Coruscant, located near the Senate Rotunda, during the last century of the Old Republic. (LOJ)

Nova Lilly

a brightly-colored flower. (DA)

Nova Network

this arch-rival of TriNebula News produced a pro-Imperial tabloid. Nova Network trademarked everything, in an effort to gain an advantage over TriNebula. (GG9, SWJ11)

Nova Nova

this is the finest restaurant in Coronet City, on Corellia. Reservations must be called in months in advance. Often described as 'techno' because of its small, artistic portions, the restaurant also used utensils with built-in sensors, which described to the eater the subtle flavorings and ingredients used to create each mouthful. (IJ)

Nova Prince

this bulk freighter served as the base of operations for Klysk and his masters, who were searching for the unusual gemstones which were rumored to be located within the Red Nebula. The ship was destroyed when Klysk tried to obtain the stones for his own wealth, disregarding the fact that they were protecting his homeworld within the Nebula. The ship, forced into automatic pilot, plunged into the star at the center of the Nebula. (LTA2, MC50)

Nova Ruby

a valuable gemstone found in large numbers on the planet Sarka, nova rubies were not found on any other planet in the galaxy, making them exceptionally rare. The native Sarkans, however, considered the glowing stones to be among the most common of gems found on their homeworld, and often laughed at the offworlders who clamored for them. (AE, GMR7)

Nova Scouts

this group of scouts was part of the New Republic Scout Service. They were one of the most successful bands of Service Scouts maintained by the New Republic. (GG8)

Nova Squadron

this New Republic group of B-Wings was assigned to the support structure for the *Mon Remonda's* fleet during the hunt for Warlord Zsinj and the *Iron Fist*. (IF)

Nova Starlight

this perfume was popular during the decade just prior to the Battle of Yavin. (MDCAR)

Nova Station

this space station was erected in the remains of the Carida System, as a stopping point along the Perlemian Trade Route. It was situated just within the cloud of the supernova's gas shell, forcing incoming ships to drop out of hyperspace before reaching the system and then use sublight engines to enter the shell. This gave the station's security forces time to identify every incoming ship, and prepare the appropriate response to their presence. Because of this, Nova Station became a haven for smugglers and other criminals, who liked to have warning of an impending raid so that they could escape. (SBS)

Nova Viper

Spurch Goa's sleek cruiser. (TME)

Nova Whisper

this Lantillian Short Hauler had a remarkable history. Originally owned by Tev Driscull, the ship was seized by the outlaw Dharus and modified for use as an assault gunboat. The Corellian Security Force later captured the ship and refitted it for use in its own operations. The *Nova Whisper* was lost when Delt Nerris hijacked it, and the ship turned up in the possession of Lernik De'Yago. De'Yago, in turn, sold it to a merchant aboard the herdship Bazaar, who stripped it of useable subsystems and put the hulk up for auction. Before De'Yago sold it, the *Nova Whisper* was armed with an ion cannon and a pair of concussion missile launchers, and it was equipped with terrain-following sensors. (SS)

Novachild

this Gymsnor-3 freighter was listed as being owned by Hes Glillto. It was suspected by Iella Wessiri that the *Novachild* was an alias used for Lai Nootka's ship, the *Star's Delight*. (KT)

Nova-class Battle Cruiser

developed by the Hapans, these long, fast ships have immense firepower designed to help them supplement Hapan Battle Dragons. The Nova-class measures 400 meters in length, resembling a two-pronged claw with a viper-like bridge, and are armed with twenty-five turbolasers, ten laser cannons, and ten ion cannons. They are normally equipped with two squadrons of Miy'til fighters and six Hetrinar assault bombers. The design of the Nova-class cruiser was a Hapan Consortium production, and was less than a decade old when Prince Isolder sought Leia Organa's hand in marriage. The ship's engines are designed to run a full year without refueling. The cruiser can transport up to 600 troops, with a crew of 1,700 and 90 gunners. (CPL, EGV, CTD, JE)

NovaCluster Players

this troupe of traveling actors was led by Ahric Korownosek, and produced a number of shows during the height of the New Order. (SS)

Novacom

Alderaan's largest holonet service provider. Tycho Celchu's father worked for them, before the destruction of the planet. (WG)

Novacron Press

this book publisher was preferred by the old Jedi Knights for publishing texts on the use of the Force. (GG9)

Novacrown

this board game was played on a standard dejarik table, but used physical game pieces instead of holograms. (LTA5, MC58)

Nova-Drive

this small, Mid Rim corporation manufactured a variety of freighters in systems along the Rimma Trade Route. Unlike the other giants in the starship business, Nova-Drive didn't design its own ships. Instead, it licensed designs from other firms and created modified version of their own. One example of this process was the #3-Z light freighter, which was created from the pashed-out YT-1200. (SS)

NovaFlare

this Alliance CR90 corvette was commanded by Tresk Ortolan prior to the Battle of Endor. (JASB)

Novahawk

this stylized insignia was adopted by those pirate crews who were contracted by the Alliance to raid Imperial convoys. The Novahawk resembled the Alliance Starbird symbol, but was much more predatory in appearance. (PP)

Noval

this was one of the most common male names among the Corellian population. (GMR9)

Noval

this was one of the most common female names among the Corellians. (GMR9)

Novaldex

manufacturers of various starship components, including shield generators and engines. (SCRE)

Novaless Soni-Optics

this specialty manufacturer produced a wide range of ultrasonic sighting systems handheld weapons, during the height of the Galactic Civil War. (GFT)

Novania

this was one of the primary spaceport cities found on the planet Arkania, during the last decades of the Old Republic. (PH)

Novaplex

this holding company owned the Imperial line of hotels and resorts, and was one of the original Contributing Sponsors of the Corporate Sector Authority. (CSA)

Novaplex

this corporation produced a wide range of products, from heavy-duty shield generators to personal security devices, during the height of the New Order. (EGV, GFT)

Novaplex Hotel

located in Galactic City, on the planet Coruscant, this was the largest and most prestigious of all the

Novaplex hotels during the last decades of the Old Republic. It was located near the Bonadan Embassy. (IWE2)

NovaQuad-D

this was a Corellian Engineering Corporation starship drive system, made famous by the *Barloz*-class freighter. The NovaQuad-D was the precursor to the reliable drives used on the YT series of freighters. They were extremely powerful and reliable, and many starship captains chose to modify the existing system, rather than replace it, to gain additional power. (SS)

Novar

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Novar

an Onderonian functionary working for Queen Amanoa, Novar was educated at the Ov Taraba university. His first political role as an advisor to the king's aide, a position he obtained more because of his father's connections than his own competence. However, Novar was much more adept than his superior, Tolo Kad, who claimed all of Novar's successes were his own doings. In order to remove Kad from his position and take it for himself, Novar told Kad that he had completed all the preparations for a state dinner being held by the King, Ommin. Kad bragged about "his own special preparations" to Ommin, but was shocked to find out that nothing had been prepared by Novar. King Ommin, in a great fit of rage, destroyed Kad with Sith magic and promoted Novar in his place. Over the next decade, Novar manipulated Ommin until the king finally began teaching him the Sith magicks. He later served King Ommin after the wasted Naddist returned to power and captured the Jedi Master Arca. Novar was placed in charge of copying the Sith manuscripts stolen from the Galactic Museum by Satal Keto and Aleema. (TOJ, FNU, TOJC)

Novarr, Fiana

this alias was provided to Iella Wessiri by the New Republic Intelligence agency, in order for her to gain access to the planet Adumar during the negotiations between the Adumari, the Republic, and the Empire. Fiana was a Corellian code slicer hired by the Adumari to assist with interfacing their computer protocols with those of the Empire and the New Republic. (SOA)

Novar's Bluff

this *Lianna*-class corvette was the first starship to be equipped with the Energy Emittance Baffler and the Empire's first cloaking device. However, the plans for the device had been sabotaged by a group of Alliance agents that had infiltrated Santhe/Sienar's headquarters on Lianna, and the ship was fully detectable once the cloaking device was activated. (ML)

Novastar

this was a specialized racing swoop, developed with rocket boosters to give the craft additional speed. The increased speed also meant that the Novastar was dangerous for inexperienced riders to drive. (TG)

Novastar Corporation

this corporation produced starship navigational computers during the New Order. It was rumored that Novastar was developing a portable nav computer that didn't require an astromech unit. It was also rumored that they had acquired an Imperial TIE Fighter for their own study. (SPG)

Nova-Tech

this corporation produced a variety of powersuits, for use in a wide range of environments. (OE)

Noveron

this was one of the binary yellow stars located at the center of the Veron System. Along with its twin, Orell, Noveron provided energy to all three planets in the system. (PG1)

Novoil Cluster Stargoods

this corporation, one of several remanufacturers of TIE fighters, was abandoned after the fall of the Empire. (RPG)

Novolek Beacon

this stellar anomaly is located near the Sisar Run, and disrupts virtually all communication in its vicinity. The Beacon is situated between Nwarcol Point and Sedri. It was known as a trans-dimensional energy streamer, which was a rare sort of pulsar that spewed out matter, energy, and radiation as it spun. The streamer itself was formed from multi-dimensional, gravitational curves which were invisible in the electromagnetic spectrum, but acted like a convergence of hyperspace mass shadows. This star was known to the Hutts as the Grandfather Clock, since it flared outward at a regular interval of 28 standard days, 12 standard hours, and 42 standard minutes. However, the duration of the flare within that time period varies wildly. (SSR)

Novor Asteroid Field

this belt of space rubble was formed around the star Novor Major when it expanded into a red giant, destroying the seventeen inner-most planets of the system. (SSR)

Novor Major

this star was the central body in the Novor System. Many millennia before the Battle of Hoth, Novor Major expanded into a red giant, tearing apart the seventeen inner-most planets in the system. The outer 16 planets survived the expansion, and their environments were quickly modified by the additional radiation from the star. (SSR)

Novor XXIII

this planet, one of the sixteen which survived the expansion of Novor Major, was the homeworld of the Ry'coz species. (CRO)

Novus

this Twi'leki male was one of the Fallanassi children which were taken to the planet Teyr, where they lived in the city of Griann. (SOL)

Noway

this Alliance *Lambda*-class shuttle group was destroyed when it tried to assassinate then-Vice Admiral Thrawn when he arrived at the newly-completed NL-1 outpost in the Pakuuni System. (TIE)

Noy Waglla

this small, spider-like Hyallp worked for Jabba the Hutt as a spy and mercenary. He employed her to kill the t'landa Til priests of Colony Four on Ylesia, shortly before the Battle of Ylesia. (RD)

Nozho

one of the two Bith cities involved in the conflict that left the planet Clak'Dor VII an ecological wasteland. The strife was the result of a dispute over patent rights to a new stardrive, thought to be owned by Nozho and Weogar. Nozho investigators blackmailed the neutral arbitrator in order to sway his decision, while Weogar's mayor refused to honor the falsified decision. Both cities began producing the stardrive, and the increased trade competition led to the first Bith war in a million years. Nozho struck first, launching a chemical attack that wiped out most of Weogar's population. Weogar's retaliation was a biological weapon that mutated the genetic structure of any life form it contacted, leaving Nozho a desolate land filled with genetic monsters. Just ten percent of Nozho's original population survived the attack, and the survivors were forced to build hermetically-sealed cities in order to survive the devastation. (GG4, SWDB)

Nozzie

this name, which meant "inquisitive", was common among Gungan males. (GCG)

NR 1100

this spindly droid was produced by the New Republic for use in slicing into the encrypted data cores of Imperial computers. Resembling a floating reptile, the NR 1100 was equipped with a repulsorlift engine and a pair of arms which housed a variety of computer interface probes and jacks. The NR 1100 was programmed with a variety of slicing routines, and was given enough intelligence to learn from known encryption routines to decrypt new ones. (EGD)

NR-5

this was a series of maintenance droids produced by Kalibac Industries during the Galactic Civil War. It was generally believed that the NR-5 was produced to compete with the Treadwell series of droids, although Kalibac claimed that they were trying to compete with Industrial Automaton. The NR-5 was equipped with the Mechro-II brain, a heavy lifting arm, a fine manipulator arm, a general-purpose appendage, and a sophisticated visual sensor system. The NR-5 found popularity among shipboard technicians who needed additional assistance in starship maintenance, but the series suffered from a lack of durability. This meant that NR-5 droids working out of doors on many worlds needed continual maintenance, reducing its effectiveness. The NR-5 was virtually dropped throughout the Outer Rim when the R4-series astromech was introduced by Industrial Automaton, but the NR-5 was generally regarded as more effective than the R4 on more gentle planets. (FOP, PSG, FTD, AEG)

Nrak

this was one of the few Tchuukthai ever to be encountered off their native homeworld. (WOTC)

N'rakti Lava Fields

this open area of bubbling lava was located on the planet Geonosis. (NEGV)

NRC

this abbreviation was part of the lingo known as *deal-slang*, and stood for "not really committed." It inferred the cynical attitude most gamblers had toward the New Republic. (SWJ4)

Nreem, Vara

this woman, a Jedi Knight who lived at the time of the Freedom Nadd Uprisings and the Great Sith War, believed that there was no distinction between the light and dark sides of the Force. She felt that there was just one Force, with various aspects which all needed to be learned. She once traveled to Krayiss Two to learn more about the Sith magicks which used the dark side of the Force. There, after encountering an ancient Sith-preserved spirit, she realized that the dark side of the Force was extremely powerful, and that it was a separate entity from the light side. The spirit showed her the forms of several Jedi Masters it had captured, and she tried to defeat it. She was consumed by the spirit of the Sith, forced to spend eternity wrapped in the pain and torture of their magic. (TOJC)

NRI

see New Republic Intelligence (AS)

NRI-1

this was Tomer Darpen's codename during the Adumari negotiations with the New Republic and the Empire. (SOA)

Nrin

this name was commonly given to Quarren males, and meant "tall". (GCG)

Nrin Vakil

this Quarren pilot joined Rogue Squadron shortly after the recovery of the Eidolon. He was a breath of fresh air to the Squadron, bringing a quick wit and florid personality to the heavy-handed pilots. To keep his skin moist, and to remind him of homeworld, Nrin wore a specially-designed flight suit that was filled with seawater. Nrin found a fast friend in the Mon Calamari Ibtisam, and they were constantly at each other's throats, arguing opposing sides of any debate with relish. During Plourr's attempt to reconstruct the monarchy of Eiattu, Nrin and the Rogues were on hand to prevent any warfare. Nrin was injured during an Imperial ambush ordered by Moff Leonia Tavra. After recovering, Nrin again proved a valuable member of the Squadron during the search for the Starfaring, when he used his X-Wing to take out a tribe of Irrukiine. Nrin was the loudest of the opponents of the New Republic's plan to place Soontir Fel into Rogue Squadron, shortly after the Battle of Brentaal. After the Rogues tried to recover Sate Pastage from Ciutric, he resigned his post with them and took up other duties for the military. He had tired of killing, but still believed that the New Republic was too worthy a cause to abandon. He became a pilot trainer instead. He returned to active pilot duty during the struggle against Grand Admiral Thrawn, but saw limited duty. During the hunt for Prince-Admiral Krennel, Nrin was called upon to pilot the T-65R reconnaissance

fighter during a fly-by of the moon Distna. After retiring from active duty for good, Nrin married Koyi Komad. (XWWP, XWRR, HXW, IR, DTO)

NR-N99

this was the Corporate Alliance's version of the tank droid. Although the NR-N99 was original manufactured to "persuade" businesses and corporations to join the Corporate Alliance, the majority of these droids were produced for use by the Confederacy of Independent Systems during the height of the Clone Wars. The design of the NR-N99 was based on a treaded platform that used a huge, central tread to drive the tank droid across terrain, while outrigger treads provided stability and additional traction. The NR-N99 was armed with a pair of heavy-duty, modular laser cannons that could be reconfigured for various types of engagements. Early versions of the NR-N99 were equipped with droid brains, although this configuration was later dropped in favor of a tank droid that was piloted by a droid operator. With the end of the Clone Wars, all NR-N99 tank droids were issued orders to deactivate, as part of Darth Sidious' plan to consolidate military power and ensure the loyalty of his troops. (VD3)

Nrross

this Trandoshan worked as a pirate during the height of the New Order, serving under Captain Naz Felyood as the navigator aboard the *Jynni's Virtue* until the ship was intercepted by an Imperial patrol. Captain Felyood ordered a hasty retransit into hyperspace, and they fled the scene. However, the ship's astromech droid exploded due to the strain of the jump. Nrross was caught in the explosion and killed. (PH)

NR-V2

this exploration droid was developed by Arakyd Industries during the early years of the New Republic, and was based on the design of the Viper probe droid. (GMR3)

N-s4

Seinar Fleet System's NavCom Unit, used on the TIE Bomber. (SCRE)

N-s6

Seinar Fleet Systems' fire control module used in the TIE Tank. (EGV)

N-s6

Seinar Fleet System's NavCom Unit, used on the TIE Fighter, the TIE Interceptor, and the TIE Advanced. (SCRE, XW)

N-s8.6

Seinar Fleet System's NavCom Unit, used on assault gunboats. (XW)

NSFS Food Blocks

these pre-packaged food rations were used by smugglers to stock their ships. (SWJ1)

Nssis-class Clawcraft

this was the form of starfighter developed by the Chiss in the early years of the peace accord between the Imperial Remnant and the New Republic. Named for their appearance, clawcraft were constructed from the cockpit and engines of a standard TIE Fighter. Instead of solar panels for wings, the clawcraft had four curved, arm-like projections sprouting from the sides of the cockpit, each tipped with a modified L-s7.2 TIE Fighter laser cannon. Measuring just over 7.5 meters in length, the clawcraft also had limited hyperspace capabilities, lacking a true navigational computer in favor of realspace anchor points near each Chiss-inhabited planet. It could attain speeds near 1,000 kilometers per hour in atmosphere. (DTR, GMR5, NEGV)

NT 600

this was the designation of the droid installed by Vilmarh Grahrk to help pilot the *Inferno*. Villie gave the droid, which was custom-built at the Golden Nyss Shipyards, the capability to operate the navigational computer and a variety of shipboard systems, but never programmed NT to operate the weapons. NT

was a small, spherical droid, equipped with a tiny repulsor engine which allowed it to move about. (T3, T8, TDV)

NT-311

this was the callsign of one of the Imperial stormtroopers assigned to the *Devastator*, and who participated in the boarding of the *Tantive IV*. (JKG)

NT-311

this was the callsign of one of the Imperial stormtroopers who boarded the *Tantive IV*, shortly before the Battle of Yavin. (JKG2)

NT-757

this was the callsign of one of the stormtroopers stationed aboard the first Death Star. NT-757 was one of the troopers who followed Luke Skywalker and Leia Organa into the chasms of the Death Star, after the heroes escaped from the trash compactor. (JKG3)

NTB-630

this heavy naval bomber was developed by Incom and Subpro for the Old Republic, during the height of the Clone Wars. Similar in design to the PTB-625, the NTB-630 differed in its mission profile. While the PTB-625 was designed for planetary bombardment, the NTB-630 was created to deliver its payloads while engaged in space battles. Thus, it was more maneuverable than the PTB-625, allowing it to get close to capital ships and avoid their turbolasers in order to execute its bombing runs. (X3)

N'ton

this H'drachi youth accompanied Ch'no and Mora in searching the cities of M'haeli for junk to rebuild. N'ton saw that his parents and the other H'drachi elders failed to see Ch'no's unwavering ability to correctly read the time-streams, and so he decided to join the Alliance and help avoid the impending war on M'haeli. (ROC)

Ntthan

a New Republic starship captain, his mission was to deliver supplies to the hidden outpost of New Alderaan. He kept very strict timetables, and was never late. Following the second rebirth of Emperor Palpatine on Byss, Ntthan was intercepted by Imperial forces and taken to Bast Castle, where he was interrogated by Kvag Gthull until he revealed the location of New Alderaan. (DE2)

NT-X2

this modified TX-1118 assassin droid was owned by Luskin Exovar, and was employed to help secure Exovar's Emporium on Neftali. Part of a shipment which never made it to its final destination, NT-X2 was known as Entax, and was accompanied by another TX-1118 droid designated BT-X2 but known as Botax. Both droids were given new programming by Exovar, who removed their assassin routines and replaced them with security routines. They worked as a team, and NT-X2 was the more introspective of the two droids. (WSV)

Nu

meaning "quiet" or "close-mouthed", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Nu pratta dunko

this Huttese phrase translated roughly into Basic as "What do you mean?" (E1A14)

Nu, Jocasta

this wispy woman was a Jedi Knight, and served in the Jedi Temple's Library Archives on the planet Coruscant, some ten years after the Battle of Naboo. Despite her frail appearance, Jocasta was known as a firebrand among the Jedi. Her determination and strength as a Jedi Knight carried over into her work in the Archives, where even the most experienced Jedi Master had to bow to her demands. However, her pride in the Archives and their contents often blinded her to the fact that the Archives were not truly

complete, and could be altered from within. Thus, when Obi-Wan Kenobi arrived at the Archives to locate a planet named Kamino, Jocasta Nu was of very little help when it didn't show up in the records. According to Nu, if the planet didn't exist in the Archives, then it simply didn't exist. She was forced to face her pride head-on in the wake of the Battle of Geonosis, when Kamino's existence was verified by both Obi-Wan and Master Yoda. She began her own investigation into the matter, and was surprised to find a trail of evidence that exposed Count Dooku's altering of the archived data on Kamino. *Jocasta Nu was portrayed by Alethea McGrath in Star Wars Episode II: Attack of the Clones.* (SWI57, TOW, AOTC, VD2, LEV)

Nu, Risso

this Corellian man was a noted bounty hunter, who was considered second only to Boba Fett in the number of successful hunts undertaken in the Core Worlds during the early years of the New Order. He met with a group of other bounty hunters on the remote world of Ma'ar Shaddam, hoping to gain their support in a plan to eliminate Boba Fett during his routine maintenance stopover on the planet. Their plan was hastily thrown together, and any planning they had was shattered when Fett recognized the threat. Before Nu could react, half of his team had been killed by Fett. The other half was eliminated systematically by Fett shortly afterward, until only Fett and Nu remained. Since Fett was busy with the other hunters, Nu managed to steal his Mandalorian armor and weapons, and gained access to *Slave I*. He then used the ship's weapons systems to try and destroy Fett on the ground. Fett survived a missile blast, and obtained a back-up set of armor - that once worn by Jango Fett - he kept on Ma'ar Shaddam. Fett then tracked Nu down and defeated him in one-on-one combat. Nu was stripped of the Mandalorian armor and left in just his underwear, as a reminder that Boba Fett was still the number one bounty hunter in the galaxy. (T18)

Nuala Marauders

this group of space pirates was active during the last decades of the Old Republic. (ASNG)

Nuance

this was one of the many *Strike*-class cruisers that made up the front lines of the Imperial Naval fleet. (TIE)

Nu-Ar, Fem

this woman was the chief assistant to Doctor Xathan, during the height of the New Order. They were hired by the Empire to locate the planet Seoul 5. When their research led the Imperial to the correct planet, both of them were bound and imprisoned beneath the planet's surface. Only the timely appearance of Han Solo allowed them to get free. (MC84)

Nub Saar

this was the first of the floating cities built in the atmosphere of the planet Genarius. It was founded by a Trandoshan named Russok, who ordered round-the-clock work on its construction in order to have it ready for occupancy. He drew people to the station with claims of the unlimited potential for wealth in mining the gas clouds. However, Russok and his people were unprepared for the radiation storms which swept across the planet. During one of these intense storms, Nub Saar suffered a catastrophic failure in its repulsorlift systems. The radioactive winds of the storm buffeted Nub Saar for nearly two weeks, killing every living thing on the city by shredding them to pieces at the atomic level. Much of the structure of Nub Saar was reduced to rubble, and the husk of the city remained aloft after achieving a kind of orbit in the clouds. Subsequent builders of floating cities on Genarius used the examples of Nub Saar in designing future cities. There were rumors that clusters of beings survived in the ventilation and sewer systems, but were genetically altered by the radiation. Some 20,000 beings supposedly lived in the city, but no records of their existence has been found. However, investigations into the state of Nub Saar were officially prohibited by the government of the Cularin System, so it was impossible to ascertain what really happened. The government, for its own part, declared Nub Saar to be the example of how to build a floating city in orbit around Genarius, claiming that there was a lower limit to the altitude of a city, below which it would suffer the same sorts of massive damage the Nub Saar experienced. The former Jedi Knight Dazen Mok didn't agree with this explanation, and set out to investigate Nub Saar for himself. He found that Nub Saar was just over two kilometers lower than Tolea Biqua, which had suffered through radiation storms and survived. Dazen Mok theorized that Nub Saar had, in reality, been attacked by

something born of the Dark Side of the Force. This dark force had once been roused by Karae Nalvas to help him build his floating fortress of Conkesta, and that had been living within the clouds of Genarius until it awakened by the presence of the new city. (LFC, LFCW)

Nuba City

this was the capital city of the planet Nubia. Located on the side of a mountain range on the planet's western continent, Nuba City was an industrial city which was often shrouded in a dense layer of smog. (CCW)

Nubassa

this Selkath worked as a curator at a museum on his homeworld of Mana'an, some 4,000 years before the Battle of Yavin. (KOTOR)

Nubblyk

a Slyte, Nubblyk was Plawal's town boss just prior to the Battle of Endor. He played a high-stakes game of smuggling out parts and valuables left behind by Imperials, primarily xylen chips, gold wire, and gems. He disappeared unexpectedly. (COJ)

Nubia

this planet, located on the outer edge of the Core Worlds, was home to the Nubians, who produce many specialized starship components. Nubia was located along the Corellian Run, just beyond Corellia and Froz. The planet was first colonized some 22,000 years before the Battle of Yavin, who realized that its bleak appearance was merely a façade. Much of the planet's landmass was considered arid by most standards, but huge underground aquifers provided water for irrigation. This allowed the colonists to quickly provide food for themselves. Over time, the agriculture of Nubia came to provide much of the foodstuffs for the sector. The mountains of the planet were rich in ores and minerals, which fueled the manufacture of a variety heavy machinery. *Note that the galaxy map inside Star Wars Insider, issue 65, indicates that Nubia is in the Colonies Region, along the border with the Inner Rim.* (SW1, IWE1, BP, SWI65, CCW)

Nubia Star Drives, Incorporated

this starship hyperdrive manufacturer designed some of the most artistic components ever seen. Nubian designs often incorporated J-type engine configurations. The Nubians were renowned for other starship components as well, including sublight engines and spaceframes. Originally known as the Nubian Design Collective, this corporation was formed by a group of humans, Bith, Zabrak, and Sullustans some 300 years before the Battle of Naboo. This loose coalition of designers and engineers claimed Nubia as their own world, and set out to produce high-technology starships for wealthy clients. When Emperor Palpatine instituted the New Order, the corporation went underground to try and keep their designs out of the Empire's hands. In the wake of the Battle of Endor, Nubia Star Drives returned to the galactic community and once again began creating their unique designs in public. (CCW, NEGV, NEGW)

Nubian

see Nubia Star Drives, Incorporated (SW1, X1, CCW)

Nubian

this was the name used to describe the human inhabitants of the planet Nubia. Descended from colonists who first arrived on the planet more than 22,000 years before the Battle of Yavin, the Nubians were considered some of the hardest working - and hardest playing - beings in the galaxy. (CCW)

Nubian B4 Cloudbus

this vehicle, produced by Nubia Star Drives, Incorporated, was used throughout the galaxy for public mass transportation. Its elongated-oval shaped fuselage measured 10.5 meters in length, and could accommodate up to thirty-six passengers and 200 kilograms of cargo. (CCW)

Nubian Design Collective

this was the original name of Nubia Star Drives, Incorporated. (NEGV)

Nubian Palace

this was the largest and most luxurious resort found in orbit around the planet Nubia. Located within the Palace's huge grounds were twelve different casinos, four holoivid theaters, a virtual reality suite, and the Solar Gardens. Unknown to most Nubians, the Palace was owned by Prall the Hutt. Prall used the Palace and its many locations as his base of operations. (CCW)

Nubon

this Ithorian surname was believed to mean "builder" or "architect", according to historian who studied the Ithorian race. (GCG)

Nuboocha

this Hutt traveled to the planet Zeltros to recruit female dancers for his court, during the years leading up to the Clone Wars. However, after experiencing the near-constant partying on the planet, Nuboocha decided to stay on Zeltron. Only the strict zoning laws of the Zeltrons kept him from moving his entire business to the planet. (PH)

Nubus

this star was the central body of the Nubus System. (CCW)

Nud

this common Zabrak surname meant "weaponsmith". (GCG)

Nudd chaa!

this Huttese command translated into Basic as "Forward march" or, in some instances, "Follow me." (GMR5)

Nudfuh

this pudgy herbivore was native to the moon of Rori, where it was prized for its leathery hide. (GQRG)

Nudj

this iguana-like reptile lives in the roots of trees which grow on the planet Dagobah. They prefer the dark, moist environments of caves as well, and are quite sensitive to the Force and its energy. They are very docile creatures, despite their fearsome appearance. (CCG4)

Nudskutch

this was a Gamorrean settlement, located on their homeworld of Gamorr. Like most Gamorrean settlements, it was named for the clan which controlled it. (SWJ14)

Nudskutch

this Gamorrean clan was an ally of the Bolgoink clan, after Vrokk's brother Rog took control of the clan. (SWJ14)

Nuendo Rash

this tramp freighter once owed about 20,000 credits to Jabba the Hutt. Nuendo was once hired by the Alliance operative and Jedi Kaoln, to transport goods off Tatooine. The Jedi had planned to use a cargo of grain to hide the real goods. As they were leaving the Mos Eisley spaceport, some of Jabba's henchmen tried to shoot down Rash and his ship. In retaliation, Rash dumped the load of grain on Jabba's palace. (GG6)

Nuffin

a group of traders who were a constant thorn in Jabba the Hutt's smuggling business. The Nuffin are a race of unoriginal beings, starting with the fact that they all look the same: nondescript, pink skinned humanoids with beady eyes, no nose, and a ridge of dark skin that rises up there spine and wraps six tendrils around their heads. They identify each other by number. (JTH)

Nugek

this New Republic Ambassador once gave Anakin Solo a busy bix as a gift. The box had wheels that could be spun, and blocks that could be pushed through shaped holes. (SOL)

Nugtosh

this tall, thin alien presided over the annual Vinta Harvest Classic podrace on Malastare, during the era of the Battle of Naboo. (ETM)

Nuh ghis

this Mandalorian term translated into Basic as 'now'. (KOTOR)

Nui Gneppe

this thin Filordi worked as an archivist for the Naescorcom manufacturing operations on the floating city of Ipsus, on Genarius, during the years leading up to the Battle of Naboo. Nui Gneppe had previously worked as an agent of the Trade Federation, but became bored with his work. After joining Naescorcom, Nui worked specifically in the Line Two section of Ipsus, documenting all aspects of the development of thermal detonators. (LFC)

Nuiri Sector

this area of the galaxy was controlled by the Empire during the Galactic Civil War. (WSV)

Nuiwit

native to Altor 14, and often referred to as Altorian Lizards, these quadrupedal reptiles are somewhat smaller than the Avogwi, and can walk on their hind legs for short periods of time. They have long bodies covered with horny scales, and their eyes protrude from their heads on short stalks. An unusual aspect of their physiology is their tubular tongue, which is prehensile and is tipped by tough conical spikes. While the Avogwi are carnivorous, the Nuiwit are herbivorous. They are also cold-blooded. The Nuiwit are pacifists by nature, and have a highly-structured society. Despite all these differences, scholars believe that the two races descended from a common ancestor. Like the Avogwi, the Nuiwit dislike technology. (GG4)

Nukkels

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "strong warrior". (GCG)

Nuknog

native to the planet Sump, this unusual alien race was easily distinguished by their unusual skull. The top of a Nuknog's head was dominated by a spined frill, while its jaws were set well below and in front of the cranium. Each node of the frill was filled with fat, which was stored for periods when food was scarce. Nearly a millennium before the Battle of Yavin, the nuknog race literally sold their homeworld to a consortium of unscrupulous businessbeings in exchange for jobs, food, and accommodations. What they got were leftover rations, prefabricated barracks, and generations of indentured and unpaid labor. After several centuries, the Old Republic tried to intervene, shutting down the businesses and ordering hundreds of years of back wages to be paid. Eventually, Sump was returned to the Nuknog people, and the Old Republic began a series of relief missions to Sump, bringing food and supplies to help the beleaguered Nuknogs. However, the Nuknogs feared that the Republic was going to be just as unscrupulous as their former masters. Rather than accepting the relief efforts at face value, they simply took the supplies and then blamed the Republic for "stealing the only life they ever had." The Nuknog leaders then demanded food and supplies be delivered for free in perpetuity, a request which the Republic flatly denied. (SWDB, VD2, UANT)

Nuknog

this was the native language of the Nuknog race, consisting of squeals, barks, and gruff noises. A simple alphabet made up the written form of the language. (UANT)

Nul

this name was given to female Zabrak, and meant "daughter". (GCG)

Nul

a small city found on the eastern coast of the Galleros continent of the planet Zelos II. It was renamed in honor of Galleros Nul. (PG2)

Nuladeg, Bern

a member of Klyn Shanga's militia, Bern Nuladeg served with Klyn from the first battle they fought as children. Nuladeg's prowess with the limited fighter craft the Renatasians had earned him a promotion to flight instructor, and later to Admiral of the flight academy. His family was brutally murdered by a group of off-duty Imperial soldiers during the time when the Empire invaded the Renatasia System, while their commanding officer looked away. The commanding officer was killed in his sleep later on, and rumors have it that Nuladeg was the killer. After the Renatasians were drawn into Rokur Gepta's plans to kill Lando Calrissian, Nuladeg tried to steal Gepta's auxiliary craft. He and Shanga were both thrown in the brig, but they proved that Gepta's soldiers weren't up to snuff. That earned them their freedom to fight against the Renatasians' true enemy, Osuno Whett. However, Nuladeg was killed when he attempted to interfere with the duel between Gepta and Lando Calrissian, and his fighter was shot down by the *Wennis*. (LCS)

Nulan VI

this planet was an extremely rebellious world in the Empire, until the Scimitar Assault Wing, known as the White Death, laid siege to it with their TIE bombers. The planet's inhabitants eventually surrendered to the Empire. (ISB)

Null

this humanoid race, native to the planet also known as Null, stood a meter taller than the average human. The males wore their beards long and braided, and both sexes preferred to dress in animal skins and thigh-length boots. The Null were known primarily for their skills as hunters and stonemasons. (LOJ)

Null

this forested planet was one of first worlds ally itself with the Confederacy of Independent Systems, during the years leading up to the Clone Wars. Although a planet-wide government had been established, the native peoples preferred to manage themselves on a more local level. Individual tribes existed in small settlements, and justice was often carried out in the form of swift and deadly skirmishes that left no witnesses behind. During his attempt to gain possession of the Station 88 Spaceport for the Separatists, Count Dooku suggested that representatives from Junction 5, Delaluna, Bezim, and Vicondor all meet on Null to negotiate a deal. Lorian Nod, representing Samish Kash, asked the Jedi Knights to investigate the situation on Null, in an effort to keep the Station 88 Spaceport in the hands of the Republic. Over time, Dooku managed to acquire ownership of the entire planet, and it became one of the many targets of the Grand Army of the Republic during the height of the Clone Wars. During the fighting, the Separatist forces hired the bounty hunters of the Crimson Nova chapter of the Bounty Hunter's Guild to kill the Jedi Knights who were leading the Republic's forces. (LOJ, RSF)

Null G-Ball

this physical game of chance was played in many larger casinos. (SWJ1)

Null Quantum Field Generator

this was the part of a hyperdrive unit that helped a starship enter and remain in hyperspace. (BF2)

Null Space

Obigon's pirate Corellian gunship. (HTSB)

Null Zone

an area of the galaxy surrounded by a sea of gamma radiation, it is where the Prophets of the Dark Side operate, separated from the rest of the galaxy. (LCJ)

Null, Warb

one of the most ferocious Naddists to inhabit ancient Onderon, Warb Null had incredible strength and military prowess in addition to his ability to tap the Dark Side of the Force. Originally a metallurgist named

Shas Dovos, he was melded to his unique set of armor after conjuring a Sith spirit. He launched an attack on Iziz during the funeral processor for Queen Amanoa, and managed to steal the remains of the Queen and Freedon Nadd. Warb Null's base was located beneath the ground of Iziz, and he was serving under the still-living King Ommin. When the Jedi Master Arca appealed to Ommin for aid in recovering the remains of Freedon Nadd, Ommin and Warb Null attacked, overpowering Arca and taking him captive. However, in the battle, Warb Null was struck down by Ulic Qel-Droma. (FNU, TOJC)

Nullada

this immense Shell Hutt was the leader of the group which inhabited the artificial world of Circumtore. Nullada was unaware of Gheeta's intricate web designed to ensnare Boba Fett, until the younger Hutt set them in motion. It was Nullada who offered to keep Oph Nar Dinnid safe from reprisal by the Narrant System liege-lords, in return for the information stored in the comm handler's brain. However, Gheeta executed the Lyunesi before any real information could be extracted. This angered Nullada, but not as much as the destruction of the diplomatic complex on Circumtore, which resulted when Boba Fett reacted to Gheeta's plans. However, Gheeta's death at the end of the battle was more than enough to allow the bounty hunters to leave without retaliation. (MA)

Null-burst Projector

this strange weapon was created by the Aing-Tii monks for use on their Sanhedrim starships. The null-burst projector creates a pocket of negative energy which does little physical damage to its target. However, the target's crew is incapacitated for several hours after the blast, during which time the Aing-Tii can board the ship without resistance. (KO)

NullComm

this was one of the most cutthroat communications agencies of the New Order. (CCW)

Null-gas

this form of gas was used by paranoid starship owners who wanted to protect their ships from being stolen. In the event of a break-in, these captains had installed anti-intrusion systems. One system could release a charge of null-gas into the life support system, effectively removing all oxygen from the environment and rendering the thieves incapacitated or dead. (SS)

Null-gee Polo

a popular, zero-gravity spectator sport. (RD)

Nullicaine

this medicinal spray was used by field surgeons during the height of the Clone Wars to help dull the pain of injury, while at the same time killing any germs or bacteria that might have gotten into a wound. (MJH)

Nullifier

this *Imperial*-class Star Destroyer was placed in command of the fleet which protected the planet Corulag, during the height of the Galactic Civil War. It was commanded by Admiral Nyran at the time. (SWJ12)

Nullifier Diffusion Armor

this specialized piece of technology was a piece of ancient technology, rediscovered by Vallikor En-Vahdi. It was a full suit of armor, including helmet and tactile gloves, which emitted a powerful force field around the wearer. This force field absorbed all forms of energy thrown at it, both from without and within. This meant that the wearer had to use projectile weaponry while the armor was activated, or else all shots fired would be absorbed by the armor before they could hit their target. (WSV)

Num

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Numa

this was a common name given to Twi'lek females, and meant "sister" in the Twi'leki language. (GCG)

Numa Rar

this Twi'lek female - distinguished by her pale blue skin - and her sister, Alema, joined Luke Skywalker's Jedi *praxeum* some time before the Yuuzhan Vong invasion of the galaxy. The sisters were briefly trained by Daeshara'cor, and were later part of the Jedi team dispatched to New Plympto. Numa Rar and the planet's leaders agreed to help fund the initial stages of the formation of Luke Skywalker's Great River, in hopes that they could rescue their own refugees. While there, the Rar sisters were instrumental in driving off the Yuuzhan Vong. Unfortunately, the Yuuzhan Vong simply covered the planet with a life-destroying plague. The Rar sisters managed to assist several thousand refugees in escaping, finding passage aboard intersystem ore freighters. After a bounty was placed on the heads of the Jedi by Warmaster Tsavong Lah, Numa and Alema were ambushed while traveling in disguise aboard the *Nebula Chaser*. Numa was the first of the Jedi to fall to a voxyn, dying aboard the ship while she and Alema tried to escape. (EVR, SBS)

Numatra

this hide of this creature is valued for clothing and footwear. (RD)

Numb

this surname was common among the Sullustan race, and referred to a savage predator that was native to Sulon. (GCG)

Numb

this was a species of savage predator that was native to the plains of Sulon, the agricultural moon of Sullust. (GCG)

Numbers

this was the nickname of the Bith who owned and operated the Irrational Number, in Jugsmuk Station on Gamorr. (SWJ14)

Numesh Sector

this was the name of one part of the planet Coruscant, after it had been destroyed and rebuilt by the Yuuzhan Vong into a simulacrum of their long-lost homeworld, Yuuzhan'tar. (FH3)

Nuna

this strange, bird-like reptile inhabited the swamps of the planet Naboo. The nuna had a large, round body supported by two strong legs. Its wings or arms were virtually non-existent, and its head bobbed up and down when it walks. Also known as a swamp turkey, the nuna was often served as the main course at Gungan holiday feasts. When confronted in the wild, most nuna would simply turn and flee as fast as they could. If cornered, though, a nuna would lash out with its sharp beak and kick with its legs. Males often showed aggression by inflating the wattles around their necks and hissing. Females gave birth to a litter which was contained in a single, huge egg. Each egg could contain up to ten young, and the mother had to help the young escape from the thick shell upon hatching. The meat of a nuna was considered tasty to the Gungans, but was poisonous to Rodians and Twi'leks. The Gungans developed a sport, known as nuna-ball, that used a live nuna as the ball. The angered nuna puffed itself up, and was carried by each team toward it's opponent's goal. (SW1, SON, WSW, SWI65)

Nuna-ball

this sport originated on the planet Naboo, when Gungans started using a live nuna as a ball. When angered, a nuna would inflate its body to make itself look bigger. This round nuna was then carried by opposing teams toward their opponent's goal. The sport gained popularity after the Battle of Naboo, and entire leagues were founded on the basis of the sport. (HNN5, SWI65)

Nuna-Ball League

this was the galaxy's first, professional nuna-ball league, established by Lysko Buelia and a group of investors during the years leading up to the Clone Wars. Teams in the league, which started out as a product benchmarking test, were made up entirely of droids. New models of droids were grouped into teams and pitted against each other in matches that mimicked the organic sport that evolved on Naboo.

Droid manufacturers liked the format for many reasons, not the least of which was the minimal cost involved in fielding a team, versus the monetary rewards of the sport's popularity. (HNN5)

Nunb

this surname was common among the Sullustan race, and meant "teacher" in the Sullustan language. (GCG)

Nunbar

this smuggler, based on the StarForge Station, discovered a cache of A9G archive droids. He tried to sell them to other smugglers, in order to resell them to an unknown source on Ryloth at a tidy profit. (SWJ14)

Nuni

this Galacian woman was a member of the Hill People, and was known for her skills in watching over and teaching the children of her clan. She was one of Elan's most trusted friends. (MOC)

Nunkee

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Nunkee

according to Ewok legend, this fish spirit lulled Ewok fishers to sleep before stealing - and eating - their bait. (GCG)

Nunsk, Lin

this Imperial Navy Captain was stationed in Tapani Sector, during the height of the Galactic Civil War. He commanded the Empire's Tapani Sector fleet from his command ship, the *Imperial*-class Star Destroyer *Gauntlet*. He had been stationed in Tapani Sector for six years prior to the Battle of Endor, primarily ensuring that shipments of bacta reached the Imperial Core. He was known as a competent though fearful officer who took as few risks as possible in order to ensure at least some measure of victory. (LOE)

Nunurra

this city on the planet Roon hosted the Colonial Games. (DCAR)

Nupe Yeldand

this being was a native of Manda, during the early years of the New Order. (DCAR)

Nur

this barren, rocky planet was the fourth world in the Vulpter System. It was orbited by a single moon. (PH)

Nuralee

this planet experienced an economic breakdown during the years following the Battle of Naboo. Astri Oddo, the wife of Nuralee's elected Senator, Bog Divinian, was at the forefront of a relief group that petitioned the Old Republic for assistance. Astro hoped that the passage of the All Planets Relief Fund would help Nuralee's situation. (JQ3, JQ9)

Nuri

this Clawdite shapeshifter made a living on the planet Aargau, during the last decades of the Old Republic, assuming the guise of a helpful Bimm in order to help unknowing individuals recover their fortunes from Aargau's banks. Nuri agreed to help the individuals reach the Undercity, where he assured them that cheaper and less obvious methods of making withdrawals could be found. In this way, Nuri gained the confidence of young Boba Fett just weeks after the Battle of Geonosis. Once Nuri delivered the individual to an access machine, he withdrew his own "small" commission - usually a large percentage of the individual's fortunes - then left them stranded in the Undercity. Boba Fett encountered Nuri again on Xagobah, during the search for Wat Tambor. Fett, now thirteen, and discovered that it was Nuri who helped Tambor escape from prison, and was now helping to guard his fortress of Xagobah. In a brief struggle, Boba Fett managed to disarm Nuri and force him to reveal Tambor's exact location by

drugging him with the poison of a xabar fungus. Unfortunately, the xabar had been among those altered by Wat Tambor, and Nuri was immediately rendered rigid and unconscious. All his body functions were reduced to bare minimum levels, and he appeared to be dead. (BF3, BF5)

Nuri Pravada

this blue-skinned woman (a Chiss?) was part of the rebel underground on Elerion, serving under General Orma Hundeen during the height of the Galactic Civil War. She posed as one of the Quetzal Sisters to help Leia Organa recover a valuable holocube on Elerion, shortly after the Battle of Yavin. (T15)

Nuriin-Ar

this Korunnai native of Haruun Kal led a daring mission to Coruscant during the height of the Clone Wars, capturing Senator Meena Tills and several other beings. They were held hostage in exchange for the complete removal of the Old Republic's forces on Haruun Kal. According to Nuriin-Ar's first message, the Republic was to fear his group, since they were able to operate in the very heart of the Republic without being captured. The government of Haruun Kal refused to admit any knowledge of Nuriin-Ar's actions, but acknowledged that it "fully understood" the gang's actions. In order to make a show of good faith, Nuriin-Ar agreed to meet with Jedi Master Kaim, but became incensed when he discovered a strip-cam hidden in Kaim's robes. To make sure the Republic understood his conviction, Nuriin-Ar knocked Master Kaim unconscious and hid an explosive on his body, then pushed the Twi'lek's body back out into the anetchamber. The explosives detonated, destroying Kaim's body and nearly killing the clone commandos who were waiting outside. The terrorist action only hardened the resolve of the clone commandos of Omega Squad, who were able to sweep in and eliminate all of the terrorists, including Nuriin-Ar, before any more hostages could be killed. It was later learned that Senator Tills wasn't the primary target, just a convenient diversion for the possible killing of N'zaet Nir. (SWI81)

Nurm

this Sullustan pilot worked for Event Vistas, and served as the pilot on the auxiliary bridge of the *Nebula Queen* in support of Rostat Manr. When Manr was brainwashed into trying to crash the ship into the planet Coruscant, Nurm managed to stun Rostat, rendering him unconscious and saving the ship. (SOC)

Nuro

a common name given to Twi'lek males, this name meant "judge". (GCG)

Nuro

this was the designation of a group of Imperial tankers used to supply the Bretie production facility during the Galactic Civil War. (XWA)

Nuro Tualin

this Twi'lek male served as Polearm Two, of the New Republic's Polearm Squadron, during the hunt for Warlord Zsinj. During a short leave from the Squadron, Tualin was captured and brainwashed by agents of Zsinj working on Projects Minefield and Funeral, and programming was implanted into his brain which compelled him to destroy something. That something would be named within a key phrase that would trigger the programming. Just before the Republic responded to the distress call at Jussafet Four, the cook Galey activated Tualin's programming with a short phrase. Tualin was compelled to do everything in his power to destroy the *Mon Remonda*. He nearly succeeded, blowing a huge hole in the command bridge and killing a number of crewmen. Tualin was killed in combat by Tyria Sarkin. (SOC)

Nuron Gep

see Norun Gep (UANT)

Nurrale

this tropical city, located on the planet Esseles, was the site of the Togatto Speedway. (CCW)

Nursery

this was the name given to the interior of the seedship commanded by Master Shaper Ch'Gang Hool, where a group of immature dhuryams were allowed to grow and learn about controlling their environment. The Nursery was divided into wedges, with the points of each wedge touching the central pond where the

dhuryams were growing. Artificial night and day were provided by immense light sources, and the Nursery was stocked with all forms of natural resources. Slaves were assigned to each dhuryam infant, which controlled them in order to execute its own plans for developing the resources in the wedge it controlled. When the time came, the dhuryams which had grown in the Nursery were subjected to the trials of the *tizo'pil Yun'tchilat*, in which a single individual would emerge as the World Brain that would seed Coruscant. (T)

Nursery Rings

used on the tallest wroshyr trees on Kashyyyk, nursery rings are built as a sort of day care and school for young Wookiees. (HTTE)

Nursling

this was the name for a young falumpaset. (WSW)

Nurstin

this rocky, gas-covered was the third planet of the Bissillirus System. A number of mining colonies were established by Messert Mines Corporation around the planet during the last century of the Old Republic. Its red atmosphere was discovered by Arnoll Draenell to have brilliant flashes of light sparkling its face, and it was later discovered to be rich in corthel and cortheum. The average day on the planet lasts 19 standard hours, and its year encompasses 300 standard days. (GMK)

Nuruk

this was one of the more common surnames used by the Duros people. Like all such names, Nuruk was used only for official business, to indicate one individual from another when in the presense of non-Duros. This name literally meant "soldier". (GCG)

Nurumbal Shrine

this is one of the most revered locations on the planet Esseles, located in the city of Calamar. (SWJ8)

Nuruodo

this was one of the four ruling families of the Chiss civiliation. Like the other families, the Csapla bloodlines predate modern Chiss society. The Nuruodo family controlled much of the Chiss military forces, with colonial units from each of the twenty-eight Chiss colony worlds. The Chiss Expansionary Defense Fleet was also controlled by the Nuruodo. (GMR5)

Nus Whale

this leviathan was native to the oceans of Dorumaa. An average bull whale could swallow a fishing trawler whole, making them extremely dangerous to hunt. An average specimen could grow as much as twenty meters a year, in seasons when food was plentiful. Bulls of 100 meters in length, and cows over eight meters, were not uncommon during the last decades of the Old Republic. (LFC)

Nushk

this planet, the third world in the Hoth System, was covered with liquid-methane oceans. It was orbited by four moons. (PH)

Nusp

this Nediji word described one of the many colors that were not visible to most humanoid eyes. It was only visible to races like the Nediji, that could see above and below the wavelengths of visible light. (MJH)

Nussek

this was a common name among Quarren females. It meant "smooth-skinned". (GCG)

Nut-beetle

this small insect is considered a delicacy by many humans. The shiny, slippery bugs have tasty flesh, and are cracked open while still alive. The meat is removed and eaten, while the shell is discarded. (TBH)

Nute Gunray

this Neimoidian worked as the Viceroy for the Trade Federation, but was primarily under the command of Darth Sidious. Gunray himself was a minor Viceroy until the Trade Federation Directorate was targeted for assassination by the Nebula Front, during the taxation summit on the planet Eriadu, about a year before the Battle of Naboo. When Gunray and Lott Dod were the only two Neimoidians to survive the assassintation, he was promoted to a position in which he was the commanding Viceroy over the entire Trade Federation. Sidious placed Gunray in charge of blockading the planet Naboo and capturing Queen Amidala if she should try to escape. However, Gunray was unable to control the Queen, and she fled the planet. Darth Sidious then sent Darth Maul to recover her. Meanwhile, Gunray was ordered to invade Naboo and take control of the world, which the Niemoidians did with the help of their vasr droid army. However, Gunray and his comrades were unable to foresee the resourcefulness of Queen Amidala, who returned to the planet and managed to capture Gunray and his assistants during the Battle of Naboo. The Niemoidians were returned to Coruscant to stand trial for their actions. However, through political machination, Gunray was allowed to maintain a modicum of control over the Trade Federation, provided that he dismantle the Federation's droid army. Seeing the opportunity that freedom afforded him, Gunray agreed to the deal. However, in the background, he continued to work toward re-establishing the Trade Federation's protective droids. He later supported the Separatists by throwing the Federation's political and financial strength behind Count Dooku's Separatist movement. He also paid Dooku quite heavily for the services of Jango Fett, in an effort to assassinate Padme' Amidala, as a pre-condition to the deal and as a measure of revenge for the loss of Naboo. The plans for the battle droids were provided to the Geonosians, who turned out huge numbers of the droids in their factories. When the Jedi arrived on Geonosis, and the Battle of Geonosis raged on, Gunray and his subordinates saw another disaster looming in their future. Rather than assist in the war effort, they boarded their starships and fled into space to plan the next phase of the Separatist assault. Gunray himself chose to return to the Neimoidian purse-world of Cato Neimoidia, where he maintained a fortified palace and a fungus farm. He was nearly trapped there, some thirty months after escaping from Geonosis, and was forced to leave behind his wealth in order to survive. Among the things Gunray left behind was his custom-build mechno-chair, which was captured by the Republic before Gunray could destroy it. The technology in the mechno-chair, combined with the information stored in its computer systems, allowed the Republic to finally verify the existence of Darth Sidious, and laid bare much of the Separatists' plans for the upcoming war. Gunray, along with the other leaders of the Confederacy on Independent Systems, were secreted away to Utapau just before the First Battle of Coruscant. After hiding on Utapau under the protection of General Grievous, the Separatists were taken to Mustafar. It was there, after Darth Sidious finally lured Anakin Skywalker to the Darth Side of the Force, that the Separatist leaders met their deaths. Skywalker was dispatched to Mustafar by Sidious himself, with orders to eliminate them. Skywalker was forced to hunt down Gunray, who had fled their hiding place when Skywalker began killing the rest of the Separatist leaders. Gunray tried to plead for his life, but Skywalker simply cut him down in mid-sentence. *Nute Gunray was portrayed by Silas Carson in Star Wars: Episode I - The Phantom Menace, Star Wars: Episode II - Attack of the Clones, and in Star Wars: Episode III - Revenge of the Sith.* (SW1, COD, AOTC, AOTCN, NEGC, LEV, IS3)

Nuth

this was once of the many names given to Duros females. Among the Duros, it meant "breathtaking". (GCG)

Nutorium

this specialized hull plating material was developed to defeat sensors systems, allowing a ship to move about with relative stealth. (SWJ5)

Nuuk Kuur

this Duros, an early supporter of the Alliance, was captured on Kvevron by Falto Dragen, shortl before the Battle of Yavin. Nuuk Kuur had been staying in the safehouse maintained by Idu Taanfaar, and was being transported to the spaceport in Mal Ethon City when Dragen intercepted them. Taanfaar was killed, and Nuuk Kuur was taken into custody. (RESB)

Nuun

this was the Yuuzhan Vong designation of those highly-skilled warriors who were chosen to become the physical incarnation of the hunter. Only one in a thousand warriors was chosen to wear the cloak of the *Nuun*, which was a living material containing photosensitive bacteria that made the wearer blend into their surroundings. (SWI62)

Nuur, Shaela

this ancient Jedi Knight was once a student of the renowned Jedi Master Ood Bnar. When Master Bnar initiated his life-cycle change, he bequeathed a solari crystal to Shaela, whom he considered to be his most promising student. Unfortunately for the Jedi Order, Shaela disappeared shortly after the Great Hunt, and the solari crystal vanished with her. Shaela had been dispatched to Korriban, along with Guun Han Saresh and Duron Qel-Droma, on a mission to hunt down and destroy the terentateks that had escaped from the Sith fortress. However, their party was fragmented when Guun Han grew jealous of the relationship Shaela had with Duron. Guun Han claimed that their passion placed them all on a path to the Dark Side of the Force, and he left Korriban for Kashyyyk. Left alone, Shaela and Duron were no match for the terentateks. Duron was killed first, leaving Shaela alone on the Sith world. She felt herself slipping over to the Dark Side of the Force, blaming Guun Han for Duron's death and hating him for it. Her last words were recorded on a datapad that was later recovered by another group of Jedi Knights, indicating that she set out to kill the terentateks in an act of revenge before being killed herself. (KOTOR)

Nuuswan

according to Ithorian legend, this bird collected pretty gems. (GCG)

Nuuswan

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name referred to a mythical Ithorian bird that was known to collect pretty gemstones. (GCG)

Nuuta

this Phindian male was Kaadi's father. He was arrested by the Syndicat and put through their renewal process. His memory was wiped clean, and the Syndicat dropped him on the planet Alba, in the midst of a bloody civil war. Nuuta was not heard from again. (HP)

Nuutu Plunb

this female Sullustan worked for Xizor Transport Systems as a dispatcher, based on the planet Lianna. She was in charge of routing cargoes from Lianna to XTS locations throughout the Allied Tion Sector. She was known as an excellent judge of character, and could also be a dangerous enemy to those pilots who cross her or the company. (PSG)

Nuyu

this Lafrarian male was a tattoo artist and body decorator who ran a small shop on StarForge Station during the Galactic Civil War. (FOP)

N'Vadin

this merchant had a shop on the *Kuari Princess's* Bazaar Deck, selling humanoid formal attire. (RM)

N'van

an island in the northern hemisphere of the planet Ban-Satir II, it is famous for its production of Novanian Grog. (CSA)

Nwarcol Point

known as the "small giant" of the Sisar Run, this outpost was located at the connecting point of the Run with the Salin Corridor. Often called the Sisar Terminal, which was the term used to describe its location along the Corridor, Nwarcol Point was the primary refueling station for ships travelling from Hutt Space to Tharin Sector and the Salin Corridor. The station fell under the protection of the Nalroni crimelord Sprax during the height of the New Order. Among the many services provided at Nwarcol Point was a huge, sprawling casino, which accounted for more than twenty percent of the station's income. (SSR)

Nyalsan II

this was the name of DefenStar's planetary shutter shield system. (HAS)

Nyantolo

native to the waters of Wyndigal 2, this large mammal was a filter-feeder that consumed swamp debris, algae, and small fish as it moved through the water. The body of a nyantolo was covered with a heavy, plated carapace which is formed from a sticky secretion produced by the animal's body. Bits of debris sticks to the fluid, and over time it builds up to form the "shell." The average nyantolo measured 3-5 meters in length, yet only lives a few years. Reproduction among nyanolo is a communal event, as there are three distinct sexes among them and all three are needed for reproduction. This creature was originally named for the scout who inadvertently discovered them. A Rodian, Nyantolo was knocked from his feet a swipe from one of the creature's long fins, and died when the beak of the creature crashed down on his skull. (COG)

Nyantolo

this Rodian scout was killed on Wyndigal 2 when he discovered a huge, aquatic beast later known as a nyantolo. The Rodian got too close to the water's edge and startled the beast, which knocked Nyantolo from his feet with a swipe from a long fin. Nyantolo fell into the water, and his skull was crushed when the beast brought its head down on top of him. (COG)

Nyarikan Nebula

located near the Garos System, this gaseous cloud makes travel in the area difficult at best. Thus, the Garos System received little travel in or out. (SWJ5, SWJ12)

Nyasko

a planet in the Colunda Sector, it was the site of an Imperial AT-AT battalion during the Galactic Civil War. (DESB)

Nyeta

this was an alien word which translated into Basic as "no." (GMR10)

Nyex

a sleep-inducing drug. (COJ)

Nygann Cantina

located on the Smuggler's Moon of Nar Shaddaa, this cantina was the site of Doune's most famous sabacc victory. He "won" one final hand against Kinnin Vo-Shay, obtaining the human's obsidian amulet in the win. Doune believed the amulet provided Vo-Shay with unending luck, and hoped to become a greater sabacc player with it. Unknown to Doune, the amulet was simply a gift from one of Vo-Shay's old girlfriends. Vo-Shay actually gave the game to Doune, holding a sabacc but allowing it to pass. He did it for two reasons: first, to escape Doune's wrath; and second, to recover the lightsaber Nyo wanted so badly. (TFNR)

Nygreena Clo

this Jedi Knight, along with Plessus Ghon, Ixian Rovieda and Padawan Renxis Dielle, was killed on Kabal during a series of riots broke out when the Trade Federation overtaxed the planet for shipping. The taxation occurred just before the onset of the Clone Wars, and led to massive food shortages among the Kamarian people. The Jedi had been called in to quell the riots, when a fleet of supply ships loyal to Count Dooku and the Separatists began to drop food supplies to the populace. A scramble to obtain food ensued, and the Jedi were killed while trying to maintain the peace. (HNN5)

Nyiestra

this woman was a native of Alderaan, and was engaged to Tycho Celchu. She was killed when the first Death Star destroyed Alderaan. (XWBT)

Nyik Tar'ak

this Ebranite and her sisters, Rith and Tor'ara, were members of the Rull clan, and were sold into slavery

in their youth when the Empire took control of Ebra. The three sisters managed a daring escape, forcing the pilot of an Imperial shuttle to take them to the Alliance, where they became some of the first Ebranites to serve. They served in Kesh Sector before joining the ranks of Scandium Team, where they founded the Sandstorm Unit of desert-environment Infiltrators. Rith was the only surviving member of the family following the Wellte-ir Massacre, as both Nyik and Tor'ara were killed near the Umber Banks. (SWJ11)

Nyir

this was one of the many names given to female Bothans. In the Bothan language, it meant "beautiful" or "pretty." (GCG, WOTC)

Nykl

this young Balawai boy was one of five children rescued by Mace Windu from a lava flow in the jungle of Haruun Kal, shortly after the Battle of Geonosis, when he traveled to the planet to locate Depa Billaba. The children, led by Terrel Nakay, had been trying to return to their camp in a steamcrawler when it was caught by the lava. Nykl, his brother Urno, along with Keela and Pell Nakay, were taken in by Nick Rostu, after Windu left them to seek out answers in the jungle. (SHPT)

Nyklas

this Imperial Commander was in charge of construction on a new wing of the Imperial Hall of Heroes when Han Solo was sent to assist him. Nyklas had been using - and mistreating - a group of Wookiee slaves he had obtained from the Trandoshan slaver Ssoh. During a mission to obtain more Wookiees, Nyklas found that his contact's ship was disabled. He ordered Han and his flight of TIE Fighters to take out the ship, but Han discovered that there were Wookiees still alive on board. Nyklas ordered Han to kill the survivors, but Han rebelled against this senseless slaughter. He freed one of the Wookiees, named Chewbacca, and was immediately reprimanded by Nyklas. Han was quickly given a dishonorable discharge and blacklisted as a pilot. (THG, C)

Nyl, Darca

this man was one of the many Jedi Knights who roamed the galaxy during the last decades of the Old Republic. He often traveled in the guise of an immense mercenary, complete with a full-face mask, to hide his true identity. His face was distinguished by the scars running across the bridge of his nose. During the Clone Wars, Nyl traveled to a remote world on what many of his peers considered a mission of vengeance, which distanced him from the rest of the Jedi Order. Upon arrival, he thwarted the capture of a young boy who had been implicated in the kidnapping of Samuel's daughter, Leddar. Samuel, the leader of the remote outpost, agreed to drop any charges against Nyl, so long as he helped locate his daughter and bring the kidnappers to justice. In exchange for Darca's help, Samuel agreed to also provide information on the Dark Jedi Lycan, whom Darca had been searching for. Darca managed to locate Royce, who had kidnapped Leddar, and discovered the truth behind Samuel's relationship with Royce. After ensuring that they wouldn't kill each other, Darca left Samuel to contemplate his actions and set out for Molavar, where Royce claimed that Lycan was heading. (T21)

Nylar

this was an inexpensive, synthetic fabric, used to make all manner of clothing during the early years of the New Republic. (TG)

Nylog

the flesh of this creature was often served grilled. (EVR)

Nym

this Feeorin was known as a pirate who ambushed ships from a secret base on the Naboo System, although the base's location was never discovered. Nym was orphaned on the planet Lok as an infant, and was raised by harsh criminals and pirates. He developed into a fearsome fighter, not because he was overly violent, but because he was swift and effective. Nym was known as a tactical genius as well as a scoundrel, and his piracy of Trade Federation convoys earned him a considerable bounty. When regular channels failed to bring him into custody, the Federation hired Vana Sage to capture Nym. She was able to lure Nym and his crew into a trap when they tried to sell off a load of experimental Scalp-Hunter blasters they obtained from the Trade Federation. Despite her success, Nym's crew soon rescued him

from the Federation's control. He returned to Lok to fight the Trade Federation's occupation of his homeworld, but nearly lost everything he owned. Nym piloted his ship, the *Havoc*, during the Battle of Naboo, helping the Naboo break the Trade Federation's blockade and helping restore trade to the system. A full pardon of his past crimes from Chancellor Palpatine allowed Nym to continue his piracy as well, although he was never monetarily rewarded. He returned to his adopted homeworld of Nym, only to find it still under the control of the Trade Federation. He spent the next few months on Bothan Space, biding his time to return home. Six years after the Battle of Naboo, Nym was hired by the Mere Ambassador Loreli Ro, to help her people overthrow the Trade Federation's control of Maramere. Nym reluctantly agreed to help, but found himself fighting Sol Sixxa's forces as well as the Trade Federation. In the end, though, Nym, convinced Sol Sixxa to join forces with him, and the two set out to destroy the Federation. In the wake of the Battle of Naboo and the Clone Wars, Nym returned to Lok and became the leader of his people. He was considered more cunning and shrewd as he grew older, and was revered by his people during the height of the New Order. It was rumored that he kept several possessions of an old friend, the Jedi Master Adi Gallia, in his hidden retreat on Lok. Nym remained hidden on Lok for many years, as the Empire rose to power and began patrolling the spacelanes. If the price was right, he would sometimes support the actions of the Alliance, although he refused to commit to one side or the other during the Galactic Civil War. (OWS, SFT, STF, T7, SWDB, CRBN, SWI65, ROD)

Nymalian Water-Ox

this immense, bovine creature was distinguished by the way it shook its massive head to dislodge insects. (SHPT)

Nym's Hovel

this was the name given to a large asteroid located in the Spine of Lok. It was believed that the pirate Nym maintained a base on the asteroid at some point in time, thus earning it the name Nym's Hovel. After Nym established his base of operations on Lok, the Hovel was reserved for use as a sort of prison, where Nym could hold his enemies. (SWGAL)

Nyngwah nooglik

this Ansionian phrase was used whenever one individual wanted to dare another into doing something. The phrase imparted the belief that the individual being dared was less than able to perform the task. (APS)

Nyny

this planet was part of the New Republic, and is the homeworld of a sentient race of three-headed aliens. (TNR)

Nyo

a native of Morado, this young man wanted become a Jedi Knight so badly that he tried to scrape up enough credits to buy a lightsaber on Nar Shaddaa. In desperation, Nyo entered into a sabacc match with the Herglic gambler Doune, and lost all but a single credit. Nyo was "rescued" by Kinnin Vo-Shay, who wagered the last credit and eventually won more than 200,000 credits from Doune. Nyo and Vo-Shay then traveled to Nar Shaddaa to purchase the lightsaber, which Nyo had already secured with a downpayment, only to find that Doune had beaten them to the Smuggler's Moon and purchased the weapon out from under him. Nyo was enraged and dismayed, until Vo-Shay offered to try and win the weapon from the Herglic in a winner-takes-all sabacc match. Vo-Shay purposely lost the match, giving Doune the amulet he wore around his neck as the winnings. Doune then gave up the lightsaber, claiming that he no longer needed it. Vo-Shay then introduced Nyo to the real source of his luck, the disembodied Jedi Master Ayzah. Ayzah and Vo-Shay asked Nyo to join them as part of their crew, agreeing to help Nyo learn more about the Force. (TFNR)

Nyork

named for the strange sound it makes when it jumps out of the water, this mollusk is native to the planet Naboo. It jumps from the water to catch insects and small creatures near the swamps, and it is considered a delicacy by the Gungans. (GF)

Nyran

this Imperial Admiral was in command of the fleet which protected the planet Corulag during the height of the Galactic Civil War. He commanded a fleet from his flagship, the *Nullifier*. (SWJ12)

Nyrkar

this Wookiee worked for Cal Majjer as the Director of Food preservation and Dietary Consultation at the Dry Goods Emporium, on the planet Cularin, during the last years of the Old Republic. It was later discovered that Nyrkar was also one of the founding members of the underground resistance that sprang up in response to the Metatheran Cartel's presence on Cularin, in the years following the Battle of Naboo. (EOS)

Nyroska

this short-statured man was a Colonel in the Darkkneel Defense Agency, at the time when Garm Bel Iblis tried to recover the plans to the first Death Star in Xakrea. He was a loyal supporter of the Empire, although he rarely received any form of support from the local garrison. He attempted to make a great deal of credits by recovering the datacards which contained the plans to the first Death Star, then selling them to Ysanne Isard. However, his plans were thwarted when Isard sliced into his computer systems and redirected his troops. Moranda Savich and Garm Bel Iblis managed to recover the plans, leaving Nyroska with nothing but Isard's wrath. (TFNR)

Nyrvona

this planet was the second planet in the Ylesian system to be colonized by the Besadii kajidic as a religious retreat. Like its predecessor, Ylesia, Nyrvona was touted as a religious holy-land, but would really become a ready source of processed spice and slaves. (RD)

Nysad

this kajain'sa'Nikto was one of Jabba the Hutt's sail barge guards. He was intensely loyal to the Hutt, and his loyalty was rewarded with position of guarding Jabba's primary barge during its trips into Mos Eisley. (CCG7)

Nyssa

this planet was the primary world in the Nyssa System, located in Tapani Sector. Part of the holdings of House Mecetti at the height of the New Order, it was once the base of operation for the Mecrosa Order, several thousand years before the Battle of Yavin. (PGT, LOE)

Nysshyyyk

this Wookiee clan lived on Kashyyyk until it was decimated by Imperial forces which raided the planet for slaves. Most of the clan's members were sent to work at the Maw Installation, under the sadistic eye of Grodon Lakky. Eight Nysshyyyk Wookiees were killed by Lakky's unrelenting use of a power-lash within the first month, for sabotaging their work. Four others committed suicide rather than submit to Lakky's anger. Fifty more died from exhaustion during the construction of the Death Star prototype. (JASB)

Nystammall

this was one of the many Jedi Masters who were killed by General Grievous during the Clone Wars. Nystammall died on Tovarski, along with Jedi Master Puroth. Both of their lightsabers were confiscated by Grievous, who later used them in combat against Obi-Wan Kenobi. (E3N)

Nystao

this was the primary cultural center of Honoghr during the early years of the New Republic, primarily because it was one of the few locations on the planet that supported any form of life. Because of this, Nystao was the site of the Grand Dukha. The city had an Imperial-built spaceport that was manned by Noghri, but it was usually kept closed except for Imperial traffic. (DFR, DFRSB)

Nysza III

this planet was the site of an Imperial communications bunker which was destroyed by the Harrier infiltration team. The mission cost the team the life of Arecelis Acosta. (SWJ8)

Nyth, Volu

this woman, a native of the planet Kuat, joined the New Republic's Rogue Squadron shortly before the Battle of Coruscant. (EL1)

Nytinite

this purplish mist was a form of sleeping gas, used by guerilla armies during the height of the Clone Wars. (SHPT)

Nyubba-class Barge Driver

this segmented freight barge driver was produced by SoroSuub. The *Nyubba*-class had five spherical sections, with the middle sphere being connected to the main drive systems. The drives resembled an elliptical pod emerging from the right side of the ship. The *Nyubba*-class barge measured twenty-two meters in length, required a pilot and co-pilot to operate, and could transport up to two passengers and 200 metric tons of cargo. These craft were armed with a pair of turret-mounted double laser cannons. Barges could be attached both fore and aft because of the offset positioning of the drive systems. (SWJ11)

Nyubuna Bulul

this female Mon Calamari owned and operated the Even Cut Sabacc Parlor and Casino, located in the Center Sphere district of Bartyn's Landing, on the planet Lamaredd. During the years surrounding the Battle of Naboo, Bulul established herself as Miss Mylla's chief rival, and not simply because the casino was located across the street from Miss Mylla's Saloon. Bulul chose to focus on the gambling, and showed a business sense that was only rivaled by that of her Falleen competitor. (GMR7)

Nyxy

this native of the planet Rudrig was elected to the New Republic Senate. (TNR)

Ny'yosin

this plant was native to the planet Cularin. (LFC)

Nyyv

this archaic name was common among Sullustan males, and meant "flexible". It referred to certain Sullustan individuals who could squeeze into small tunnel openings. (GCG)

Nyyv

this Sullustan owned Uncle Nyyv's Floating Eatery, found on Streysel Island on the planet Vaynai during the height of the New Order. (GMR8)

N'Zoth

this planet, located in the Koornacht Cluster, was the Yevethan homeworld and the capital world of the Duskhan League. It was also the site of the Imperial orbital shipyard Black-15. Sometime after the planet Coruscant fell to the Yuuzhan Vong, the Fia of Galantos made a deal with the alien invaders. The Fia provided information on the Yevetha's strengths and weaknesses in return for their own freedom, leading the Yuuzhan Vong to launch an all-out attack on N'zoth. Hoping to eliminate a possible problem on their rearward borders, the Yuuzhan Vong mercilessly attacked the Yevetha, destroying the planet N'zoth and wiping out every last member of Yevethan civilization. (BTS, FH1)

N'zoth III

this was another name for the planet N'zoth, although its origins are unknown. (UANT)

*** O ***

O.S.S. D-502 Junk Guild

this loose affiliation of salvagers and scavengers plied the Dantooine System, during the height of the New Order. (SWGAL)

O2-C4

this droid served as the head chef at the Almas Academy during the last decades of the Old Republic, working for Missira. (LFC)

O2K

Vinop cryogenic power cells and ionization reactor. (XW)

O3L-E20

this Alliance datafile was created for the maintenance of information on the planet Aargau, gathered by Intelligence agent Syril shortly after the Battle of Hoth. (PH)

O-3R

Thiodyne ionization reactor used by Koensayr on the Y-Wing starfighter. (SCRE)

O3-R

Novaldex ionization reactor used by Incom/Subpro on the Z-95 Headhunter. (TIE)

O-4Z

Novaldex ionization reactor used by Incom on the X-Wing starfighter. (SCRE)

Oa Park

this nature park was located on the planet Coruscant during the last decades of the Old Republic. It was noted for the fact that it contained more than thirty different environments, each representing a different planet, complete with atmospheric mixtures, gravity, and solar conditions. This allowed exotic and unusual plant and animal life from representative planets to be displayed to the public. (MBS)

Oakie

this was an alias used by Platt Okeefe during her early career, shortly after she fled Brentaal. (PSG)

Oakie Dokes

this Swokes Swokes female was a regular at the Outlander Club, during the last decades of the Old Republic. (OWS)

Oasis

this was the most popular of the bars located within the Bantha Traxx bar, located on Lianna. (WSV)

Oasis

this planet was located in a gap of "clear space" in the middle of the Maelstrom. The planet had been producing oxite for the Riders of the Maelstrom to sell when Rodin Higrone won the rights to the planet in a crooked sabacc match. Higrone saw the success that the Riders were having pirating ships that drop back to sublight speeds near the Maelstrom, and set up his own piracy operation based on Oasis. Big Jak Targrim, the leader of the Riders, once planned to crash the Kuari Princess into the planet, hoping to rid himself of the nuisance of Higrone's pirates. The attempt failed when Alliance agents on board the luxury liner were able to overtake the Princess's navigational controls and steer it away. (RM)

Oasis

this is the Dim-U monastery located in the middle of nowhere on Tatooine. During the hunt for Adar Tallon, Zardra's forces tried unsuccessfully to breach its walls and gain access. (TM)

Oasis Child

this was the name given to the immature, mobile phase in the life of an oasis mother, a carnivorous organism that was native to the planet Endregaad. Each oasis child was created in a large, fruit-like sac that grew from the branches of the oasis mother. The oasis children were important to the oasis mother because they were mobile enough to capture live prey and return to the oasis mother before it died, supplying it with warm blood and dying flesh. The oasis children tended to be nocturnal, hunting at night when many creatures were asleep and easier to capture. An oasis child resembled an ape-shaped lump of plant material, with long arms and muscular legs that appeared to be made from reeds and sticks. The average oasis child lived for just a few weeks, and never ate. Its entire existence was dedicated to obtaining food for its oasis mother, to which it was linked telepathically. (TF)

Oasis Mother

this unusual organism was native to the waterholes of the planet Endregaad. It was known to have two distinct phases: an immature phase, known as an oasis child, which was essentially a mobile plant; and the semi-mobile adult form known as the oasis mother. In its adult form, the oasis mother resembled a huge tree, and would plant itself near a large water source. Because it was rooted in one place, the oasis mother relied on the oasis children to bring it food, which consisted of warm blood and dying flesh. An oasis mother consumed its meal by extending pointed tendrils from its trunk, piercing the flesh of its prey and "drinking" its vital fluids. The empty shell of the prey is then drawn into the trunk and converted into an organic mulch for later consumption. The oasis mother was linked to her children via telepathy, which she used to indicate her hunger and her needs. Hanging from the limbs of the oasis mother were clusters of huge fruit, which were the sacs in which the oasis children were grown. (TF)

Oath Rigora

originally defined by Arvo Norstrag as part of the Rules of the Blade, this was the severest form of rigora duel recognized by the Phosphura Belt Pirates, and indicated a duel to the death. (PP, SWJ5)

Ob

this Ithorian surname was believed to mean "sun", according to historian who studied the Ithorian race. (GCG)

Ob Fortuna

this Twi'lek, a distant relative of Bib Fortuna, served Cradosk as the majordomo of the old Bounty Hunters Guild. Just as oily and conniving as his relative, Ob Fortuna worked behind the scenes with several other hunters, including Cradosk's own son, Bossk, to overthrow the Trandoshan and take some profit in the effort. Ob had meticulously dug out peepholes in the walls surrounding Cradosk's throne in the Guild's main headquarters, allowing him to monitor the old Trandoshan's activities. While not the only majordomo Cradosk ever had, Ob Fortuna had remained in position the longest by ensuring that his master's wishes were always met. However, after Cradosk was killed by his own son, Bossk, Ob Fortuna fled the Guild and tried to find work somewhere else. He booked transport with N'dru Suhlak, hoping to reach a safe haven before one of the bounty hunters discovered his treacherous ways. Unfortunately, Suhlak was apprehended by Boba Fett near Uhlenden and boarded. Ob Fortuna was so scared of being taken back to the bounty hunters that he strangled himself with a piece of cable before he could be taken by Fett. However, Fett's bounty was paid whether Fortuna was dead or alive. Fett took the Twi'lek's head for proof, and blew the rest of the body out of an airlock into space. (MA, SLS)

Oba

this star was the central body of the Obas System, located in the Expansion Region. (IA)

Obah Gas

this nerve gas causes permanent nervous system disability in creatures smaller than Wookiees or Trandoshans. (TBH)

Obana Asteroid Belt

located a short hyperspace jump from Tatooine, the Obana Asteroid Belt was comprised of all shapes and sizes of asteroids. Some of the larger asteroids were capable of capturing an atmosphere and supporting a limited ecosystem. Smugglers and other beings who didn't want to be caught in public made

their homes and bases in the Obana Belt, and a group of space beldons was known to inhabit the Belt's inner sections. (WOA11)

Obarren, Del

this man served the Empire as the regional Prefect of the city of A'Lenba, on the planet Gorothe Prime, during the height of the Galactic Civil War. He was known as a cold, hard man who did little to hide his distaste for the native Gorotheites. Obarren also aspired to take over the planetary Governor's position, once Marsh Limoth relinquished the post. (GSE)

Obas

the Alliance established a base on this volcanic world during the Galactic Civil War. It was nearly destroyed when the supercoolers required to maintain the base overheated, but a group of Alliance agents managed to obtain replacement parts and repair the system. Obas - located in the Expansion Region - has one moon, and has heavy-than-normal gravity. The average day on the planet lasts 42 standard hours, and its year lasts 401 local days. It was the second planet in the Obas System. (IA)

Obawan

this was Guerra Derida's nickname for Obi-Wan Kenobi. (DR, HP)

Obees Ramee

this male Gran was wanted for a variety of counterfeiting activities aboard the Outland Transit Station during the years following the Battle of Naboo. A bounty was placed on his head by Rozatta himself. Obees was captured on the Outland Transit Station by Jango Fett and brought in for the bounty on his head. (BH)

Obeisance: Betrayal Within

this was one of two successful and damaging documentaries written by Armennion Ullgusta, and rumored to have been produced by Pret Swain. The documentary documented many aspects of the purge of the Jedi Knights, and earned Ullgusta a place on the Empire's most-wanted list. *Obeisance: Betrayal Within* was also banned by the Empire. (BSS)

Obek

this was one of the many Bothan clans. Membership in the clan was denoted by the suffix 'bek added to an individual's family name. (GCG, WOTC)

O'beki

the name o'beki was used to describe the havens in which the Gorotheite people survived The Scouring. Generations of Gorotheites lived in the o'beki, which were hellish at best, eventually adapting to the presence of vaporized hyperbarides in the atmosphere. Over time, the o'bekis became towns, and the mining corporations which took control of the planet during the height of the New Order used the o'bekis as their settlements. (GSE)

Obelia System

this was one of only three star systems controlled by House Pelagia of Tapani Sector, after Pelagia was nearly destroyed by House Mecetti. (LOE)

Oberk

this Imperial scout trooper was a Corporal at the time of the Battle of Endor. Originally from the planet Ukio, Oberk was assigned to the scout troopers when it was discovered that he had the ability to pilot speeder bikes. He constantly tried to impress his superiors with his skills, but was often ignored. (CCG10)

Obersken

this elderly Chiss was one of the many support personnel who worked on a Chiss military training world, serving as chief mechanic during the early years of the New Republic. (GMR7)

Obi

this given name was common human males across the galaxy. (GCG)

Obica

one of the outermost planets in the Sullust System, it was the planet on which the Alliance met Syub Snunb and secured the aid of the Sullustans for the Battle of Endor. (DESB)

Obigon

a pirate Captain, and owner of the Corellian gunship called *Null Space*. (HTSB)

O-Bin

this severe Keganite woman was a teaching in the Learning Circle, some fifteen years before the Battle of Naboo. When Obi-Wan Kenobi and Siri was falsely declared truant and sent to the Learning Circle, O-Bin found herself fighting against their knowledge of the galaxy. O-Bin adhered strongly to the General Good, and believed all the lies told to her by V-Tan and O-Vieve. Much of her time was spent administering demerits to Obi-Wan and Siri, who continually questioned her authority and her information. (FFT)

Obinipor

one of the planets visted by the *Night Caller* shortly before it was captured by Wraith Squadron near Xobome 6. Located deep in the Outer Rim Territories, Obinipor was a world which contained a wealth of natural ores and metals, and had enough active volcanoes that the mining colony there was able to tap them for heat. It was a free colony, although Imperial Warlord Zsinj owned stock in the refineries there under an alias. (WS)

Obitoki

this alien was considered one of the Outer Rim's best pod racer pilots. However, in the Boonta Eve Classic on Tatooine, Obitoki was forced to crash his pod when Sebulba set it on fire. (TPM)

Obi-Wan

this was the name given to the first *Defender*-class Star Destroyer produced for the New Republic Navy. It was named in honor of Jedi Master Obi-Wan Kenobi, who served as Luke Skywalker's first mentor. (NEGV)

Objurium

this shuttle, part of the compliment of ships assigned to the Star Destroyer *Aggressor* transported Kirtan Loor to Imperial Center. (XWN)

Oblee

this was the native language of the Oblee race. (LFCW)

Oblee

this race of heavy-set beings was distinguished by their pinkish skin, and had two pairs of eyes on their fleshy face. An Oblee also had three arms, the two on the left side and one on the right. The Oblee were rare in most parts of the galaxy, and unseen in the rest, after they were nearly wiped out by a Sith warrior using the darkstaff more than 1,000 years before the Clone Wars. Those that were killed instantly were drained of any Force energy they might have had, and their bodies were discarded. Many who survived were maintained in a form of stasis, as a source of Force energy for the darkstaff. A few others were "seeded" throughout the galaxy, for later use by the darkstaff. When the darkstaff was discovered to have been the artifact behind the disappearance of the Cularin System, its hold on the few surviving Oblee was broken, and they returned to the galaxy near Cularin. The skin color of an Oblee varied from individual to individual, but all Oblee tended to turn gray as they aged. It was Nirama who discovered the newly-returned Oblee, and learned that their original homeworld of Oblis had been destroyed by the power of the darkstaff. Its debris eventually formed the Cularin System's asteroid belt. (LFCW)

Obligon Nebula

this relatively small nebula was located within the boundaries of the Naboo System. Much of the Nebula was pierced by the asteroids of Arrissa's Field, making it a perfect haven for pirates during the height of the New Order. (SWGAL)

Oblis

this jungle-covered world was once the home planet of the Oblee race, until they were enslaved by the Sith darkstaff. A weapon powered by the darkstaff destroyed the planet, rendering the Oblee a homeless race. The debris from the destruction of Oblis became the primary asteroid belt in the Cularin System. (LFCW)

Obliterator

this Imperial Star Destroyer was under the command of Captain Trazzen. It was one of only thirteen Star Destroyers that remained in the Imperial fleet ten years after the death of Grand Admiral Thrawn. Grodin Tierce claimed to be part of Trazzen's staff when he infiltrated the Ubiquitorate base on Yaga Minor. It was later assigned to accompany the *Tyrannic* and *Ironhand* to Bothawui, where the three ships were cloaked from sensors and hidden among the comets that pass through the system. Once the battle was joined, Han Solo managed to get many of the Bothan clans to supply warships from their personal fleets. The three Star Destroyers were forced to retreat to Bastion or be slowly picked apart by the New Republic. Captain Nalgol gave the order to retreat, ending the blockade and bringing to a close the Caamas Incident. (SOP, VOF)

Obliviane

this medical drug is used to keep severely-injured patients in a quiet state of unconsciousness while their injured heal. (MA)

Oblivyn

an Old Corellian term for "nothing." (SWJ7)

Oblivyn Gate

this was the name given to a section of the Agrilat Swamp Circuit, one of the most popular swoop racing courses of the New Order. (SWGAL)

OboRin Comet Cluster

this cluster of comets passed in an elliptical orbit around the planet Coruscant. The Yuuzhan Vong used the cover of the comet cloud to launch their first, and decisive, strike against the planet. (SBS)

Obredaan

this planet was the site of a hidden, cortosis-ore mining operation established by the Jin'ha, shortly before the Battle of Naboo. The Jedi Council discovered the operation while investigating the Black Heth and its ties to the Jin'ha. Eeth Koth and Plo Koon were sent to Obredaan to investigate, but were captured. They were later rescued by Obi-Wan Kenobi. (SWI59)

Obri

this was a common female name given to Sullustan females. It meant "poetry" in the Sullustan language. (GCG)

Obrim

this man served on the Senate Guard during the height of the Clone Wars, and was part of the team that was dispatched to guard the Senate Rotunda and its access points. Obrim was the officer in charge of the attempt to free Senator Meena Tills and a group of hostages captured from the Galactic City Spaceport, although he was forced to work with the clone commandos of Omega Squad during the operation. (SWI81)

Obroa-held

this huge gas giant was one of the outermost worlds in the Obroa-skai System. (DW)

Obroan

a native of Obroa-skai. (HTTE)

Obroan Institute for Archaeology

one of the many educational facilities found on the planet Obroa-skai, the Obroan Institute is dedicated to

the discovery, cataloguing, and exploration of alien civilizations. They were able to provide assistance to the New Republic, during their investigation of the planet Brath Qella. (SOL, TT)

Obroa-skai

primary planet in the Obroa-skai system, is holds a strategic position in the Borderlands. It has not aligned itself with either the Empire or the New Republic. The Obroans have created a huge repository of information from every corner of the galaxy, but its location and access methods are not given freely. Grand Admiral Thrawn raids the planet's central computer in order to determine the location of the planet Myrkr, as well as to spread the New Republic's forces thin prior to the Battle of Sluis Van. At the same time, Thrawn attacked an Elomin supply convoy that was passing near the planet. Its primary ecology is terrestrial, with vast tundras, frozen deserts, and tall mountains. Its day lasts 26 standard hours, and its years lasts 456 local days. During the Yuuzhan Vong invasion of the galaxy, Obroa-skai was devastated in an unexpected from the aliens. Much of the information stored in the libraries and databases on the planet was lost, although hardcopies of certain references were smuggled out before the attack. The Yuuzhan Vong tried to decipher the information they found, but were unable to obtain accurately decrypted information. (HTTE, HTSB, HT)

Obron Mettlo

a Moorin mercenary who frequented Mos Eisley during the Galactic Civil War. Labria tried to find favor with Jabba the Hutt by selling Mettlo's services to the crimelord. Obron angered the Hutt, and Jabba fed him to the rancor. (TME, EGC)

Obs Kaj

this young, green-skinned Twi'lek was studying as a Jedi Padawan under Master Lunis when the Clone Wars broke out. Like many students of her generation, Obs was taken from her homeworld of Ryloth at a very young, and she strived to make sure that her Master's choice was not in vain. However, the stress of trying to match Master Lunis' ideals, combined with the hypocrisy of the Jedi Order's participation in the Clone Wars, led Obs to seriously consider leaving the Order forever. Some fifteen months after the Battle of Geonosis, Lunis and Obs were dispatched to Katanos VII to to investigate possible cloning activities on the planet. Although Stiv Kram denied any such activities, Obs discovered an entire laboratory set aside for cloning vats. The vats contained many failed experiments, the results of the miners' attempts to provide the Old Republic with something of value. The Jedi found themselves cut off from the rest of the galaxy, and ordered to surrender, as Kram explained that he planned to turn them over to Count Dooku for a sizeable bounty. As the miners closed in, Master Lunis made ready to defend himself. Obs, suddenly recognizing that their link through the Force had grown weaker, was unprepared for the attack. She saw Master Lunis killed in the fighting, but managed to escape when Andru let her go. She reached her ship and fled into space, but found that the hyperdrive ring for her starship had been disabled. She sent out a distress signal, only to have it intercepted by Count Dooku himself. Dooku ordered his gunners to fire on her ship, and Obs perished in the explosion. (T19)

Observation Ship

this bulbous ship was developed by the Kaminoan people for use in patrolling the largest sections of their cities. Ovoid in shape, with a detachable observation platform located at its bottom, the Observation Ship was created to move Kaminoan scientists between locations, ensuring that any problems or dangerous situations could be resolved quickly. (IWE2)

Observer

this tracking device was manufactured by MechBlaze Tracking, and was capable of providing information on direction and range from the beacon it put out. (CFG)

Observer

this was the name given to the people that made up the New Republic's public information sources. Observers were employed to work in many of the galaxy's sectors, gathering information that might not have been available over the newsnets or the New Republic Intelligence agency. (VOF)

Obsidian

this Imperial deep-space research platform was destroyed by the Alliance, shortly before the Battle of Endor. (XWA)

Obsidian 7

this specially-modified TIE Fighter was part of the Imperial garrison assigned to Cloud City, after Darth Vader froze Han Solo there. The ship was designed to fly in atmospheres, and its pilot was known as the "Winged Gundark" because of his ability to win struggles in the atmosphere. (CCG5)

Obsidian 8

like its wingmate, Obsidian 7, this TIE Fighter was modified for combat in an atmosphere. During the garrisoning of Cloud City, it was piloted by a man who had served under Darth Vader aboard the *Devastator*. (CCG5)

Obsidian Shrine

this was a religious shrine maintained by the Weequay people, on their homeworld of Sriluur. Those Weequay who left the planet to travel often left an offering at the Shrine, to help ensure their safety. (SWJ6)

Obsidian Squadron

this wing of Imperial TIE Fighters was specially modified to fly in atmospheres, and had special high-output solar panels to boost weapons strength. The pilots of Obsidian Squadron were also specially trained. These pilots were assigned to the this garrison on Cloud City. During the construction of the second Death Star near Endor, Obsidian Squadron was called in to help defend the space station during its construction. (CCG6, CCG11)

Obsidian Temple

located on Yavin's fourth moon, it was the site of a huge, obsidian temple shaped like a huge split pyramid. The temple was shaped this way to help concentrate The Force and enhance the Sith rituals that took place inside. Atop the split pyramid is an obsidian statue of Exar Kun. (DA)

Obstacle

this was the first phase of the Telosian game known as Katharsis. During the Obstacle phase, contestants had to ride swoops along a set course, while dodging holographic obstacles thrown into their paths. (DOR)

Obtrecta Sector

this area of the galaxy is located at the opposite end of Myto's Arrow from Dantooine. (SWJ8)

Obulette

this planet, located in Tapani Sector, was the capital world of House Mecetti. It orbited a dim sun, which cast a reddish glow over the planet and kept it blanketed in perpetual twilight. Much of the planet's wealth came from orbital shipyards which were smaller than those on Tallaan, but were nonetheless successful. Most of the planet's landmass was covered with urbanized cities, while the natural areas were dominated by ash-colored rock and shallow seas. (PGT, LOE)

Obvious Nirvana

this freighter attempted to dock with the space station Tatoo III, but was suddenly drawn to the station. The *Obvious Nirvana* crashed into the station, completely destroying both structures. It was later discovered that the station, built from native Tatooinian metals, had become a kind of magnet, drawing the *Obvious Nirvana* to it. (GG7)

Occo Ninebar

this fishlike, humanoid being was one of the galaxy's best podracers, some ten years after the Battle of Naboo. (RACR)

Occupation Council

this was the term used by Nute Gunray to describe the leadership of the Trade Federation which oversaw the invasion of Naboo. The Occupation Council, including Gunray and Rune Haako, were arrested in the wake of the Battle of Naboo and sent to Coruscant for trial. (NEGC)

Ocean

an Imperial freighter group in use during the Galactic Civil War. (XW)

Ocean Harvesters

this was one of the largest and most successful aquaculture businesses created on the planet Vaynai. Using a fleet of SorSuub AQ21 harvesting units, the employees of Ocean Harvesters covered almost the entire ocean of Vaynai, maintaining a number of fish and seaweed farms. (GMR8)

Ocean of Memory

this was the largest of Merisee's three oceans, encompassing the entire western hemisphere of the planet. (PG3)

Ocean's Floor

this restaurant was located in the floating city of Hikahi, on Calamari, during the Yuuzhan Vong invasion of the galaxy. (FH1)

Oceke

this man was Benoni Ulte's great-grandfather, and was a member of the Ibhaan'I tribe of the planet Socorro. When the bounty hunter Trauger came to Socorro to locate a target in Cjaalysce'I, he threatened to kill Oceke's mother - and another woman every minute - until a tribesman agreed to act as his scout. Oceke was forced to join Trauger, but never forgot the other man's threats. Instead, it was Trauger who underestimated Oceke, for Oceke led them to Cjaalysce'I via a section of the northern desert which was dotted with pockets of deadly gases. Once within sight of the city, Trauger gave Oceke a blow to the head as payment and let Oceke behind. Shortly afterward, Trauger was killed by the deadly gases. Upon hearing of Oceke's bravery, the Socorrans named the deadly gas Trauger Gas. (BSS)

Ocheron

a Dathomir witch of the Nightsisters clan, she is adept in the use of Force Lightning. She is killed by Luke Skywalker while she is trying to destroy Teneniel Djo. (CPL)

Ochroid Dust

found on the barren plains of Lutrillia, this organic material was considered the planet's primary export. (WOA33)

Ocka Dwei

this Yuuzhan Vong scout was one of the first of his kind to discover the effects of bafforr tree pollen on the vonduun crab armor worn by Yuuzhan Vong warriors. To preserve his true identity, Ocka Dwei wore an oogloth masquer that gave him the appearance of a pudgy young human male. He was implicated in the death of a SchaumAssoc employee in the Calocour Heights district of the planet Coruscant, shortly after the Yuuzhan Vong began their invasion of the galaxy, and was hunted down by a group of freelance mercenaries hired by SchaumAssoc. This prevented Ocka Dwei from delivering the information on bafforr pollen to his superiors. (CCW)

Ockbur

this ball of searing rock was the innermost planet of the Ralltiir System. (CCW)

Ocsinin

this race of near-humans was native to the planet Saclas. Thin-boned, the Ocsinin were known for their stark, white skin and jet-black, pupil-less eyes. (AIR)

Octa

this given name was commonly given to female human children throughout the galaxy. (GCG)

Octavius Jupiter Scragg

this crimelord was a rival of Jorkat the Render. (POC)

Octensen

this lubricant was used to protect repulsorlift engines. Patented by Besspin Motors, Octensen is a foamy substance which is incredibly slippery. (CCC)

Octofoil

an eight-armed transport craft used by the Exalted Torcaine to hunt down smugglers and thieves near Attahox. (CSWDW)

Octuptarra Droid

this unusual combat droid was developed by the Confederacy of Independent Systems during the height of the Clone Wars. The body of the Octuptarra was a large sphere that sat atop rod-shaped body. From the midpoint of the rod sprouted four laser cannons. The entire droid walked along upright on four crab-like, segmented legs. Swarms of these droids served as the advanced ground forces for the Separatists during the First Battle of Coruscant. (OWS, CWC3)

Odae Ripp

this was the innermost planet of the Thae System. The Thaeian Military maintained a large compound on the planet, during the Old Republic. A large contingent of Bothans settled on the planet's grassy plains, and became the system's primary information brokers. (LFCW)

Odala, Sheel

this brown-haired woman was an old acquaintance of Han Solo's, who he encountered again on Void Station some six months after the Battle of Yavin. They had met several years earlier, and their paths had crossed infrequently afterward. Sheel's luck had gone sour, and she was on Void Station hoping to change her situation. She didn't tell Han that she owed a large sum of credits to Jib Kopatha, the owner of Void Station. Thinking on her feet, Sheel decided that she could sell information on Han's relationship to the Alliance to Jib as payment for her debt. Her only condition was that Han would not be harmed, should Jib decide to wring more information from the smuggler. She met Han in the halls of the station, ostensibly for a tryst, but a group of Kopatha's Trandoshan thugs accompanied her to ensure Han didn't try to run. After Kopatha's interrogators threatened to kill Han, Sheel decided that she had better leave while she could. She tried to reach her ship, the *Emerald Twilight*, but was intercepted by Chewbacca. It was then that Sheel realized that she couldn't leave Han to be tortured, and worked with Chewie to free him. As they escaped from Void Station, Han asked Sheel to join the Alliance with him. She politely refused the offer, preferring to remain independent, but told Solo that they would meet again. The rendezvous came sooner than expected, when Sheel helped them escape from the Imperial escort that was bringing Darth Vader to Void Station. (SWEIA)

Odan

this husky, red-haired man was the leader of the rebel cell on Akuria Two during the height of the New Order. Later, he served the Alliance as a Colonel during the height of the Galactic Civil War. While on Akuria Two, Odan and his forces were able to befriend the Snow Demons who lived there, eventually gaining the massive creatures as Allies. Odan and his rebels were nearly captured by Imperial stormtroopers, but managed to escape. Their war sled was taken, however, and an Imperial officer posing as Colonel Odan nearly captured Luke Skywalker and Leia Organa, who had traveled to Akuria Two to meet with the real Odan. (PZZ2, MCI4)

Odanni

this female Mon Calamari was the entrepreneur who built the Fathoms restaurant complex, located on Calamari's Wildwater City. A strong-willed perfectionist, Odanni was outwardly tolerant of her customers, but considered herself better than them and, in fact, resents having to serve them at all. She looked down on every other species, and even some members of her own. The only reason she went into the business of owning a restaurant was to make money and have power. (WSV)

Odan-Urr

a reptilian Jedi Master, Odan-Urr was a grey-skinned Draethos who was assigned to assist Empress Teta in securing the seven systems, and he was also given the task of being the watchman of the Koros System. Descended from a race of fierce predators, he communicated by telepathic means, contacting all his people through the Force, rather than speaking. Odan-Urr was trained by the ancient Master Ooroo, and was content to simply study the history of the Jedi and the Sith before being dispatched to the Empress Teta System. It was Odan-Urr who had a vision of Marka Ragnos' death and the chaos that would result from it. He was taken to Coruscant by Empress Teta, in order for him to alert the Old Republic to the danger. Unfortunately, the Republic ignored Odan-Urr's vision, claiming it was the delusion of an untrained Knight. Teta, however, was not as demeaning, and mustered her own armed forces to prepare for a Sith attack. Odan-Urr joined his own Master, Ooroo, in the defense of Kirrek against Naga Sadow's Dark Side forces. When the tide began turning to the Sith forces, Ooroo sacrificed himself to kill them off with the cyanogen atmosphere in which he lived. His dying words to his student were prophetic, telling the young Jedi that he would become one of the most ancient Jedi ever. Odan-Urr then stood by Empress Teta's side during the Great Hyperspace War, and assisted in the destruction of Naga Sadow's Sith Empire. After searching the wreckage of Sadow's ship, he found the Sith Holocron and took it with him to Ossus, where he helped create the huge Jedi library there. Odan-Urr later presided over the Jedi Assemblies for more than 600 years prior to the assembly on Deneba to discuss the rising Dark Side tide and the Krath. It was Odan-Urr who taught Nomi Sunrider how to block another person from the Force. Odan-Urr was the Jedi keeper of antiquities, and possessed a rare Sith holocron. Much of his later life was spent delving into ancient texts and records to discern the nature of the Jedi's relationship to the force. His possession of the dark holocron did not go unnoticed by Exar Kun, who killed Odan-Urr while stealing it. (DLS, TSW, GAS, FOSE, PJSB)

Odd Ball

this was the callsign of one of the clone trooper pilots who accompanied Anakin Skywalker and Obi-Wan Kenobi into battle over Belderone, during the Clone Wars. Their mission was to capture the leadership of the Confederacy of Independent Systems, in an effort to force Count Dooku to surrender and put an end to the Clone Wars. Odd Ball later served with Skywalker and Kenobi during the search for Asajj Ventress on Boz Pity, as well as the Battle of Coruscant. (LEV, O, IS3)

Oddo, Astri

this woman was the adopted daughter of Didi Oddo, and helped him maintain and operate the family cafe in the Senate district of Coruscant, some twelve years before the Battle of Naboo. Although she hated the fact that her father dealt equally with Senators and criminals, Astri herself was not above using whatever means necessary to keep the café running. She knew that her father's friend, Fligh, worked in the Senate Chamber, so she paid him to pass along hints about Didi's Café, in order to secure parties for the city's elite. However, Fligh was killed after stealing both two datapads: that of Senator Uta S'orn for Helb and that of Jenna Zan Arbor. As a result, the Oddo's found themselves pursued by a mysterious, Sorrowian bounty hunter. Astri was hurt in a struggle, but not seriously, shortly before the Oddo's fled to Duneeden. However, they were pursued by the bounty hunter there, and barely managed to escape with the help of Qui-Gon Jinn and Obi-Wan Kenobi. Astri herself was again wounded, this time seriously. Astri recovered, though, but Didi was hospitalized with a deadly disease which was linked to Arbor Industries. She helped Obi-Wan track down Jenna Zan Arbor in an effort to locate the cure to Didi's illness, and managed to recover the antidote from Zan Arbor's lab on Simpla-12. Astri was forced to portray Ona Nobis, and pretended to bring in Obi-Wan in order to infiltrate the lab. She was forced to leave Obi-Wan behind, though, and return to Coruscant with the antidote, while Obi-Wan struggled to free Qui-Gon Jinn. Once Didi was out of danger, Astri set out to capture or kill Ona Nobis. The bounty hunter captured her instead, and used Astri as bait to try and capture Obi-Wan, but the young Jedi managed to evade the attempt. Calling on Cholly, Tup, and Weez, Astri set out to follow Ona Nobis, ending up on Belasco. There, she helped the Jedi capture Jenna Zan Arbor, but Ona Nobis was killed in battle with Obi-Wan. In the end, Astri returned to Coruscant to help her father restore Didi's Café to its former glory. Years later, she married a homesteader and moved to the Outer Rim, after selling the café to Dexter Jettster. Her husband, Bog Divinian, earned an appointment to the board which handled the Galactic Games on the planet Euceron, five years after the Battle of Naboo. It was during this time that Astri became pregnant, and later gave birth to a son named Lune. Although his tenure was riddled with scandal, Bog managed to

achieve his goal of becoming a Senator to the Old Republic, winning an election on Nuralee. Astri did her part to support her husband, joining several relief agencies in an effort to aid her adopted homeworld of Nuralee and present a helpful and humanitarian side of herself and her husband. She was even part of the plannign committee established to create the All Planets Relief Fund. Despite her outward happiness, Astri couldn't reconcile Bog's machinations in the Senate. When Obi-Wan appealed to her for help, she explained that she could not assist him. When pressed for a reason, she revealed that Bog would take their son away from her if she helped the Jedi. (DH, EVE, TDR, JQ2, JQ3, JQ9)

Oddo, Didi

this chubby, diminutive man owned a café in the Senate District of the planet Coruscant, several years before the Battle of Naboo. He maintained the café with the help of his daughter, Astri. A likeable character, Didi had contacts in all levels of society, and was a close friend and informant to the Jedi Knights of the era. For many years, that was all the kept Didi going, since the food at the café was less than appealing. Didi accepted Astri's help in improving the food and the atmosphere. He was caught up in the events surrounding the death of his friend, Fligh, and the appearance of a strange and dangerous Sorrowian bounty hunter who tried to kill him. Qui-Gon Jinn and Obi-Wan Kenobi tried to help Did and Astri remain safe, including moving them to Duneeden temporarily. Didi had won a small place in the Cascardi Mountains in a sabacc match with Helb, so they decided to hole up there. However, the bounty hunter trailed them to Duneeden, and nearly succeeded in eliminating the Oddos. If Qui-Gon and Obi-Wan hadn't traveled to Duneeden themselves, Didi might have been killed instead of badly injured by the Sorrowian. Didi, however, sustained a wound which was laced with a poison engineered by Arbor Industries, and was only saved when Astri and Obi-Wan infiltrated Jenna Zan Arbor's lab on Simpla-12 and stole the antidote. Didi returned to Coruscant and reopened his café, with the help of Fligh and Astri. After many successful years, Didi retired when Astri married Bog Divinian and moved to the Outer Rim world of Nuralee. They sold the café to Dexter Jettster, who maintained it for many years. Did himself spent much of his retirement looking after his grandson, Lune Divinian. (DH, EVE, TDR, JQ2, JQ9)

Ode to a Master Chef

a jizz tune written by Max Rebo. (TJP)

Ode to a Radioactive Ruin

a jizz song played by the Max Rebo Band. (TJP)

Odell, Beuga

this heavy-set woman was one of Coruscant's wealthiest nightclub owners, during the last decades of the Old Republic. She was also one of the planet's most successful crimelords. Like Volven Roxe and Quetemoor, Beuga Odell made his fortune without the intervention of the Hutts. While her outward appearance was that of a sweet, old lady, Beuga would stop at nothing to maintain the security of her organization and expand it whenever the opportunity arose. She was involved in smuggling, gambling, and narcotics trafficking, and spent part of her time fighting against Quetemoor the Venerable and his Mugaari operation. She also worked hard to remain beneath the radar of Black Sun, thereby ensuring the continued survival of her operation. (CCW)

Oden Malksch

this Jedi Knight, who lived and worked at the Almas Academy during the years surrounding the Battle of Naboo, served as a historian who tried to document the events in the Cularin System during the final decades of the Old Republic. (WOTC)

Odenji

this aquatic race is related to the Issori, and are also native to the planet Issor. The Odenji suffer from an intense sadness known as the melanncho, which is so strong it can make the sufferer go insane. The disease didn't affect the Issori, who came to be the dominant population on Issor. The Odenji differed from their cousins in several respects, mainly their breathing apparatus. Where the Issori had olfactory wrinkles in the place of a nose, the Odenji had four horizontal flaps of skin which provided the sense of smell. Their mouths were located beneath their chins, where the Issori mouth was located at the front of their face. After the devastating effect the melanncho had on their population, the Odenji allowed the

Issori to manage their planetary colonies, but retained an equal representation within the Tribe of Odenji. (SWJ13)

Odeon Farnish

a Lexlar customs inspector. (RPG)

Odfath, Patel

this Alliance operative was captured for the bounty on his head by Lu'daal-ud. At the time of his capture, Odfath was carrying several top-secret datafiles, which Lu'daal-ud acquired after the capture. The datafiles documented the working of the Alliance cells on Walin'or and Tierfon. (AIR)

Odik II

Emperor Palpatine imprisoned Old Republic opponents to the New Order in a top-secret detention center on this planet. (DSTC)

Odnaldor Chull

this male Klatooinan and his relative, Odnamar Chull, were wanted for the theft of several starships from the Guarja Shipyards on Nal Hutta, during the years following the Battle of Naboo. A bounty was placed on his head by Kukul the Hutt, and the pair fled to Tatooine. After nearly being caught in Mos Gamos, they fled to the Outland Transit Station. However, Odnaldor was captured on the Outland Transit Station by Jango Fett and brought in for the bounty on his head. (BH)

Odnamar Chull

this male Klatooinan and his relative, Odnaldor Chull, were wanted for the theft of several starships from the Guarja Shipyards on Nal Hutta, during the years following the Battle of Naboo. A bounty was placed on his head by Kukul the Hutt, and the pair fled to Tatooine. After nearly being caught in Mos Gamos, they fled to the Outland Transit Station. Odnamar fled the station after Odnaldor was captured by Jango Fett. (BH)

Odo

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Odo indicated a father, son, or head of a family or household. (GCG)

Odom, Meck

this young man was Kyle Katarn's roommate, during their training at the Imperial Academy on Carida. Meck was also Kyle's only true friend. Following their graduation, Meck was stationed on the planet Danuta, in the lab where the plans for the first Death Star were maintained. When Kyle joined the Alliance and tried to infiltrate the lab, Meck agreed to help his friend out. Meck arranged for a series of security checks to occur, resulting in a temporary shutdown of the base's perimeter locks and defenses, allowing Kyle to get into the facility and steal the plans. For his part in the action, Kyle allowed Meck to "survive" the assault. Meck had positioned himself in the command center where the plans were stored, and Kyle "shot" Meck when he entered the room. Meck rolled to the ground and hid, and later was "saved" when the Imperial rescue teams arrived to clean up the mess. (SFE)

Odonni

this man served as the co-pilot of the *Wild Karrde*, working for Talon Karrde about ten years after the death of Grand Admiral Thrawn. (SOP)

Odoon

one of the seven major clans of Ammuud. (CSA)

Odos

this group of large gas clouds fills much of the space near Exodo II and the Spangled Veil Nebula. (POT)

Odosk

this Imperial Army General had survived more than his share of engagements during the rule of Emperor Palpatine, and was seriously considering retirement when he was approached by Grand Moff Tarkin. Tarkin offered him a command position, serving under Admiral Daala at the Maw Installation. Odosk accepted, seeing the assignment as a way to end his career quietly, but with distinction. He was responsible for boarding T'nun Bdu's CR90 corvette in the Cauldron Nebula and placing 12 thermal detonators in the ship's power plant. These were used to destroy the ship, after it was allowed to send a distress signal to the New Republic. (DA, JASB)

Odrion, Mors

this young Alliance dignitary and his aide, Rekara, traveled to Sedri to gather information on the Imperial garrison there. They stumbled onto the struggle between the priests Karak and Cardo over control of the Golden Sun. They were captured by Karak, who used his piece of the Golden Sun to steal information from Mors' mind. Rekara managed to escape and returned to Sedri with a rescue party. They were able to defeat Karak by scattering the Golden Sun's polyps across the oceans of Sedri, breaking its link to his mind. As Pek and Fala began working toward repairing Sedrian society, Odrion decided to remain on Sedri as the Alliance's representative, and to keep an eye on the Imperial garrison. Shortly after the Empire left Sedrian, Mors Odrion was elevated to a position of leadership among the Sedrian, and was instrumental in helping Pek deflect the battles between Limna Yith and the bounty hunters sent to recover her. (BGS, SSR)

ODT

this company was based on the planet Onadax during the years leading up to the Yuuzhan Vong invasion of the galaxy, although very few individuals knew exactly what the letters ODT stood for. Whatever its name, ODT was believed to have been founded by Dash Rendar and the human-replica droid known as Guri. The business was based on the premise that people would pay any amount of credits for immortality, and Dash had figured out how to do it. Using a modification of the entechment procedure used by the Ssi-ruuk, Dash and Guri found a way to place the enteched brain of a human into the computer brain of a human-replica droid. In this way, the human brain remained "alive", but in a body that only needed periodic maintenance and never truly aged. It was even believed that a Jedi Knight enteched and preserved in this manner would retain their connection to the Force. ODT, because of its business and his high-powered clientele, was obsessed with privacy, and maintained a heavily-secured compound on Onadax where human minds were enteched and placed into HRDs. The human-replica droid used by Mollie Cundertol were eventually traced back to Onadax and ODT, and Jaina Solo volunteered to investigate their facility. It was at ODT that she first encountered Stanton Rendar, who had undergone the same modified entechment procedure that had prolonged the life of Cundertol. Rather than have Jaina put a stop to the enterprise, Stanton took his knowledge and fled Onadax, destroying the entire ODT facility as he fled. (SWI75)

Odumin

Odumin was a Tynnan skip-tracer working in the Corporate Sector Authority. He found rapid advancement within the confines of the Authority, using his abilities as a delegator to have humans do his work for him while he remained anonymous. He remained so anonymous that rumors that he was really Emperor Palpatine in disguise began to surround him. Odumin reached the level of Detached Duty agent for the Auditor-General, and saved the Grand Inquisitor Torbin from assassination by agents of the Church of the First Frequency. He was promoted to a staff position, and Torbin suggested a larger reward. Odumin declined, liking his anonymity to remain more or less intact. He worked his way up the Authority ladder to become the territorial manager for the area near Bonadan after singlehandedly taking out the Xiochi slaver gang. His demeanor has been described as greatly humanitarian, and he is known as a decent administrator. He was nearly killed in an assassination attempt by the Malrom Family, so Odumin hired Gallandro to take care of them. It was shortly after this incident that he started building his slavery operation. It was at this time that Fiolla found small inklings about the operation, and began her investigation. Odumin thought that Han Solo was Zlarb, and when he tried to leave Bonadan aboard the Millennium Falcon, Odumin thought it was Zlarb trying to skip out on him. He tried to drug Han and immobilize him, but Han proved more resourceful. Odumin was forced to assume the guise of the skip-tracer Spray, who helped Chewbacca fly the Falcon to Ammuud. There, Odumin attempted to wrap up

the loose ends created by Han Solo. He revealed that Fiolla was working for him, and that he had tried to use the Reesbon clan to help with his slave traffic. The Ewwen's father - the Mor Glayyd at the time - saw this as a possible betrayal of his clan, and tried to work a deal with him. He was poisoned, once Han discovered the connection, and the plot to kill Ewwen was put into motion. (HSR, CSA)

Odupiendo

popular during the last decades of the Old Republic, this sport involved wild races, which were often the subject of galaxy-wide betting and wagering. (OWS)

Odve'starn

this was a city located on the western continent of the planet Bothawui. (VOF, SPG)

Ody Mandrell

this reptilian Er'Kit was born on the planet Tatooine, and was later considered one of the Outer Rim's best podracer pilots. During the Boonta Eve Classic race in which Anakin Skywalker emerged victorious, Ody Mandrell's XL 5115 podracer was disabled in a crash and had to come in for repairs. Pit droid DUM-4 was sucked into the port-side engine when it suddenly flared up, and the damage caused by the foreign body ruined the engine. He eventually got the damage repaired and returned to the race, but was knocked off the course by Sebulba and driven into Anakin's pod. The two racers became entangled, and when they finally freed themselves, Ody's ship flew out of control and crashed. Ody managed to survive the crash, but retired from active pod racing for good. He remained on Tatooine as a mechanic, and eventually went to work for Ulda Banai at the Mos Espa Swoop Arena. (TPM, IG1, TG)

Odysseus

this Alliance MC80a cruiser was active during the height of the Galactic Civil War. (XVT)

Oetrango

a planet known for its ugly flowers. Han Solo visited there at one time. (CS)

Oevvaor

this fast-moving, marine reptile was native to the planet Kashyyyk. It was known among the Wookiees for its agility and territorial ferocity, and usually was found prowling the coastline in search of prey. (X3)

Oevvaor Jet Catamaran

named for a marine reptile, this twin-hulled vessel was built by the Appazanna Engineering Works of the planet Kashyyyk, for moving across open water at high speeds. A pair of jet engines provided propulsion, and each of the tandem hulls had seating for two Wookiees. Like other technology produced by the Wookiees, each Oevvaor catamaran was unique, and many specimens were known to have lasted over a thousand years. Measuring about fifteen meters in length and spanning about ten meters from hull to hull, the Oevvaor catamaran was primarily used in those Wookiee cities such as Kachirho, where moving across the water was a necessary means of conveyance. Many offworlders compared these catamarans to the podracers of the years leading up to the Clone Wars, since the engines of the catamaran were similar in appearance to those of a podracer, and propelled the catamaran at speeds approaching 370 kilometers per hour. (VD3, X3)

Of Minds, Men, and Machines

this treatise was written by the pre-Republic philosopher Plaristes during the decades leading up to the formation of the Old Republic. In the treatise, Plaristes argued convincingly that automatons would never achieve true sentience, despite the regular and impressive technological advances in artificial intelligence. However, over the ensuing millennia, many of his postulations were proven wrong. (OWS)

Ofax ets burrin tehn

this was an Old Corellian phrase. For most modern humans, it translates to "the air is too dangerous here," indicating that the air quality is not conducive to survival. For a Socorrian, it becomes "the air is too heavy here," meaning that the situation in the immediate area is dangerous. (SWJ7)

Off Chance

an old CR90 corvette that Lando Calrissian once won in a sabacc match. He loaned it to Luke Skywalker and Tenel Ka when they travelled to Borgo Prime to investigate the misuse of Lando's corusca gems. (SA)

Off-Canau

this was one of the galaxy's most wondrous tourist destinations. (JQ8)

Offee, Barriss

this Mirialan Jedi Padawan was being trained by Luminara Unduli during the last decades of the Old Republic. In addition to her skills as a warrior, Barriss also proved to be a skilled healer. She was born on a transport ship in deep space, and never knew her parents. Her connection to the Force was quickly discovered, however, and she was taken to Coruscant for training. She proved to be a quick, though impatient, student, traits that seemed to be more and more prevalent among the Padawans of her generation. Barriss accompanied her Master, along with Obi-Wan Kenobi and Anakin Skywalker, to the planet Ansion, shortly before the Clone Wars, in an effort to prevent the Ansionians from seceding from the Republic. Barriss was kidnapped shortly after their arrival, but managed to befriend her two Ansionian kidnappers, Kyakhta and Bulgan, after curing them of their mental debilities. Barriss was unsure of Anakin's suitability to train as a Jedi, seeing in him a recklessness and emotion that she deemed uncharacteristic of a Jedi. However, upon meeting face to face with Soergg the Hutt - the very being who had ordered her kidnapping - Barriss realized that every Jedi had emotions that needed to be controlled. Her perception of Anakin changed, and the two became good friends after successfully keeping Ansion as a member of the Republic. Their efforts nearly went for naught, as the Jedi were almost defeated at the Battle of Geonosis. Both Unduli and her Padawan fought bravely, but were badly outnumbered by the droid armies of the Separatists. Only the arrival of Master Yoda and the clone troopers of the Army of the Republic saved the day. Barriss Offee managed to survive the Battle of Geonosis and returned to Coruscant with her Master. Two years later, the pair were separated during the height of the Clone Wars, when Barriss was dispatched to Drongar on a mission to assist the medics there while also keeping a watchful eye on the production of bota. She believed that this would be her individual Jedi Trial, a chance to prove herself against the backdrop of the war. She was unprepared for both the visible horrors of a Republic Mobile Surgical Unit and the mental anguish of being forced to confront death every day. In addition, she found herself at odds with the combat instructor for Rimsoo-7, Phow Ji, who continually egged the young Padawan closer to a direct confrontation. Barriss knew that her desire to best Ji came from the Dark Side of the Force, and tried to keep it under control. When Ji was shot by a Separatist agent with a poisoned dart, Barriss was forced to swallow her desires and save him by extracting the poison with the help of the Force. Her elation at saving him was quickly dissipated when Ji threw himself back into battle, using a thermal detonator to destroy a Separatist army that was converging on his position. Her anger briefly flared again, as she believed Ji had wasted her gift on a mission to prove his superiority. It was then that Barriss realized the extent of the Jedi Trial, and she struggled to keep herself focused on the mission. An attack on Rimsoo Seven showed Barriss the disgusting underbelly of war, as the Separatists broke all conventions to destroy the medical facility. In the evacuation, Barriss watched in helpless horror as Zan Yant was killed instantly by a piece of shrapnel, then had to endure Jos Vondar's stoic refusal to grieve. After the camp was relocated, Barriss accidentally discovered that processed bota could heighten her connection to the Force, a discovery that she quickly relayed to Master Unduli on Coruscant. However, the mutating bota meant that any further investigation was impossible. After leaving Drongar, Barriss was promoted from apprentice level to Jedi Knight. By the time she was dispatched to capture Shu Mai on Felucia, Barris had achieved the rank of Jedi Master, and was actively engaged in the training of her own Padawan, Zonder. However, when Darth Sidious revealed his true nature and killed Mace Windu, he sent out communications to the various clone commanders to execute Order 66. Upon hearing the order, clone Commander Bly ordered his troops to open fire on Jedi, utterly destroying the defenseless Jedi Master. *Barriss Offee was portrayed by Nalini Krishan in Star Wars Episode II: Attack of the Clones.* (OWS, SWI58, APS, SWDB, MBS, ROF, MJH, IS3)

Offen

this alien race was new to the technology and mental fitness required to make interstellar travel possible when their 6,000 year old queen was killed on a flight to Casfield VI. (TNR)

Office of Peace and Security

this was the name of the primary police force that protected the planet Cularin during the last decades of the Old Republic. (LFCW)

Office of Sentient Species

this branch of the Obroan Institute developed a series of guidelines for explorers and archeologists to use whenever they encounter previously unknown species of sentient life. (TT)

Officer Corps

this the collection of military officers who served the Royal Court of Naboo during the Old Republic. (SON)

Officer's Candidate School

located on the planet Carida, this branch of the Imperial Academy featured a curriculum designed to produce quality officers from promising raw material. The best candidates were nominated for acceptance, and spent a number of years in rigorous training before graduation. (CCG3)

Officers's Candidate School

this was the primary source of education for those beings who strove to be leaders in the New Republic military. (TFNR)

Official History of the Rebellion, Volume One

composed by Arhul Hextraphon during his tenure as secretary to Mon Mothma during the Galactic Civil War, the *Official History* was a compendium of Hextraphon's personal diaries and observations regarding the most pivotal characters of the War. (SWSB)

Offworld Mining Company

this mining operation controlled much of the ore and mineral extraction performed in the Outer Rim Territories, some twelve years prior to the Battle of Naboo. The employees of Offworld wore a triangular black patch emblazoned with a red planet encircled by a silver starship. The planet and starship combined to give the impression of a blood-red eye. Offworld Mining was one of the oldest and richest companies in the galaxy, and it was not afraid to eliminate its competition at all costs. Leadership of Offworld was often mysterious, although Hutts were often used as operational managers while Whiphids were hired as bodyguards and enforcers. The actual mining was performed by slave labor acquired from all over the Outer Rim. Offworld's hold on the planet Bandomeer was broken after Xanatos infiltrated its leadership structure and took control after the death of Jemba the Hutt. It was part of a plan Xanatos had created to exact revenge on his former teacher, Qui-Gon Jinn, but the plan failed and control of Bandomeer was turned over to the Home Planet Party and Arcona Mineral Harvest Corporation. (RF, DR)

Off-Worlder Hotel

located in the district of Haziz Downside, on the planet N'zoth, this was one of the few places that a non-Yevetha could get a room for an extended stay. (CCW)

Offworlder's Bridge

this was one of many bridges leading into the city of Phemiss, on the planet New Plympto. Any being who was not native to the planet was directed to enter the city via this bridge. (CCW)

Off-worlders' Quarter

not actually part of a city but a city by itself, the Off-worlders' Quarter is located on a round island off the coast of the continent of Forethought, on the planet Ropagi II. Any visitors to the planet must pass through the processing center there, before they can move about on the planet. After the fall of the Empire, the native Ropagu imported mercenaries to help keep the peace, and these mercenaries were the only visitors allowed to leave the island. To tourists and other non-mercenary visitors, the rest of Ropagi II was off-limits. Mercenaries were transported to Ropagis for registration and debriefing. (TSK)

OG-9

this was the official designation of the homing spider droid. (X3)

Ogden Minor

a planet. (SHW)

Ogem

this planet was the homeworld of the Ogemite race. (CSWEA)

Ogemite

this humanoid race was native to the planet Ogem. They were distinguishable by their tiger-striped pelt and large hair-frills on their heads. The males of the species were known as traders. (CSWEA)

Oggun Bantha-Horn

this hulking Devaronian goon worked for Ranon Djelkh on the planet Tatooine, during the height of the New Order. Oggun was easily distinguished by his battle armor and helmet, which had been adapted to fit his horns. A pair of bantha horns - from his first kill on Tatooine - were added for effect. He carried a Wookiee bowcaster as his primary weapon, the souvenir of another mission. Sometime before the Battle of Yavin, he was dispatched to obtain a special cologne, extracted from the scent glands of a tirginni beast, from Harbo Wils, as part of Djelkh's plot to assassinate Jabba the Hutt. When he discovered that Wils had tried to double-cross Djelkh, Oggun set out to capture the smugglers who had inadvertently obtained the cologne. Eventually, they all met up at the wreck of the *Star Stalker*. There, in an intense firefight, Oggun was shot and killed. (SOT)

Oggzil

this creature was created by the Yuuzhan Vong, after the initial stages of their invasion of the galaxy. Oggzils were created to join with villips in order to enhance their communications abilities. Oggzils were fed a diet rich in metals, which they could digest and use to form their skeletons. This ability to assimilate metals and form skeletal material from them allowed the Yuuzhan Vong to employ the oggzil as a living communications antenna. The Yuuzhan Vong then attuned the oggzils to the frequencies of the New Republic. This allowed the alien invaders to broadcast their messages on the Republic's frequencies via villips, without actually using mechanical technologies. (BP)

Oggzil

this Yuuzhan Vong bio-construct was used to broadcast the communication of a single villip to a large number of receiving villips. The oggzil was not much larger than a villip, and actually folded itself around the villip used as the transmitter. A long, antenna-like tail provided the transmission mechanism used to send the message to other villips in the link. (DW)

Ogo Nan

this Cerean was an assassin for hire during the early years of the New Order. Ogo Nan was hired by Mika the Hutt - through a third party - to attempt to kill Mika on Nar Shaddaa, after Popara the Hutt began worrying about the spread of the tempest spice. Mika wanted to find out how much his parent knew about the operation, and hoped that an assassination attempt on his own life might distract Popara. As payment, Mika provided tempest spice to ease Ogo Nan's growing addiction to the drug. A group of freelance agents, on Nar Shaddaa to meet with Popara, was able to shoot down Ogo Nan after the Cerean destroyed one of the Hutt's H-3PO droids. His death suited Mika's needs, since it ensured the secrecy he needed to maintain the illusion of the assassination attempt. Mika then blamed Lungru for the attack, further deflecting blame from himself. (TF)

Ogomoor

this male Ansionian worked as the majordomo for Soergg the Hutt, during the years leading up to the Clone Wars. It was Ogomoor who was charged with eliminating any threat to the secession movement which rose up on Ansion, a mission which came to include thwarting the efforts of two Jedi Knights, Obi-Wan Kenobi and Luminara Unduli, and their Padawans, Anakin Skywalker and Barriss Offee. The Jedi continually managed to find a way around Ogomoor's roadblocks, and Ogomoor continually survived Soergg's wrath. However, when the Jedi managed to secure a treaty between the Alwari and the city dwellers of Cuipernam, Ogomoor's efforts were finally proven ineffectual. Knowing that he would be killed by Soergg if he returned to the Hutt, Ogomoor planned to expose the Hutt's dealings with Shu Mai and

the Commerce Guild to the Unity of Community. However, before he could produce any proof of Soergg's involvement, Soergg shot Ogomoor dead, destroying the small recorder which held the evidence. (APS)

Ogoth Tiir

this planet was the site of a battle during the Galactic Civil War. (CSA)

Ogygian Cloak

this was the traditional cloak of the Ubese people. (VD)

Ohann

this gas giant is the second planet in the Tatoo System. It has three natural satellites. (GG7)

Ohda

this was the fourth planet in the Obas System. It had three moons. (IA)

Ohh Bronna

this Abyssin was a noted dejarik player, during the last decades of the Old Republic. He had been sector champion in the Colonies Region a number of times, and was known as a cool competitor. Unfortunately, he was infamous for attacking Corwin Kaezeb during a semi-final match on Arkania, and both players were eliminated from the tournament. (HNN5)

Ohleyz Sumteh Vingdah

this was a clan greeting in the High Tongue, used by many Corellian Ensterite families Purging Days to introduce oneself as a member of another's family. It indicated a relationship through the other's mother's side of the family. Usually, one's family name was inserted to indicate more detail on the relationship. Over time, most families adopted the Basic language, and used the High Tongue only on Purging Days. (MJH)

Ohma-D'un

this was the larger of Naboo's two moons, and was capable of supporting life. It was known to the natives of the planet as the Water Moon, since much of its surface was covered with standing water. The Gungans established a settlement on the moon shortly before the Battle of Naboo, and expanded their colonization efforts after they re-established relations with the Naboo. During the early stages of the Clone Wars, the Separatists unleashed a biological weapon on the moon, killing many of the Gungans before a vaccine could be developed. Any Gungans who survived were either killed by combat droids or exterminated by the bounty hunter Durge and his commander, Asajj Ventress. (GF, SWRPG, WOTC, SWI66, RNFW)

Ohma-D'un Super Battle Droids

this was the name used by many Jedi Knights to describe a series of B2-series battle droids produced by for the Separatists and first used in the Clone Wars on the moon of Ohma-D'un. (YDR)

Ohr, Ree

this woman served the Grand Army of the Republic during the height of the Clone Wars, working as an expert in xenobiotics on the planet Drongar. It was Doctor Ohr who diagnosed clone trooper CT-914 with "orthostatic hypotensive syncope of idiopathic origin" - an individual who fainted every time they stood up, without any discernable cause. (MBS)

Ohratuu

a temperate planet. (SWJ10)

Ohta su marvalic plesodoro

this Huttese phrase translated into Basic as "let them marvel at our splendor." (TFNR)

Ohvan

an Imperial trooper killed on Keskin while working with Reydon. (ISB)

Ohwun

this was a common name given to male Duros children. The name Ohwun came from the term meaning "famous". (GCG)

Ohwun DeMaal

this Duro owned several docking bays in Mos Eisley, among them numbers 27, 43, 67, 71, 86, and the famous 94. He inherited them from his parents and his grandmother, who was among the first colonists to settle Tatooine. Along with his wife, Chachi, Ohwun runs the docking bays, an old Gallofree Yards 23K service shuttle, and eight Mos Eisley warehouses. He and his wife were on good terms with Jabba the Hutt until one of Jabba's smugglers blasted out of Docking Bay 94 without paying his bill. (GG7)

Oil Bath

a "dip" for droids, that uses cleansing oils instead of water to remove grease and grime. (SW)

O-Iris

this Keganite girl was a student at the time Obi-Wan Kenobi and Siri were held on Kegan. (FFT)

Oissan

Captain Nalgol's Intelligence Chief, stationed about the Star Destroyer *Tyrannic*, Oissan was in charge of gathering information outside their cloaked position near Bothawui, during the build-up of forces arrayed there after the discovery of the Caamas Document implicated the Bothans in the destruction of the Caamasi. (VOF)

Ojai

an Alliance freighter which was teamed with the *Phoenix* during the Galactic Civil War. (XW)

Ojat Wan

this was a popular name among the Amanin people, named for a famous individual in Amanin history. (UANT)

Ojia

this small Bothan clan was one of the first to move to Kothlis, during the first wave of colonization efforts. (SPG)

Ojom

this frost-covered planet was the homeworld of the Besalisk race. Located in the Outer Rim, Ojom was an oceanic world which was covered in glaciers. Each of these glaciers supported a group of Besalisks. Several space stations were built in orbit around the planet, serving as spaceports and more hospitable habitats. (SWI70, UANT)

Ojoster Sector Assembly

Lak Jit threatened to protest his capture at Wayland to this obscure body. (SOP)

Ojum

this was the native language of the Besalisk race. (GMR10)

Ojum

see Besalisk. (GMR10)

'ok

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Uok clan. (GCG, WOTC)

Okamie, Olian

this woman was one of Trax Sector's most ruthless pirates. (HR)

Okand, Hol

this Alliance starfighter pilot served as a member of the Y-Wing Gold Squadron. He was instrumental in

an attack on an Imperial outpost of Kashyyyk shortly before the Battle of Yavin, serving as Dutch's wingman and taking down the outpost's shields to facilitate the assault. He later served as Gold 6 during the Battle of Yavin, where he was befriended by Chewbacca. (CCG9)

Okanor, Galidon

this withered old Corellian man ran a pawn shop in Tyrena. He was an old acquaintance of Han Solo, who had sold many stolen items to the old man as a youth. When Han returned to Corellia with Bria Tharen, he sought out Okanor in order to sell off the treasures they had taken from Teroenza's museum. (TPS)

OKC-167

this was the designation of Mobquet's personal repulsor pack system. The OKC-167 used a collection of micro-repulsorlift engines to provide the wearer with maneuverability and lift, although many jet pack owners claimed the micro-repulsors were exceptionally slow. The high price of the OKC-167 also priced it out of most civilian markets, but it managed to find a niche in military operations. (AEG)

Okeefe, Barthos

this man, a native of the planet Brentaal, was one of the leaders of House Okeefe during the height of the New Order. Barthos made his credits working as the director of one of Brentaal's orbital HoloNet relay stations, before retiring to his estate. While he disliked the Empire, he didn't support the Alliance because he didn't believe that they could actually win the war. (CCW)

Okeefe, Platt

this strikingly beautiful young woman was one of the galaxy's most famous smugglers. Platt was the daughter of parents who were members of one of Brentaal's more prominent trading houses. She was supposed to attend the commerce academy and learn about the family business, but the idea of being a stuffy businesswoman didn't appeal to her. After several boring years at school, she packed her meager belongings and hitched a ride aboard the Starlite Cloud. After two years on the Starlite Cloud, she crewed on the Ravelev for two years before joining the Klatooinan Trade Guild as a pilot. She owned the YT-1300 known as the Last Chance. Early in her career, Platt was captured and enslaved by Big Quince. A chance meeting with a fellow slave named Tru'eb Cholak brought her a chance for escape. The two plotted against Big Quince, eventually stealing his personal shuttle and escaping captivity. Platt later repaid Tru'eb for his help, and the two developed a strong friendship. Platt often worked for the Alliance and the New Republic, but was by no means allied with them. She and Tru'eb often worked alone, although they often hired additional help as needs demanded. Shortly after the Battle of Endor, they teamed up with Dirk Harkness while working on Zelos II, when they became aware of the Imperial presence on the planet. They tipped off the New Republic to the location of the garrison, and Harkness went in to ensure the base was cleared out. However, the Republic's team was wiped out and Harkness was captured. Platt and Tru'eb both believed Harkness was worth rescuing, so they infiltrated the garrison and rescue him, along with Jai Raventhorn. (SWJ9, TFNR, CRO, PSG)

Okfili

an alien species native to the Sayblohn System. They are a very religious race. (RPG)

Okins

this was one of the most common male names among the Corellian population. (GMR9)

Okins

this Imperial Navy Admiral served the Empire during the Galactic Civil War. Darth Vader suggested that Okins should lead the attack on the Vergesso Asteroids, so that he could be free to keep an eye on Xizor. Palpatine refused, commanding that Vader lead Okins in the attack. (SE)

Okko

the Great Shaman of the Ysanna tribe on Ossus, he is able to recognize Luke Skywalker as a Jedi Knight when Luke and Kam Solusar arrive on the planet to search out the Jedi stronghold there. He then befriends Luke and Kam. Okko wears a unique mask, and is said to be the greatest magician the Ysanna have ever known. (DE2)

Oko E

this planet is a vacation world, well-known among adventurers who like to wild-water raft. Visitors can navigate treacherous rivers of molten sulfur during their expedition. (SOL)

Oktra

this was one of the many names given to female Bothans. In the Bothan language, it meant "resourceful." (GCG, WOTC)

Oktrem

this Bothan name was given to newborn males. Translated into Basic, it meant "commanding." (GCG, WOTC)

Oku

this barely sentient race of beings was native to the planet. During the years that Figg Excavations made a fortune from the planet's ores and crystal deposits, the work teams left handouts for the Oku during each operation. When the mines played out, Figg Excavations pulled out of their Tokmia operations. In response, the Oku lit huge fires to act as landing lights, in order to help fulfill the prophesy of the offworlders' return. (WOA33)

Ola

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Ola indicated peace, tranquility or inspiration. (GCG)

Ola vine

a plant native to Dathomir that withers and dies when it is cut. (CPL)

Olabria

planet on which the deadly Olabrian Trichoid larva are found. (TB)

Olabrian Trichoid

an Olabrian parasite which is small in its egg stage, the trichoid is deadly in its larval stage. As a larva, the trichoid resembled a scaled worm with a wide mouth, studded with a circle of sharp, toothlike barbs. The pupal stage is a period of rapid growth, and the adults emerge fully fertile. Adults can grow quite large, and produce egg pods which contained three distinct larvae. (TB, TBSB)

Olafson

a moisture farming family on Tatooine. They were friends with Ariq Joanson, although they disagreed with his ideals. (TME)

Olag Greck

a tall, thin alien with a wide, flat head and pointed ears, he was an early partner of Baron Pitareeze, when the Baron was trying to get his shipbuilding business off the ground. When Greck realized that the Pitareeze Cruiser was a great ship, he stole the plans and built his own ship, claiming it to be the original. When Greck's ship failed, he begged the Baron to help fix it, but the Baron refused. Greck was angry at the Baron, and blamed the ship's failure on the Baron's intervention. The Pitareeze Cruiser was never built by either party. Since then Greck runs a series of illegal operations on or around Hosk Station. He was responsible for reprogramming a 3PO unit into C-3PX, a killing droid recognizable by the 3PX on its breastplate. He was finally caught on Hosk, trying to steal a load of ash ore. He was nearly destroyed when a detonation he had rigged was defused, but he managed to escape. Unit Zed enlisted C-3PO and R2-D2 to track him down in the Corellian system. They eventually caught up to Greck at Boonda the Hutt's palace. There, B-9D7 had attempted to discredit Boonda, but was exposed when B-9D7 was destroyed by Jace Forno. Greck tried to use the death of B-9D7 to woo Boonda over to his own schemes, but Boonda was the beneficiary of all the plotting, for he ended up with Greck and Forno as captives. (DRO)

Olai

this powerfully-built beast of burden was transported to Redcap from a nearby moon, and was originally bred to serve in the mines as a pack animal. Over time, they became mounts and transports. Their ponderous heads were crowned by a pair of bulbous, hollow horns that were used in the fights that occurred during the mating season. Their wide feet were tipped with metallic claws, giving the olai excellent footing on rocky ground. (SWJ5)

Olall Da'aapp

this Gruvian and her husband, Benja, were tourists who had probably seen more of the galaxy than any living being at the height of the New Order. They carried all sorts of cameras and recording equipment to document their travels, and were known to stop unsuspecting spacers in a starport to ask them to take their picture. (PSPG)

Olan

a wealthy and influential Twi'lek clan based on Ryloth. The name meant "wealthy" in the Twi'leki language. (XWBT, KT, GCG)

O-Lana

this young Keganite child was born nearly thirteen years before the Battle of Naboo. She was discovered to be strong with the Force, and her parents secretly made contact with the Jedi Knights on Coruscant, against the wishes of Kegan's rulers. After the Jedi arrived, O-Lana was kidnapped and taken to the Relearning Circle where she was controlled by V-Tan and O-Vieve. All records of her birth and existence were wiped from Kegan's computers, in order to keep the child hidden and convince the Jedi to leave. However, the Jedi padawans Obi-Wan Kenobi and Siri rescued O-Lana, and the child eventually was trained on Coruscant. (PP)

Olanji

a planet in the Hapes cluster. (CPL)

Olanji/Charubah

this Hapan starship design firm specializes in military applications. They are employed by the Hapan Royal Family, alongside the Hapan Consortium, whenever military craft are required. The Hapan Battle Dragon was contracted out to Olanji/Charubah. (EGV)

Olanz

this balding man, a native of the planet Typha-Dor, was a member of Shalini's resistance group during the years leading up to the Clone Wars. (JQ7)

Ola's

this was a tavern, located in the city of Hullis, on Halmad. It was here that several members of Wraith Squadron provoked a fight with Lieutenant Cothron's group, as part of their plan to infiltrate the Imperial garrison and steal TIE starfighters. (IF)

Olbeg, Han

this man represented his homeworld of Pitann in the Galactic Senate, during the years leading up to the Clone Wars. (HNN5)

Olbio

the leaves of this tree, which grew natively on the planet Myrkr, were one of the main food sources of the ysalamiri. It rarely survived if transported off Myrkr. (SBS)

Old Anaxsi

this was the term used to describe the collection families which traced their histories to the original inhabitants of the planet Anaxes. (CCW)

Old Besi

this was the name used by Roy Harlison to describe his SWE/2 riot suppression gun. (SWJ6)

Old City

this abandoned city was located on the water world of Aquilaris. The forerunner of Floating City, Old City employed repulsors to keep it hovering above the surface of the ocean. It was abandoned when a violent storm nearly capsized it, but huge cranes supported by smaller repulsors kept the city afloat while salvage and rescue operations were carried out. Many of the planet's podraces wound through the city, adding an everchanging obstacle course to the racers' challenges. (RAC)

Old City

this was the name used to describe the canyon city of Melaana, on Soterios. It was called the Old City after the development of New Melaana. (PGT)

Old Codger

this was the name of Morgan Katarn's skimmer, used during his overseeing of the refugee base on Ruusan, shortly after the Empire subjugated Sulon. (RAG)

Old Corellian

this archaic language was used by the early natives of the planet Corellia. Over the millennia, it was populated with words and phrases from the Basic tongue, and became the modern Corellian language. The only known vestige of Old Corellian in regular use during the modern era was on Socorro, where the indigenous population - descended from Corellian stock - remained isolated for many millennia. Otherwise, Old Corellian was believed to have become "extinct" some 4,000 years before the Battle of Yavin. (BSS, SWJ7)

Old Corellian: A Guide for the Curious Scholar

this was a guide to the outdated Old Corellian language, written by the Issori linguist Arner Figgis. (SWJ7)

Old Currahen Highway

this Garosian roadway connects the cities of Arian and Garan. (SWJ2)

Old Enemy, The

this was the Nagai phrase used to describe the Tof race, which oppressed the Nagai for many centuries. (GMR1)

Old Ezil

this weathered, old man was a native of the planet Cularin, and was knowledgeable about the criminal underworld of the planet during the years leading up to the Battle of Naboo. He was not known for the reliability of his information, but more for the overt way in which he rambled about the strange goings-on in the Cularin System. Old Ezil was active for many years, until he suddenly disappeared shortly after the onset of the Clone Wars. Many believed that Old Ezil had been caught by agents of the Thaereian Military and silenced, although no evidence was found to support this. Ezil reappeared during the height of the Clone Wars, retelling stories of being tortured and interrogated by agents of the Thaereian Military, and how he got lucky one day and managed to escape. (LFCW)

Old Folks Home

this was the codename for the Jedi Temple, located on Coruscant during the Old Republic. The codename "Old Folks Home" was used by those field agents who were undertaking top-secret investigations, but needed to get a message back to Coruscant. (AOTCC)

Old Galactic Standard

this language was used many millennia before the Battle of Yavin, and was one of the first recognized languages which tried to bring a common communication method to the races of the Old Republic. (GMR5)

Old Gloxix

this legendary styanax was believed to live in the Sea of Jarad, on the planet Tralus. Measuring over fourteen meters in length and missing its tail stinger, Old Gloxix was distinguished by the forest of barbs

and harpoons which stuck out of its flesh. The legend was proven true some 500 years before the Battle of Endor, when Old Gloxix was finally caught and killed by three nagak crews.. (CCW)

Old Guard

this was the highest, and most esteemed, rank held by members of the Society of the Black Bha'lir. Most of the members of the Old Guard were in some form of retirement, but actively took part in the training of talented smugglers. (BSS)

Old High Squibbian

this language is the basis for modern Squibbian. (SH)

Old High Trammic

the ancient language used by the Toka and the Sharu. (LCS)

Old Janx Spirit

this was a particularly powerful distilled alcohol, popular during the last years of the Old Republic. (MJH)

Old Kuurt

this grizzled, old man was a regular patron of the Crosstown tavern on Cularin, during the height of the Clone Wars. Old Kuurt was a veteran of too many battles to remember, and had dedicated his life to defending Cularin against any form of attack. Because of his contribution, the owners of the Crosstown more or less let Old Kuurt eat or drink whatever he wanted when he came in. However, after retiring from active duty, he spent much of his time in an alcohol-induced stupor, in which he tried to escape the harsh realities of the galaxy around him. The owners of the Crosstown learned to fill up his mug with synthetic, low-alcohol brews, although many suspected that Old Kuurt was aware of it anyway. Unfortunately for the rest of the Crosstown's patrons, alcohol also tended to loosen up Old Kuurt's tongue, and he wasn't afraid to vent his frustrations on any being unfortunately enough to sit down with ten meters of him. He hated the fact that the Grand Army of the Republic was made up primarily of clone troopers, since they had little or no regard for the livelihood of the people they were sworn to protect. In Old Kuurt's opinion, a clone trooper would do anything to meet its objective, even destroy innocent civilians if needed. He advocated Cularin's remaining neutral in the Clone Wars, letting the Old Republic and the "Seppertists" fight it out until one side or the other eventually won out. He even went so far as to accuse the Old Republic of acting only in the best interests of the rich, so that small worlds like Cularin never reached a state of economic richness. (LFCW)

Old Law

this Hutt custom is at its simplest a challenge issued by one kadijic leader to another. In certain circumstances, a leader can challenge another to single combat without legal repercussions from the Hutt Grand Council, and the victor is assumed to be in the right. (RD)

Old Mankoo

this planet suffered a devastating economic disaster some seven or eight years after the Battle of Naboo. Most of the planet's people were plunged into poverty, and the formerly wealthy elites struggled to maintain their riches. This led to widespread strife and rebellion, causing even more troubles for the planet. (RHD)

Old Oglaw

this grizzled old spacer was grounded in the city of Iritsa, on Chazwa, during the hunt for the Black Sphere. (ND)

Old One

this was the name given to the Force-sensitive individual who lived in the Onacra village on Aduba-3, many decades before the Battle of Yavin. It was the Old One who discovered the existence of the Behemoth, deep beneath the planet's surface, and was able to bring the creature out of suspended animation. The Old One was unable to control the Behemoth, and was trampled to death when it managed to break free. (GMR4)

Old Ones

the title given to the ancient Snogars. They were intelligent and highly technological. They left behind many strange devices which the Snogars no longer understand. It is theorized that the devices were used to help climatize Ota, but that has not been verified. (CSWEA)

Old Ones

this was the name used by DarkStryder to describe its creators, the earliest known race of beings to inhabit the Kathol Sector. Their descendants became the Kathol. The Old Ones created DarkStryder to guard the last vestiges of their civilization. (E)

Old Orchard Street

Leia Organa Solo chases Roganda Ismaren down this street, located in Plawal on Belsavis. (COJ)

Old Pacht

this was the name given to the oldest buildings of the Abregado-rae spaceport. (CCW)

Old Quarter

this is one of the original sections of Skeebo City. It was here that the Skavers directed Gorga the Hutt to deliver the ransom payment for Anachro. (BF)

Old Quarter

this was the name used to describe the older section of the city of Mos Eisley, on the planet Tatooine. The Old Quarter radiated outward from the wreck of the *Dowager Queen*, but was left behind when new water and power distribution centers were established on its outskirts. (SOT)

Old Recluse

this supposedly omniscient Morish lived in a cave in the High Tatmana mountains of Morishim. An ancient male who lived in the isolation of his mountain crag, the Old Recluse was in possession of an Imperial communications center, wedged into the back of his cave. He claimed to be foretelling the future, but was simply listening to Imperial transmissions. His small operation was discovered by Lando Calrissian and Wedge Antilles shortly after the revelation of the Bothan involvement in the destruction of Caamas. They surmised that the communications center had been set up shortly before the New Republic reclaimed the world from Imperial control. (SOP)

Old Republic

this Alliance CR90 corvette was destroyed in the Endor System when the *Daggerblade* suddenly reappeared, shortly after the Battle of Endor. Despite outgunning the *Daggerblade*, the *Old Republic* could not counter the smaller ship's maneuverability. (TBSB)

Old Republic

the name given to the time before the Empire was formed, it was the period in which the Galactic Senate worked with the Jedi Knights to keep the galaxy in order. Most historians point the Old Republic's beginnings at the point when hyperspatial travel was first invented, allowing beings from across the galaxy to move about with relative ease. The Old Republic's government was formed shortly afterward, with the Jedi Knights becoming the guardians of peace and justice. This was believed to have been some 25,000 years before the Battle of Yavin, but exact dating has become impossible. What was known was that the Old Republic grew and prospered for nearly 20,000 years, until the Sith emerged from their hidden empire and ravaged the Republic, first during the Great Hyperspace War, and a thousand years later during the Great Sith War. The Republic managed to rebuild itself over the next 3,000 years, until the Sith emerged once again. With the Battle of Ruusan, the threat of the Sith was believed to have been eliminated, and the Republic once again prospered. For nearly a millennium, the Republic knew peace and harmony, unaware that it was actually crumbling from within. As the Galactic Senate became more and more concerned with petty squabbling and the posturing of its delegates, corruption became more and more prevalent. Secretive factions formed to work in their own best interests, and the Sith Lord known as Darth Sidious began to take advantage of the situation to further his own goals. The humble Senator from Naboo, Palpatine, used the victory at the Battle of Naboo to win the election for Supreme Chancellor, and he continued to solidify his base of power. When the time was right, Palpatine declared

himself Emperor and established the New Order, marking the final days of the Old Republic. (SW, CHRN, SW1, SHPT)

Old Senate Library

this vast information repository was located in Imperial City on Coruscant. (TLC)

Old Sith Wars

this was a generic term used by historians to refer to the period of time some 4,000 years before the Battle of Yavin, beginning with the Great Sith War. The Old Sith Wars then encompass the Great Hunt, the Cleansing of the Nine Houses, and the War of the Star Forge. Additionally, the Mandalorian Wars are also grouped under the era of the Old Sith Wars, due to their temporal proximity. (SW180)

Old Soveryn

this was a famous character from a play made famous by Adalric Brandl. (TFE)

Old Spaceman's Home

Han Solo's ultimate goal, before joining up with the Alliance, was to live long enough to make it to the Old Spaceman's Home. It is a term used by spacer's to indicate retirement. (HSE)

Old Suicide Squads

this was Alliance slang for the original Infiltrators of the Special Forces division. (SWJ11)

Old Tarmidian

this language, according to Entoo Needan E-elz, was Jorj Car'das' childhood language. (VOF)

Old Town

this was original section of the city of Bagsho, established on the planet Nim Drovis. Much of this section was built on stilts over swampland. Over time, the citizens drained the swamps and established a network of well-maintained canals instead of roadways. Slug ranches were established on the outskirts, and the New Republic established the Meridian Sector medical facility there. (HT)

Old Town

this was the name given to the oldest section of Qaestar Town, on the planet Talus. (CCW)

Old Town Factoryville

this was one of many industrialized, urban areas found on the planet Eriadu. (EGP)

Old X'Tingian

this was the original form of the X'Tingian language, made up from a collection of sounds and smells. A written form of the language was made up of heiroglyphs and pictograms. (HIV)

Oldskep

this Imperial supply freighter was stationed at the Alluuvia mining operation, in support of the outpost which was being established on the planet. It was named for an executive of Imperial Mining, Limited. (OE)

Oldsong, Abbela

this woman served as an assistant to Doctor Plee, the Ho'Din plant-development specialist who worked on the New Republic's team to restore the environment of the planet Duro. When the Yuuzhan Vong attacked Duro, Abbela was one of the first beings captured for sacrifice. The priestess Vaecta then used a *tkun* to suffocate her. (BP)

Oldtimers

a name given to the original inhabitants of the planet Nam Chorios. The Oldtimers were political prisoners left on the planet by the Grissmaths, which also left behind the drochs in an effort to exterminate the prisoners. Many survived, learning how to beat the drochs and maintain a meager existence. Many Oldtimers followed the words of Theras, and strove to keep larger ships from entering and leaving the system. (POT)

Oleg

this man was a low-level member of the Absolutes, during the rise to power of Balog on the planet New Apsolon, some twelve years before the Battle of Naboo. He had been marked for interrogation by his superiors, and he planned to desert the Absolutes when he first met the Jedi Master Tahl. When her cover was exposed, Tahl needed to escape as well, and Oleg helped her get out of the Absolutes' base when he himself fled. It was believed that Oleg had a copy of the list of Absolute supporters, but he disappeared before he could be questioned by the Jedi Knights. His lifeless body was discovered by Qui-Gon Jinn shortly afterward, shot and killed by one of the probe droids which had been outlawed on the planet. Qui-Gon later discovered that Irini had reprogrammed the probe droids, in an effort to obtain the list and prevent any further bloodshed. (DOH, CTV)

Olemp

this cruiser was part of the Alpha fleet which was commanded by General Wedge Antilles as part of Operation Trinity, during the last stages of the battle against the Yuuzhan Vong. (FP)

Oleson (*)

a General serving at the New Academy for Space Pilots, and Luke Skywalker's favorite instructor. (MM)

Olev Madak

this Duros mechanic worked at Darknion Station at the height of the Galactic Civil War, repairing starships and barely maintaining the operational status of the station itself. Olev came to Darknion Station after fleeing a group of bounty hunters who were trying to bring him in to repaid some old gambling debts. His ship more or less disintegrated after landing at Darknion, and he remained there ever since. (PSPG)

Olgkru

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "strong-willed". (GCG)

Olgreen Intelligence Guild

founded by Wilam Olgreen and belonging to the Coalition of Automaton Rights Activists, this protest group was known for its blockading of droid reclamation factories, thereby preventing the delivery of scrap or rogue droids for meltdown. The Guild was originally formed during the early stages of the Clone Wars, in protest of the ways in which droids of the Confederacy of Independent Systems were destroyed by the Old Republic. The Guild was known to have erected portable shield generators to prevent Republic transports from dumping the shells of damaged battle droids into reclamation facilities. (FTD, SWI70)

Olgreen, Wilam

this fanatic was the leader of the Olgreen Intelligence Guild during the height of the Galactic Civil War. Olgreen founded the Guild during the early years of the Clone Wars, in protest of the ways in which the Old Republic was disposing of damaged battle droids collected from warzones. Because he maintained no outward connection to the Confederacy of Independent Systems, Olgreen was never arrested for his actions. Years later, it was known that he maintained an illegal droid modification facility somewhere in the Outer Rim Territories, and sold his services and wares aboard *Omze's Incredible Travelling Starport*. (FTD, SWI70)

Olianna

this six-year-old A'Mar child was only member of their society who had not yet taken a drink from the Wellspring, when the time came to perform The Vigil, during the Galactic Civil War. She was too young to remain by the spring alone, and the other children who were old enough to accompany her had been lost in the woods and had to drink from the spring to survive. As luck would have it, a group of adventurers suffered damage to their starship near Lamus, and had to land on the moon. In exchange for the parts to repair their ship, the adventurers agreed to accompany Olianna to the Wellspring. (WOA31)

Olie', Ric

this man was a native of the planet Naboo, and grew up trying to fly or drive anything he could get his hands on. Among his friends, he was known as "Reckless Ric" for his piloting of a Sandtek Skyflipper into a grassy hill. However, he reined in his enthusiasm and joined the military, and was eventually promoted

to the leader of Royal armed forces' Bravo Squadron. However, like the rest of Naboo society, he was unprepared for the Trade Federation's invasion force of droids. Olie and his pilots were quickly rounded up and prepared for dispatching to a detention camp when Qui-Gin Jinn and Obi-Wan Kenobi managed to liberate Queen Amidala from her Neimoidian captors. Obi-Wan freed the pilots, and the group fled Naboo for Coruscant. Ric Olie took control as the senior pilot, guiding them through the Federation's blockade as best he could. However, all his skills were no match for the firepower of the Federation battle cruisers. He was forced to limp the ship to Tatooine for repairs, but eventually got Amidala to Coruscant. While en route, Ric brought young Anakin Skywalker into the cockpit and taught him about the working of the starship. Later, during the Battle of Naboo, Ric led Bravo Squadron against the Federation's droid control ship. With the unexpected help of young Anakin, they were able to destroy the control ship and eliminate the threat imposed by the Federation's droid armies. *Ric Olie was portrayed by Ralph Brown in Star Wars: Episode I - The Phantom Menace.* (SW1, OWS, NEGC)

Oliet

this man was one of the Peacekeeperrrs who protected the survivors of the Outbound Flight Project, during the years leading up to the Yuuzhan Vong invasion of the galaxy. (SQ)

O'lif Khaz

this Kubaz holovid director once handled the on-screen career of Ema Slake. He got into financial trouble during the height of the New Order, and got deep into debt with a group of loan sharks on Oseon 8920. He was later framed for stealing several silicate trophies from Slake' residence by Sosten Freet. (GMR5)

Olifer

this man served the Alliance as a Lieutenant Commander aboard the Dreadnaught *New Hope* during the height of the Galactic Civil War. (RAG)

Oligtaz

this planet is home to the Esraza Temple. (RM)

Olim

this star was the central body in the Perave System, which included the planet Arkania. (TOJC)

Olin, Ferus

this young man was training to become a Jedi Knight, some five years after the Battle of Naboo. A noble-looking young man with maturity beyond his years, Ferus had been the chosen Padawan learner of Siri Tachi at the time, and was in training with Anakin Skywalker. Ferus constructed a red lightsaber during his training, a fact that raised many eyebrows in the Jedi Temple. His experiences with the training at the Temple were hard on Ferus, who was friendly with many students but never true friends with any one being. He focused solely on his training, a fact that led his fellow students to call him the "ruler of Planet Dull." He felt that the Force and his Jedi training were simply missing pieces in his life, with the tenets of the Jedi Order seeming to fit into grooves in his mind. Ferus was an older student with a great deal of experience, being about two years older than Anakin, and he had the charisma and fortitude to take control of a situation without hesitation. When he was teamed with Anakin Skywalker during the evacuation of Radnor, some five years after the Battle of Naboo, the two young men found themselves constantly at odds to provide leadership to the Padawan team. The two vowed to keep an eye on each other, as both held reservations about the other's true motives. Later, they were paired on a mission to locate Jenna Zan Arbor on the planet Romin. Posing as the criminals Waldo and Ukiah, they managed to explore the outer edges of the city of Elior, during which time Anakin and Ferus discovered that they both fell into a rapport without any effort. However, it was on Romin that Ferus explained to Obi-Wan Kenobi that he feared for Anakin at the same time he admired him, and worried that Anakin's sense of what was right was clouded by his own inner conviction. This unburdened Ferus of his fears, and allowed him to reach a better understanding of Anakin and his abilities. In short order, the two Padawans began working well together, an occurrence that made the pursuit of Granta Omega, Jenna Zan Arbor, and Roy Teda that much easier. The four Jedi tracked down every possible lead, until they realized that Granta Omega's true target was Chancellor Palpatine himself. Obi-Wan and Anakin had managed to keep Palpatine safe, but Obi-Wan was forced to leave Anakin with the Chancellor in order to locate Omega. When Siri and Ferus reached them, Ferus agreed to watch over the Chancellor while Siri and Anakin when to assist Obi-

Wan. Thus, Ferus was the only Jedi in Palpatine's vicinity when Omega's seeker droids attacked the Senate chambers. Ferus found valiantly, until he found himself guarding both Palpatine and the fleeing Roy Teda. Despite deflecting the attacks of five or more droids, Roy Teda was shot and killed. In the aftermath of the fighting, Ferus believed that he had failed. Even though Roy Teda was one of most vehemently anti-Jedi voices in the Senate, Ferus still mourned his death. Upon returning to Coruscant, Ferus was chosen by the Jedi Council to be the first candidate for an accelerated program meant to promote students to Knight status earlier. He then accompanied the team that was dispatched to Korriban to apprehend Granta Omega. He found himself forced into a competition with Anakin, who believed that he should have been chosen in Ferus' place. As Anakin became more aggressive, Ferus found a new friend in Tru Veld. When Tru's lightsaber was damaged in a fight on Korriban, Ferus tried to repair it, so that Tru would have a chance to continue the mission. However, his repairs caused the lightsaber to drain power at a faster rate, and Tru was left weaponless during another battle. Because of this, Darra Thel-Tanis was left undefended, and later died from a laser blast. Ferus believed himself to be responsible, and decided to leave the Jedi Order upon returning to Coruscant, despite the success of the overall mission. It was then that he learned that Anakin had done some prior repairs to Tru's lightsaber, but had failed to tell him about it. Ferus never forgave Anakin for his lack of assistance, and left the Order knowing that he had done everything he could, but forced to live with Darra's death on his conscience. (JQ1, JQ3, JQ8, JQ9, JQ10)

Olinor

this Alliance Nebulon-B frigate was captured during the Galactic Civil War. (TIE)

Olis

this ancient Onderonian noble tried to speak out against Queen Amanoa and the Sith powers she used to control the planet Onderon. Amanoa captured Olis and killed him with a vicious ball of dark-side fire. (TOJC)

Oll Maa'cabe

this Twi'leki anthropologist was a Professor of Anthropology at Alderaan University before the destruction of that planet. He was off-world at the time, and survived the cataclysm. He was a supporter of the Alliance who joined full-time shortly before the Battle of Yavin, and later recruited one of his students, Pajida Anjeri. They were working to recover stolen Twi'leki artifacts when they ran afoul of Imperial forces on the planet Omman. Before Doctor Anjeri could book passage to Ryloth, Doctor Maa'cabe was shot and killed by a squad of stormtroopers. (SWJ12)

Oll, Lari

this brown-haired woman was one of the many Jedi Knights who were on Coruscant during the final months of the Clone Wars. Lari worked at the Jedi Temple as one of the many technicians and support personnel who manned the Temple's communications center. Thus, Lari was on duty when General Grievous launched his attack on Coruscant, but was unable to warn anyone because of the intense jamming employed by the Separatist forces. (LEV)

Ollonir Boundaries

this was remote sector of the galaxy. (AIR)

Olopan

this flat-bodied amphibian resembles the lilypad-like pom plant found in the swamps of Naboo. This allows the olopan to float among the pom pads and escape being eaten by larger predators. It feeds on small plants and the algae-like green glie. (GF)

Olopom

this aquatic rodent, native to the planet Naboo, had short, dense, green fur which allowed it to move through the water quite swiftly and provided camouflage. The six-legged olopom floated on the surface, using its wide head to mimic the pads of poms. A collection of tendrils sprouting from the top of their heads resembled the blossoms of the pom, and these bloomed on response to the pom plant. The olopom fed on the wide leaves of the pom. (WSW)

Olm

a common name given to Twi'lek males, this name meant "porter" or "bearer". (GCG)

Olmahk

this Noghri bodyguard accompanied Leia Organa Solo to Bastion, during her attempt to gain the assistance of Gilead Pellaeon in battling the Yuuzhan Vong. He later traveled with Leia to the Conclave on the Plight of the refugees, on Ord Mantell. During the restoration of the ecosystem on Duro, Olmahk was forced to protect Leia's escape route, after the Yuuzhan Vong attacked the planet, and he was killed in the attempt. His efforts were not fruitless, as Leia managed to get off Duro in time. (DTR, HT, BP)

Olmar Grahk

this Devaronian male was the son of Holmar Grahk. Shortly before the Battle of Naboo, Olmar was married off to five Yinchorri princesses, as part of a deal that made his father's cousin, Vilmarh Grahk, a member of the Yinchorri clans. Villie hoped to gain the confidence of the Yinchorri by helping them steal starships from the Golden Nyss Shipyards. The Yinchorri would not agree to the plan unless Villie was a clan-mate. Villie had no desire to marry five Yinchorri females, so Olmar was chosen as the candidate. Later, during the Yinchorri defense of their home system against the Jedi Knights, Olmar was captured by Adi Gallia and Eeth Koth and held for questioning. He managed to escape, but he tried to call for help. His communication went directly to the Yinchorri headquarters, allowing the Jedi to trace the connection and root out the Yinchorri leaders. (TDV)

Olmondo

this was an ancient city, once located on the planet Ruusan. During the era of the Galactic Civil War, Olmondo was nothing more than sand-covered ruins. These ruins were discovered by Morgan Katarn, shortly after he helped get refugees from Sulon transplanted to Ruusan. (RAG)

Ologat, Mychael

an Imperial recruit stationed on Carida with Davin Felth. (TME)

Olop

this tree was so rare that, during the early decades of the New Republic, only a single specimen was known to exist. It was maintained in an arboretum on Bburru, where it was known to have produced a chiming form of music when sang to. Unfortunately for the galaxy, this last olop was destroyed when the Yuuzhan Vong destroyed Bburru. (SWI63)

Olot Aleego

this was the name of a distinguished Xexto individual. (UANT)

Olotho, Sandrex

this woman was Grand Moff Tarkin's spy in Admiral Fonada's chain of command. After the destruction of the first Death Star, she remained within Fonada's command after the Battle of Endor. She was infamous for executing an entire detachment of Imperial troops when it tried to defect to the New Republic. (HR)

Olovin

this New Republic Interdictor cruiser was one of the many ships assigned to General Wedge Antilles and the *Mon Mothma*, during the final stages of the New Republic's battle against the Yuuzhan Vong. (FP)

OLR-4

this Trade Federation battle droid was part of the droid complement which was stationed aboard the *Revenue* shortly before the Battle of Naboo. OLR-4, which held the rank of Commander, had been programmed to seek out any unusual activity during the loading of Iommite from Dorvalla. OLR-4 was destroyed when it discovered intruders from the Nebula Front in the cargo hold of the *Revenue* and tried to defend the ship. The droid survived long enough to send a message to the ship's central computer before being blasted to bits. (COD)

Olsini Turpo

this female Snivvian owned and operated a tailor's shop and haberdashery in Bartyn's Landing, on the

planet Lamaredd, during the years surrounding the Battle of Naboo. Turppo was also known to the residents of Bartyn's Landing as the best source of local gossip. (GMR7)

Olumpa

an Alliance container transport destroyed during the Galactic Civil War. (TIE)

Ol'val

Old Corellian for "hello" or "goodbye," depending on the situation. (SWJ4, SWJ12)

Ol'val, min dul'skal, ahn guld domina

an Old Corellian farewell, which roughly translates to "clear skies and good luck, my friend," but has been literally translated to "May fate be with you." (SWJ7)

OI-villip

this Yuuzhan Vong creation was similar in use to a standard villip, but was designed to work in concert with a provoker spineray during the investigation of a being's nervous system. (EVC)

Olys

this was the Old Corellian word for "old." (SWJ7)

Olys Corellisi

this was the Old Corellian phrase used to indicate the "Old Corellian" language. (SWJ7)

Olys guerlle

literally "old guard," this was an Old Corellian term of respect used to address an acquaintance. (SWJ7)

OM811

this was the official Imperial designation of the planet which was later named Kastin. It was the first planet in the Thrantin System, located in the Ollonir Boundaries. (AIR)

OM812

this was the official Imperial designation of the planet which was later named Rantorin. It was second planet in the Thrantin System, located in the Ollonir Boundaries, and had two moons. (AIR)

OM813

this was the official Imperial designation of the planet which was later named Thrantin. It was the third planet in the Thrantin System, located in the Ollonir Boundaries, and was terraformed by Barosa Warren to suit the needs of the Galactic Outdoor Survival School. It had a single moon. (AIR)

OM813A

this was the official Imperial designation of the single moon orbiting planet OM813. Whenever the anti-gravity regulators located within the Zones of Territory C2 failed to work properly, zero-gravity training was performed on OM813A. (AIR)

OM814

this was the official Imperial designation of the planet which was later named Hirin. It was fourth planet of the Thrantin System, located in the Ollonir Boundaries, and had two moons. (AIR)

OM81-A

this was the official Imperial designation of the star Thrantin Major. (AIR)

OM973

Imperial designation of the planet Dar'Or. (GG4)

Omakaton

this is the second-smallest of Algara II's four moons, and was the site of a number of mining operations. (PG2)

Omal

this red-headed young man was a student of history, and was one of Doctor Murk Lundi's best students, some six years before the Battle of Naboo. When Doctor Lundi traveled to Kodai in search of a Sith Holocron, Omal discovered that another student, Norval, was trailing him in order to steal the Holocron for himself. Omal set out to stop Norval from achieving this. When Norval tried to steal the Holocron for himself, Omal fought to retain the Holocron for Doctor Lundi. In the struggle that ensued, Omal and Norval lost the Holocron when it fell into a deep, underwater chasm. In the years following the loss of the Holocron and Lundi's imprisonment by the Jedi Knights, Omal and another student, Dedra, lived together on an unspecified planet. (JAF)

Omal-Zan

this was one of the most famous Draethos individuals to hail from the planet Thosa. (UANT)

Oma-Oma

this was the primary deity of the Gungan people. Oma-Oma lived in the underwater city of Ossorus with the other Gungan gods, and was believed to be the god who created all life on Naboo. (GB)

Omar

the primary planet in the Omar System. The Empire built a number of TIE Advanced manufacturing plants in this system during the Galactic Civil War. It was here that Admiral Zaarin defected to the Alliance, attempting to bring the TIE Advanced technology with him. (TIE)

Omas

this surname was common among human settlements found throughout in the galaxy. (GCG)

Omas, Cal

a native of the planet Alderaan, Cal Omas was a member of the Alliance from its earliest days. He survived many battles and struggles, and eventually rose to become a Senator in the New Republic. He was sympathetic to the plight of Luke Skywalker, who hoped to restore the Jedi Council in order to rein in the independent Jedi acting with Kyp Durron. Unfortunately for the Jedi, and for many of the galaxy's inhabitants, Senator Omas was among those Advisory Council members who were lost in the wake of the Second Battle of Coruscant. He reappeared on the planet Calamari, leading the remnants of the Republic's leadership in an effort to re-establish control of the galaxy. When the self-appointed Chief of State Pwoe refused to join the Republic on Calamari - instead, calling for them to join him on Kuat - the remnants of the Republic ostracized Pwoe and elected Omas to serve as the new Chief of State. Among his first acts, Cal Omas vowed to recreate the Jedi Council, working with Luke Skywalker to form the High Council. He continued to work toward ending the war with the Yuuzhan Vong and bringing the galaxy back together, and was one of the first to support formation of the Galactic Alliance. However, the toll of the war continued to drain him, and it was one of his most difficult decisions to allow a new strain of the Alpha Red virus to be deployed on Caluula. After hearing the report of Leia Organa Solo from her experiences on Caluula, Omas agreed that the Alpha Red project needed to be shut down, but Leia knew that pressure from Dof Scaur might only postpone further deployment. (VP, EL1, Y, DW, UF)

Omaton Sauce

this Sullustan sauce was used as an accompaniment to drutash grubs. (EGP)

Omdrid

this frozen ball of ice was the seventh and outermost planet in the Beheboth System. (PH)

Omdrit

this name was commonly given to Quarren males, and meant "vigorous". (GCG)

Omeddyl

this gas giant was the sixth planet in the Rhinnal System. It was orbited by eighteen moons. (CCW)

Omega

the Imperial shuttle which attempted to stop Zaarin from stealing TIE Defender technology from the Parmel System. (TIE)

Omega Exercise

this was the name given to the final training exercise the trainees at the Imperial Academy on Carida had to pass for being allowed to graduate. In most cases, the Omega Exercise was real-life action against the Alliance, and many students "failed" the exercise when they were killed in battle. (SFE)

Omega Frost

this superweapon was developed by Silas Tagge, the brother of Baron Orman Tagge, for use against the Alliance. Essentially, Omega Frost was a collection of large, vaporator-like devices which produced incredibly low temperatures. When activated in concert, these devices froze everything between them to solid ice in just a few seconds. Any moisture caught within the confines of the Omega Frost weapon quickly turned to ice, often shattering any material in which moisture was trapped. Initial testing of the device was done on the planet Tatooine, where entire plains of sand were flash-frozen in seconds. Silas Tagge's goal, however, was much grander: to be able to freeze an entire planet. The Omega Frost device was discovered by Luke Skywalker and Han Solo, during Luke's mission to recruit pilots for the Alliance. In a daring move, Luke tried to infiltrate the Tagge starship and determine the plans for Omega Frost. He was captured and brought before Orman Tagge, but Luke defeated him in combat and escaped. His ship was purposely disabled by Orman's younger brother, Silas, and Luke was forced to land on one of the many asteroids near Junction. What Silas had not foreseen, however, was that Luke would make it to one of the asteroids where the Omega Frost generators had been placed. Luke was able to destroy its power source, and the loss of the generator shut down the entire Omega Frost system. The Alliance ships, free to move through the asteroids, destroyed the Tagge ship and continued to Junction. (MC32, MC34)

Omega One

this was the self-destruct code phrase used by Apwar Trigit aboard the *Implacable*. (WS)

Omega Order Five

this was the codename for the Imperial order to destroy all records - hardcopy, datafiles, computer cores, etc. - before abandoning a base of operations. (DARK)

Omega Signal

the retreat and evacuation code signal used by the Alliance and, later on, the New Republic. (ESBR, WS)

Omega Squad

this was the designation of a team of clone commandos that was formed in the wake of the Battle of Geonosis. Its four members - RC-1309, RC-1136, RC-8015, and RC-3222; otherwise known as Niner, Darman, Fi, and Atin, respectively - were each the sole survivors of other groups of commandos, and were put together for the Old Republic's mission to capture Ovolot Qail Uthan on Qiilura. Omega Squad was part of Arca Company, and was based out of Coruscant during the height of the Clone Wars. (RCHC, SWI81)

Omega, Granta

this man placed a bounty on the heads of Obi-Wan Kenobi, Anakin Skywalker, and Wren Honoran, some five years before the onset of the Clone Wars. He grew up on the moon of Nierport Seven, after his month found work at the refueling station there. When he was old enough, he left the moon for Yerphonia, where he attended the All Sciences Research Academy after being sponsored by Sano Sauro. Much of his early career is clouded with mystery, but at some point he began to despise the Jedi Knights. Shortly after the Battle of Naboo, Omega hired a number of bounty hunters in order to ensure that the Jedi were captured during a training mission on Ragoon-6. However, the Jedi managed to escape the various traps that were set, including one set by Omega himself. Further investigation by the Jedi revealed that Omega and a native of Nierport Seven and, while not a Sith himself, collected Sith artifacts with proceeds from a variety of legitimate business connections. Most of Omega's business dealings involved the location of rare ores and minerals, then buying out the entire mine for himself. He could then charge whatever price he wanted for resources needed by the rest of the galaxy. His business connections were nebulous,

though, and were not enough to pin down his exact identity. Omega reappeared to thwart the Jedi on Haariden, only to flee into the smoke of the civil war there. Obi-Wan later discovered that Omega was on Haariden to extract titanite, ostensibly in an effort to corner the galactic market on bacta. Meanwhile, Omega captured Anakin and revealed that he was working to destroy Jedi Knights in order to impress Darth Sidious, in an effort to curry favor with the Sith Lord. His efforts on Haariden were thwarted when the Kaachtari volcano erupted before he could secure the titanite mines, and he fled into the depths of space. He reappeared on Mawan in the guise of the crimelord Striker, again luring Anakin into his lair when he realized the Jedi were traveling to Mawan to negotiate peace. Holding Anakin as bait, he hoped to lure a member of the Jedi Council into his lair and kill them, in an effort to impress the Sith Lord he believed to be gathering power in the galaxy. While he did succeed in taking Yaddle's life, the bioweapon he used did nothing to the population of Mawan. Omega continued to scheme, forming brief alliances with both Feeana Tala and Decca the Hutt in order to lure the Jedi into trap after trap. As he fled Mawan, Omega revealed to Obi-Wan that he was, in fact, the son of Xanatos. Months later, Omega was discovered to be working with Jenna Zan Arbor, hoping to use the Zone of Self-Containment as a way to quell the population into submission. Obi-Wan and Anakin began searching for his whereabouts, a search that led them to Romin and Falleen before ending on Coruscant. On Coruscant, the Jedi discovered that Granta Omega had been planning all along to assassinate Chancellor Palpatine, in order to install Sano Sauro as his puppet ruler. All the clues the Jedi had been able to discover only shifted the tack of his plans. When the Jedi discovered the Blackwater Systems facility on Falleen, Omega let them believe that the true delivery mechanism for the Zone of Self-Containment was through water. In reality, he planned to distribute it through the air. Thus, when Obi-Wan intercepted him on Coruscant, Omega was able to escape with the last laugh. Although he was unprepared for the actions of Anakin Skywalker, Granta was able to escape knowing that the Zone would be distributed by a group of seeker droids he had pre-programmed to launch. It was after this escape that Omega was finally given a chance to meet the Sith, and was invited to Korriban for the meeting. He traveled to the remote world with Zan Arbor, knowing that the Jedi would eventually follow him. On Korriban, he found himself growing stronger in the presence of so much Dark Side energy, and believed that he could defeat the Jedi. He especially hoped to destroy Obi-Wan, and got his chance in one of the many tombs in the Valley of the Dark Jedi. After meeting with the being who claimed he was a Sith Lord, Omega confronted Obi-Wan, but the weapon he was using overheated. In the resulting explosion, Omega was smashed against a wall and crushed. He refused to end the fight, and managed to get up and attack Obi-Wan once more. Unable to find another solution, Obi-Wan drew his lightsaber and slashed deeply into Omega's body. As he died, he goaded Obi-Wan one final time, claiming that the Jedi would never learn the identity of the Sith Lord. (JQ2, JQ4, JQ6, JQ9, JQ10)

Omega, Tura

this woman was Granta Omega's mother. She arrived on Nierport Seven when he was three, and worked at the refueling station. She died two years after Granta left for the All Sciences Research Academy. (JQ4)

Omega-1B

this Imperial Security Bureau ID denoted an incredibly high level of security. Actions and datafiles with Omega-1B clearance were highly confidential. (POM)

Omega-class Freighter

this was a boxy freighter that was designed for use by the Empire, during the height of the New Order. (IWST)

O-Melie

this Keganite woman was married to V-Nen. Together, they gave birth to a daughter, who was named O-Lana. They discovered that their daughter was strong with the Force, and contacted the Jedi Knights on Coruscant despite the possible destruction of the Common Good. When O-Lana was kidnapped and held in the Relearning Circle, O-Melie and V-Nen were unable to openly ask the Jedi to help, but instead pleaded with their eyes and their emotions. (FFT)

Omgiya

this female Ithorian served as the Flight Plan Supervisor aboard the herdship *Errant Trader*, overseeing

all of the herdship's operations and managing its day-to-day needs. Serving under the command of Captain Onuumu, Supervisor Omgiya was known for her ability to resolve disputes among the herdship's passengers and crew. (GMR4)

Omicron

an Imperial transport which was used to carry war materiel during the Galactic Civil War. It was captured by Keyan Farlander and his X-Wing squadron. (XW)

Omidelon III

this planet was unusual in that its rotational plane is perpendicular to its orbital plane. This situation resulted in a planet of hostile weather conditions, dominated by an intensely hot climate broken only by a short mild season. After the mild season, Omidelon III was subjected to a frigid winter, then another short period of mildness before returning to the blistering heat. Despite this hostile environment, the planet supported several forms of life, including the adar. (COG)

Omin, Isaru

this man was one of the Senate Guards, serving under Commander Zalin Bey during the years following the Battle of Naboo. Isaru and his partner, Sagoro Autem, were assigned to investigate the murder of Jheramahd Greyshade, allowing Obi-Wan Kenobi and his Padawan Anakin Skywalker to protect Simon Greyshade. Obi-Wan discovered that Isaru was quite sensitive to the Force, and Isaru revealed that he had been tested but was considered too old at two years of age to be trained. As the investigation proceeded, revealing that Greyshade's killer was Sagoro's older brother, Venco Autem, Isaru had to struggle to keep his personal feelings out of the investigation. He reluctantly supported Zalin Bey's order for Sagoro to leave the investigation, knowing that it was best for Sagoro's career. When the investigation was completed, after Sagoro was forced to shoot and kill Venco to protect Simon Greyshade, Isaru found himself between a rock and a hard place. Sagoro was his best friend, but Sagoro also planned to allow his son Reymet to flee Coruscant. Reymet would have been imprisoned for providing Sagoro's authorization codes to Venco, who used them to gain access to the Senate Rotunda. Isaru had planned to arrest Reymet, but was forced to arrest Sagoro instead. During the height of the Clone Wars, Omin was part of a Guard detachment that was assigned to protect Senator Bail Organa. (RHD, RHF)

Ominaz, Ignar

one of the galaxy's most famous swoop racers, Ignar was popular during the last years of the Old Republic, when he vied with Serji-X Arrogantus for the Corulag championships. Ominaz rode an Ikas-Adno JP-420 swoop for Team Millennium Holos, and held a large number of speed and distance records. Years later, Ominaz was killed on Caprioril when an assassin droid wiped out an entire swoop arena in an attempt to kill the planet's governor, Amel Bakli. (SWSB, HNN5)

Omin-Oreh

an Alliance starfighter pilot from the Outer Rim Territories, he was severely injured while capturing the Imperial transport ship *Omicron*. (XW)

Omipal

this sweet-smelling incense was burned during the Yuuzhan Vong ceremony of appellation, or naming. (EVC)

Omlaut

a Dimok *Lambda*-class shuttle captured during the Galactic Civil War. (TIE)

Omman

this planet had a very diverse set of cultures during the height of the New Order. It was orbited by five moons. (SWJ3, SWJ12)

Ommin

this man was the king of the planet Onderon some 350 years after the start of the Beast Wars, shortly before the Great Sith War. Like his father, grandfather, and great-grandfather before him, Ommin took control of Onderon and ruled through the use of the Dark Side of the Force. He became enthralled by

Freedon Nadd's teachings, and when the spirit of Nadd approached him, Ommin allowed the Dark Jedi to grow in power. When the Jedi Knights were dispatched to Onderon to put an end to the Beast Wars, Ommin was revealed as Freedon Nadd's descendant. He carried some of the Dark Side ability with him, and his marriage to Queen Amanoa helped to bring out the Dark Side in him. Following the death of Amanoa during the intervention of Jedi Master Arca and his Jedi Knights, Ommin went into hiding, and was kept alive by mechanical means. Only his daughter, Galia, and a few trusted advisors knew he was still alive. When Arca came to Ommin to request help in recovering the stolen remains of Freedon Nadd, Ommin drew on the Dark Side of the Force to capture Arca. Ommin used the Dark Side to reach out to Satal Keto and Aleema, who had stolen Sith artifacts from the Galactic Museum on Coruscant. However, the artifacts couldn't save Ommin from the pureness of the Light Side, which had led Ulic Qel-Droma to his underground lair. Qel-Droma defeated Ommin with a swift slash of his lightsaber, crumpling Ommin's mechanical armatures and reducing the withered king to a formless mass of flesh. The spirit of Freedon Nadd, set free by the use of the Sith artifacts, finished what Ulic had started by taking Ommin's soul. (FNU, DLS, TOJC)

Ommis, Kesin

this weapons specialist was a native of Coruscant. He joined the Alliance about a year after the Battle of Yavin, and served as a gunnery mate on several starships including the escort frigate *Tharen*. An expert in weapons operation, Kesin was assigned to the Echo Base to assist wherever possible. He pulled gunnery duty with Hobbie Klivian during the Battle of Hoth, where he was injured in the fighting. (CCG3, SW174)

Ommni Box

a device which can alter the tones and sounds of musical instruments. It takes a great deal of aural sensitivity, coupled with intense concentration and analytic ability, to manage the instrument. It helps attenuate and clip the music at precise tones and ranges, adding to the overall composition. It takes in the surrounding music by way of a unique, multi-level receptor dish. (TME)

Ommni Wheel

this was the name of the wheel-shaped device found at the top of an Ommni Box, which was used to modulate the sound produced by the instrument. (VD)

Omni Box

see Ommni Box (MBS)

Omnino

this Venan woman was a Baroness from the planet Vena, who represented her homeworld during its negotiations with the Old Republic. Some thirteen years before the Battle of Naboo, Omnino's husband Kindoro was killed while traveling through Republic space under the escort of Qui-Gon Jinn. She held a grudge against the Jedi Knights, and Qui-Gon in particular, for the rest of her life. Baroness Omnino became the ruler of the planet Vena in the wake of Kindoro's death, and served as regent for their son Sando. However, she lacked her husband's leadership skills, and she was forced to deal with the Vena Isolationist faction herself. She turned to the use of mind-control devices to manipulate other beings, thereby keeping the isolationists under control. Shortly before the Battle of Naboo, she was targeted for assassination by the Vena Isolationists from her homeworld, who wanted to keep Vena neutral in galactic politics, and was attacked when she arrived on Coruscant. In an unexpected turn of events, she requested Qui-Gon's protection while she was on Coruscant. She apologized to Qui-Gon, but secretly began plotting her revenge against him. She used her son, Sando's, disappearance near Ord Mantell as an excuse to draw Qui-Gon into her trust. She hoped to have Qui-Gon and Obi-Wan Kenobi stumble upon Taxer Sundown's operations on Ord Mantell, where they would have already destroyed the reputation of the Jedi. When Omnino realized that the Jedi had uncovered her plotting, Omnino used a mind-control device similar to Taxer Sundown's to capture Chancellor Valorum and hold him hostage. Qui-Gon was forced to confront her, and when he tricked her into watching her step, Qui-Gon beheaded her with his lightsaber. (LSOM, WOTC)

OmniNode ComSet

this BCC communication package provides a wide range of real-time, multisignal communications. (ROE)

Omniprobe

a device which can track and destroy a probe droid. (PDS)

Omniron

an invigorating and rejuvenating automatic cleaner used in most spas and resorts, it employs 6 15-second cycles to thoroughly cleanse the user. It first issues a cold-water spray, followed by sonic vibration, heat, cleansing, air drying, and an emollient rub. (HSL)

OmniTask

this droid brain was fast enough to record and calculate ten million bits of information per second. The OmniTask was used primarily in droids which mediated disputes and acted as translators, as it allowed them to assimilate a huge quantity of data on an alien culture in a short period of time. (GOF1)

Omni-Vu

this was the name of one of Siep-Irol's passive sensor systems. They were used on the Sienar Fleet Systems GAT-12j blastboat. (TTSB)

Omo Bouri

this Wol Cabbashite was the Jedi Master who orchestrated the famous Treaty of Trammis a century before the Battle of Naboo. Master Bouri was known to have been the instructor of Saesee Tiin, and instilled in the Iktochi a sense of conviction which only increased after Mastr Bouri passed away. (SWDB)

Omo Taj

this Carosite leader of the planet Carosi XII, Taj allowed the New Republic to set up an outpost on the planet. (PG2)

Omogg

this Drackmarian female was the owner of Nabrun Leids' contract until the Morseerian broke it and fled. After the Battle of Endor, she met up with Han Solo in one of Coruscant's casinos. She got into a high-stakes sabacc match with him, and eventually lost the deed to the planet Dathomir to Han. She passed it off as a Drackmarian world. Omogg was later captured and interrogated by Ta'a Chume's personal guards who were searching for Solo and Leia Organa, but the interrogation was interrupted by Luke Skywalker, to whom she gives the name and location of Dathomir. (CPL, SSR)

Omoht

this small creature, native to the planet Ansion, was sometimes kept as a pet by the Gwurran. (APS)

Omon Gantrum

this Quarren ran Mos Eisley's Spaceport Express, a messaging service. He was partners with Norun Gep. On the side, Omon made an alliance with Lady Valarian, allowing her to periodically check his shipments for anything worth her while. (GG7)

Omonda, Canna

this woman replaced Mon Mothma as Chandrila's Senator, and served until Emperor Palpatine dissolved the Senate. She openly criticized the dismantling of the Senate, which angered Palpatine. He charged her with treason, and sent three Star Destroyers to Chandrila to execute her. She was publicly executed during the planet's Fete Week. (SWJ3, SWJ4)

OmoTact Corporation

this manufacturer produced unusual skyships like the Roahks 7m for use in planetary atmospheres. (GG2)

Ompersan

this planet was the site of the Imperial fleet records system, in the years following the Battle of Endor. (VOF)

Ompiach

this infamous Nalroni criminal was the leader of the Hy'thor Pirate gang, during the early years of the Galactic Civil War. (AIR)

Ompren, Sil

this Imperial Colonel was killed when their repulsorcraft was sabotaged by Ostan Atur and exploded. (SWJ10)

Om-Thaim

manufacturers of large-scale shield generators for capital ships. (SCORE)

Omwaan

this Wookiee was known as one of Kachirho's most skilled adventurers, during the height of the Galactic Civil War. (SWGAL)

Omwat

the homeworld of the Omwati race, Omwat was located in the Outer Rim Territories. Omwat was covered with sprawling savannas and rugged mountains. During the height of the Clone Wars, Omwat was the site of an intense battle some six months after the destruction of Honoghr. (JS, YDR)

Omwatese

this was the name given to the native language of the Omwati people. The spoken form was considered an elegant language, made up from a collection of odd tonal inflections. The written form resembled a flowing script in which letters fit together like pieces in a jigsaw puzzle. (ANT, UANT)

Omwati

a race of bird-like humanoids native to the planet Omwat, the Omwati have light blue skin and feathers for hair. They have wide, blue eyes. The Omwati children are extremely bright, and are capable on astounding mental feats. Their civilization evolved with the basic premise that the Omwati were the only sentient species in the galaxy. Thus, their society was based on technological advancement that did not disrupt the natural environment in which they lived. This society was altered when Wilhuff Tarkin first discovered the planet Omwat. He left behind new forms of technology, but he hid the fact that a colony of Omwati lived on the planet Coruscant. Tarkin then kept the Omwati as his indentured laborers, using the best and brightest Omwati children for the development of super weapons. After the Battle of Endor, the New Republic eventually made contact with the Omwati, but only after they were given proof of the deaths of Tarkin and the Emperor. (JS, ANT)

Omwaw

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name meant "persuasive" or "influential". (GCG)

Omze'kehr Kahr

this old Sludir was the owner and operator of *Omze's Incredible Traveling Starport*. Omze was the brother of the Sludir known as Big Quince, and held a deep-seated grudge against Platt Okeefe. He was the sole keeper of the cruiser's schedule, and was known to leave a system at a moment's notice if things suited him. He was rarely seen by the patrons of the Starport, and very few knew that he was once a great fighter on the planet Looevria. It was on this planet that he grew to hate humankind, especially gamblers who bet on the kinds of gladiator fights he had participated in. (PSPG)

Omze's Incredible Traveling Starport

this bulk cruiser, formerly known as the *Allanthia*, was purchased by the Sludir Omze'kehr Kahr and transformed into a mobile starport. Omze added three main docking bays in the ship's holds, each of which could hold four small freighters. Its decks were scattered with free-traders hawking a variety of wares and services, and the variety of alien races was unparalleled. Omze and his ship traveled throughout the Mid and Outer Rim Territories, providing services and entertainment as it moved. The

ship's schedule was known only to Omze himself, and changed at a moment's notice. One of the most distinguishing features of *Omze's Incredible Traveling Starport* was its anti-human bias. (PSPG)

Ona Kragg

this male Kadas'sa'Nikto was a known associate of Longo Two-Guns during the years leading up to the Battle of Naboo. Jabba the Hutt issued a bounty for his capture in connection with the killing of four members of Jabba's personal staff, which was eventually claimed by Jango Fett, who was on Tatooine trying to arrange a meeting with Jabba. (BH)

Ona Nobis

this Sorrusian female was a bounty hunter who worked for Jenna Zan Arbor some twelve years before the Battle of Naboo. She operated under the alias of Reesa On, as a goad to any being who would try to catch her. Ona was a member of Goq Cranna's tribe, and swayed the tribal leaders to agree to the plan which diverted water from their lands and formed the Arra Desert. She was exiled from her tribe, and went to work as a bounty hunter. Ona's signature weapon was a multi-mode whip, which had a laser actuator at the tip and could shoot blaster bolts when used in laser mode. It could also be used simply as a whip. Ona got involved with Zan Arbor when she was looking for Force-sensitive individuals to test out her theories on, and paid Nobis a stipend for bringing them in. After the Jedi Knights Qui-Gon Jinn and Obi-Wan Kenobi were forced to investigate Zan Arbor's part in the attacks on Didi and Astri Oddo, Zan Arbor used Ona Nobis to eliminate the Jedi. She was unable to do so, but managed to severely injured Didi Astri. After failing to capture Tino on Simpla-12 because of the efforts of Obi0Wan, Ona Nobis declared her employment with Zan Arbor to be completed, and set out to hunt down Obi-Wan on her own. She laid a trap for them on Sorrus, but was unable to capture them. Ona Nobis was forced to trail the Jedi to Belasco, using R'aya Noor as bait to lure them into a trap set by Zan Arbor. In the end, however, Zan Arbor was captured, and Ona Nobis herself was killed in a fall while in battle with Obi-Wan. (EVE, TDR)

Ona Shai

this Yuuzhan Vong, a member of Domain Shai, was the commander of the worldship *Baanu Miir*, during the invasion of the known galaxy. She was younger than the ship's primary Shaper, Nen Yim, yet held the rank of Prefect. Ona Shai had been born with a slight stoop to her spine, but was allowed to survive because it did not impede her abilities. Nonetheless, living with the deformity had given Ona Shai an air of exciteability and irritability, which came out when Nen Yim discovered that the *Baanu Miir* was going to die before another worldship could be grown in the shipwomb near Sernpidal. Ona Shai grew impatient with the lack of progress in repairing the ship, especially after Master Shaper Kae Kwaad came aboard. She was unaware that the Master was investigating Nen Yim's heretical approach to Shaping at the behest of Supreme Overlord Shimrra. (EVR)

Onachra

this was one of the larger settlements found on the planet Aduba-3. (SWDB)

Onaconda

meaning "considerate" - or, more literally, "living others' lives" - this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Onaconda Farr

this Rodian represented his homeworld of Rodia in the Old Republic Senate, some ten years after the Battle of Naboo. It was Senator Farr who first accused the upper echelons of the Galactic Senate of conspiring with the Separatists, an accusation which led to the arrest of Yir Tangee Senator Havriso Looruya. Senator Farr claimed to have evidence of more than 240 Senators and Judicial officials who were connected to the Separatist movement. In the wake of Senator Looruya's censure, Senator Farr was named to the membership of the Loyalist Committee in his stead, shortly after the death of his brother and sister-in-law in a house fire. He was named the head of the action subcommittee tasked with defending the Corellian Trade Spine, but his efforts proved worthless in the face of an all-out assault led by General Grievous. Amid public and political outcry, Senator Farr resigned as the head of the subcommittee. However, Senator Farr was blamed - along with Senator Ronet Coorr - for the loss of the planet Duro and its shipyards to the Separatist forces under General Grievous, during the height of the

Clone Wars. Investigation by the Senate Bureau of Intelligence discovered that warships had been dispatched from Iseno to protect Duro, but had been rerouted to protect Rodia instead. Initial thoughts were that the rerouting was a mistake, but the investigation clearly pointed to Senator Farr's role in trying to protect his homeworld. Senator Coor was forced to resign amidst the scandal, tendering his resignation and returning to Iseno in shame. *Onaconda Farr was portrayed by Zuraya Hamilton in Star Wars: Episode II - Attack of the Clones.* (SWDB, HNN5, OWS, SWI75, SWI76)

Onacra

this small farming community was founded by the Separatists during the years leading up to the Clone Wars. It was located on the planet Aduba-3, near the ancient laboratory of the Dark Jedi Seviss Vaa. Onacra was briefly controlled by Serji-X Arrogantus and the Cloud Riders during the years leadin up to the Battle of Yavin, until Han Solo and Chewbacca helped bring down Arrogantus' band. (GMR4)

Onacran

this was the term used to describe the human inhabitants of the city of Onacra, on the planet Aduba-3. (SWMW)

Onadax

this planet was located in the Minos Cluster. It was a dry world whose surface seemed to be covered with soot, and which lacked any profitable metals. It was also an ancient, backwater world, and warranted very little attention from the rest of the galaxy. This made it an excellent location for those beings who wanted to live without an overbearing government. It was said that the natives of Onadax had fifty different words for dust. Astroarchaeologists believed that Onadax itself had been formed by an agglomeration of asteroids, and the planet's rampant population of mynocks seemed to bear this out. (FH2, FH3, SWI75)

Onahk

this reddish-gray-colored creature was native to the temperate marshes of Osirrag, where they live in nomadic herds. Onahk preyed upon the aquatic birds and reptiles of the planet, picking them from the surface of the water. Onahks measure a meter in length and over two meters in height, with much of their height attributed to their long necks. They move about on six thin legs, and have a group of sensory stalks on the front and rear of their bodies. The longer, front stalks were for taste while the rear stalks were for smell. They had two air sacs located inside their bodies to give them natural bouyancy. At the end of their necks was a sophisticated set of eyes, while their mouths were located under their bodies. They are equally at home in the water and on land, but must breathe air in order to survive. The neck of the onahk is unusual in that it can be extended or contracted by regulating the bloodflow in its flesh. More blood in the vessels of the neck extends the neck, while a reduction in blood caused it to contract. (COG)

Onasi, Carth

a native of the planet Telos, this man was a hot-shot pilot who served the Old Republic some 4,000 years before the Battle of Yavin. During the Great Sith War, Onasi helped transport Jedi Knights into battle. At 38 years old, he was a grizzled veteran who fought against the Mandalorians and was hailed as a hero of the battle. In the wake of the battle against the Mandalorians, in which Onasi witnessed the treachery of the Sith, he suffered from personal tragedy and betrayal that left him with a deep hatred of the Sith. His wife was killed, and his son, Dustil, was lost on Telos when Darth Malak destroyed much of the planet's surface. Shortly afterward, Carth's former mentor, Saul Karath, was seduced by the Sith and turned against the Republic. Carth continued to fight alongside the Jedi Knights in their struggle against Darth Malak, but his motivation came from a desire to avenge his loss, rather than his loyalty to the Old Republic. After the *Endar Spire* was shot down over Taris, Onasi struggled to keep the survivors alive long enough to locate Bastila Shan. After returning to the Republic, Carth agreed to help locate the Star Forge, a mission that allowed him to carry out one act of revenge. Aboard the *Leviathan*, Carth slew Karath before escaping the ship. *Carth Onasi was voiced by Raphael Sbarge in the video game Star Wars: Knights of the Old Republic.* (SWI67, KOTOR, SWDB)

Onasi, Dustil

this young man was Carth Onasi's only son. During the Great Sith War, Dustil was separated from his mother when Darth Malak ravaged the planet. Dustil managed to go into hiding, but was eventually captured and taken to Korriban with a woman known only as Selene. While on Korriban, Dustil was told

that Selene had died in the valley, but she had actually been executed by the Sith. Then, Dustil was placed under the tutelage of Master Uthar Wynn, who felt that the youth had the potential to become a great Dark Jedi. Dustil was eventually reunited with his father. (SWDB, KOTOR)

Onassi

this military man was one of the many Alliance supporters who lived on the planet Ord Vaug during the height of the Galactic Civil War. When the inhabitants of the planet Vandelhelm wanted to ensure the safety of the Venerated Ones, Lilli and Endro, General Onassi agreed to help keep the children safe by transporting them to Ord Vaug. In the wake of the Battle of Endor, General Onassi agreed to turn the children over to Han Solo, so that he could return them to Vandelhelm. (PH)

Onderon

this planet is the primary planet in the Japrael system of three planets. It has a temperate climate, and was home to a primitive race of humanoids. It has four moons. The primary moon, Dxun, orbited very close to the planet millenia ago, and the various Dxun beasts jumped to the planet. The Onderonians struggled against the beasts, eventually gathering new technologies and building a huge walled city to protect themselves from the beasts. The Onderonians then threw their criminal out into the wilderness without any protection from the beasts. The outcasts soon learned to defend themselves, and a second civilization grew out of the outcasts. They two groups remained at war with each other for many years, and the Old Republic asked the Jedi to watch over the world. When Master Arca took over its watch and assigned Ulic Qel-Droma to the planet, the war was ended when the Onderonian princess Galia married the Beastprince. Onderon was also the planet on which Freedon Nadd tried to set up his Sith Kingdom. Like many other fringe worlds, the Onderonians have a distrust of aliens. (FNU, DLS, TOJC)

Onderonian

this was the version of the Galactic Standard language spoken by the natives of the planet Onderon, during the era of the Sith War which occurred when Satal and Aleema Keto took control of the planet. (DSSB)

Onderonian War Machine

this was a modified form of Akin-Dower Groundborer, augmented with four medium blasters for use as a combat vehicle by the ancient followers of Freedon Nadd. (TOJC, FNU)

Ondi, Candice

this woman served the Alliance as the chief information officer on the moon of Sulon, during the year leading up to the Battle of Yavin. She worked with a specially-designed droid known as A-Cee. Candice held the rank of Captain, and took her job quite seriously. Unfortunately, Candice was killed in the fight to free Sulon. (SFE)

Ondus

Jedi scholars believed that this mythic planet might have been the birthplace of the Jedi Order, mellinnia before the Battle of Yavin. Other possibilities include Had Abbaddon and Utapau. (PJSB)

One

this was the Basic translation of the Yapi word for an intelligent species. The Yapi considered the Imperial officers who came to Kathol with Moff Kentor Sarne to be the "Grey Ones" because of the color of their uniforms. Stormtroopers were considered "White Ones," while the crew of the *FarStar* and the New Republic were considered "New Ones." (E)

One Below

this was a term used by many to describe the Jedi Master Yaddle, during the years leading up to the Clone Wars. It stemmed from her 200-year imprisonment at the hands of the Advوزه warlord Tulak, on the planet Koba. The name was first given to her by the Kobans, who also coined the phrase, *The One Below stays below*. (JQ6)

One Good Deal

this was a phrase used by the Squib to describe the goal of their pursuit of happiness. (HR)

One Hundred Percent

this phrase was used by the clone troopers of the Grand Army of the Republic to indicate that something was perfect or ready. (TCD)

One Liner

see Flat Liner. (SN)

One Scourge

this was the designation of the first unit of Yuuzhan Vong warriors aboard the *Baanu Rass*, assigned by Nom Anor to capture - alive, at all costs - the Jedi Knights who had infiltrated the worldship in an effort to destroy the voxyn queen. The entire company of One Scourge was eliminated by the Jedi, much to the chagrin of Warmaster Tsavong Lah. (SBS)

One Shot

this was a false identity maintained by Sythluss Leethe for his YT-1300 freighter, *The Maker*. (SWJ13)

One Who Creates, The

see *Maker, The* (SW, OWS)

One, The

according to the legends ascribed to Lord Aragh of the Highland Clans of the planet Skye, The One was the being who would eventually free the S'kytri race from Imperial domination. The prophecy was fulfilled when Luke Skywalker arrived on Skye and helped to restore the Supreme Council to power. The true identity of The One was a secret that the S'kytri guarded for many years. (GMR1)

One, The

this Rakatan individual opposed the leadership of the Elders, during the height of the Great Sith War. Many of his followers were captured and imprisoned for speaking out against the Elders. (KOTOR)

One, The

a member of a large number of aliens who have existed for eons in the depths of space. They were descended from a race of organic machines built by an extinct race whose sun went supernova. The machines survived, and continued to grow. While their creators had no urge to explore space, The One and his race began travelling across the galaxy. Being somewhat conservative, though, they shied away from any contact with other lifeforms. They were huge, rounded versions of Vuffi Raa, and built other organic ships to transport their knowledge. However, in the ages since the destruction of their creators, The One's race has grown stagnant, and they long for excitement and risks. The One decides to take matters into his own hands, and creates Vuffi Raa as a reconnaissance machine. He hopes that Vuffi Raa will make contact with many various lifeforms in the galaxy and report back to The One. He planted Vuffi Raa in a starship cargo hold, and activated him prematurely, setting off the chain of events that led to the Imperial blockade of the ThonBoka. The One, The Other, and The Rest rushed to the ThonBoka, only to find that the Oswaft and Lando Calrissian had matters pretty much under control. The One and his counterparts intervened when the Imperials were about to turn the tide of the battle. (LCS)

Onece

an Alliance freighter group which escaped from the Battle of Hoth. It was later intercepted in the Javin Sector. (TIE)

One-Eye

this was the nickname of New Republic Lieutenant Gulley's wingmate. (TT)

Onel

this was one of the many Bothan clans. Membership in the clan was denoted by the suffix *'nel* added to an individual's family name. (GCG, WOTC)

Oneness, The

this false religion was set up by the Hutts and the t'landa Til as a legitimate front for a spice processing

facility. The religion centered on Exaltations, which were simply sonic vibrations created by the t'landa Til. Using throat pouches, the creatures can emit vibrations that affect the sensory centers of the brain. The pilgrims which flee society to join the religion speak of intense pleasure and a sense of calm from the Exaltations. The pilgrims eventually find that they can't live without the sensory experience, and attend daily devotions regularly. The t'landa Til then use the pilgrims as slaves, telling them that the work they perform serves the Oneness. In reality, the pilgrims are simply processing raw spice - andris, carsunum, ryll, and glitterstim - for sale by the Hutts. The incredible pureness and processing capability of the pseudo-religion, which operated on the planet Ylesia, made it more than a match for the facilities on Kessel or Ryloth. (TPS)

Ongella

the Alliance captured a small freighter on this planet, shortly after the Battle of Yavin, and used it at Eyrie Base. (SWJ10)

Ongree

native to the planets of the Skustell Cluster, this unusual, alien race was roughly humanoid in stature. They were distinguished by their unusual cranial structure, which came to a rounded point at the top of their skull. The eye sockets of an Ongree were tubelike in shape, originating near the base of the skull and curving forward and down to their chins. The mouth of an Ongree was located between and above their eyes, giving the average Ongree the appearance of having its head attached upside down. Each of their hands ended with two thick fingers and an opposable thumb. The average Ongree stood just over a meter in height, but walked with a lanky gait. (SWDB, AOTC)

Ongun-nur

this large avian was native to the planet Ansion. These creatures had large, balloon-like wings that gave the ongun-nur a comical appearance, although their sharp eyes and sword-like beaks seemed to indicate their ability to hunt. Because of the incredibly light bodyweight and paper-thin skin, ongun-nurs simply rode the near-constant winds of Ansion in search of prey. Ongun-nur most often obtained food by moving in large flocks, with the forward individuals cutting through grass with their beaks, allowing those behind to open their mouths and feed. A regular rotation of individuals allowed each member of the flock a chance to feed. (APS)

Oni

this alien race was native to the planet Uru. As a people, the Oni were considered to be militant toward other races, and most Oni encountered away from their homeworld were employed as mercenaries and hired guns. The females of the Oni race were known to be electrophoretic, and stored static electricity in a unique capacitor gland. (MJH)

Onicrop K'Cin

this male Ugnaught was employed by the Trade Federation as a code breaker and forger, during the years leading up to the Battle of Naboo. In the aftermath of the battle, K'Cin deserted his position and fled into the Outer Rim. A bounty was placed on his head by the Trade Federation's Recruitment Center, as it was believed that K'Cin took with him several classified encryption codes. K'Cin was captured on the Outland Transit Station by Jango Fett and brought in for the bounty on his head. (BH)

Onih k'leth mof'qey

this Yuuzhan Vong phrase was used as a welcome to another individual, and meant something like "You look much better." (FP)

Onila Richblum

this bolo-ball player played for the Yag'Dhul team, during the league play which occurred shortly before the Clone Wars. Richblum tied a league records by scoring twice in one game during that season. (HNN4)

Onimi

this badly deformed Yuuzhan Vong was, at one time, a Shaper of some skill. However, the implants given to him upon escalation were rejected by his body, and Onimi was relegated to the ranks of the Shamed

Ones. For unknown reasons, Supreme Overlord Shimrra chose Onimi to serve as his personal jester and familiar. Onimi had the normal appearance of a Yuuzhan Vong, but with severe deformities. One eye lolled on his face, lower than the other, and his entire skull seemed to be oddly distended. His thin limbs twitched constantly, giving Onimi an excited, nervous demeanor. His lopsided mouth was filled with a single, long fang. He constantly spoke in rhymes and riddles, dispensing wisdom that was shrouded in dark humor. Onimi posed as the Master Shaper Kae Kwaad in order to investigate Nen Yim and bring her before Shimrra, shortly after the Battle of Duro. When the battle against the New Republic began to turn against the Yuuzhan Vong, Shimrra demanded that Nen Yim fill the so-called eighth cortex with knowledge of the lifeforms in the galaxy. He used Onimi as his liaison to the Shapers, in an effort to avoid a direct linkage to their work. Onimi, however, seemed to have his own agenda, and always seemed to be able to read the mind of Nom Anor. After the living planet Zonama Sekot suddenly reappeared near Coruscant, Onimi suddenly became quiet, often refusing to recite his ascerbic poetry, and cowered behind Shimrra's growing power. When the Jedi Knights, led by Luke Skywalker, managed to infiltrate the Citadel and reach the Moonbeam Throne, Onimi remained by Shimrra's side until the World Brain began to work with Jacen Solo to disrupt the battle. Onimi leapt from his seat on the throne and fled upward into the Citadel. Jaina Solo gave chase, but Onimi was able to double back and capture her, drugging her with poison that he exuded from his fang and dragging her into the command chamber of the Citadel's escape craft. It was during this time that Onimi revealed that he believed Jaina was actually Yun-Harla, and that he believed himself to have been the first individual to realize the eighth cortex was an empty lie. He continued to rail at Jaina, explaining that he had grafted yammosk cells to his own neural pathways to try and enhance himself and save the Yuuzhan Vong. Instead, Onimi screamed, Yun-Harla had Shamed him while giving him the ability to manipulate others through the cells inside his body. This allowed Onimi to gain a measure of control over Shimrra, coercing him to usurp the power of Quoreal and begin the invasion of the New Republic. He then admitted that he - of all the Yuuzhan Vong - could see her through the Force, along with the rest of the Jedi Knights, then told Jaina of his plans to kill the Jedi and assume control of the galaxy for himself. Then, Onimi started to launch the escape craft, using his own genetic codes to fire its engines. As Jacen finally reached the escape craft and gained access to the command deck, he realized the truth about Onimi. It was his Shaping that had allowed him to see through the Force, restoring the ability that had been stripped from the Yuuzhan Vong eons ago. By this time, Onimi had come to consider himself the Supreme Overlord, if not by Shimrra's death then by his own belief in the power he held. Onimi tried to hold off Jacen by flinging all manner of things at him, but Jacen had tapped into the Unifying Force in a way that was deeper than before. Onimi attacked as a Shaper, using his enhanced abilities to turn every bodily fluid he possessed into poisons or hallucinogens which could be injected with his fang or simply applied to Jacen's skin. Jacen used his own connection to the Force to neutralize them all, rendering them nothing more than sweat and tears. As Jacen became more and more a living conduit for the Force, he was able to attack Onimi on the level of purest energy. Onimi, unable to let go of the hatred and greed he had lived with for so long, was rendered into nothingness by Jacen's actions. As his body reformed itself into an Unshamed form, Onimi collapsed into death. (EVR, Y, DW, UF)

Onio

this was once of the many names given to Duros females. This archaic name referred to a rain-bearing cloud.. (GCG)

Onith

this is the third combination symbol in the Aurebesh script, and represents the Basic combination "eo". (SWM)

O'nja Rambolt

this male Gran was a noted criminal who was captured and sent to the Oovo IV prison facility several years before the Battle of Naboo. He spent much of his time working with his lawyers to try and plea bargain for a life sentence, in the hopes of avoiding the payment of several outstanding debts to the InterGalactic Banking Clan. The IBC, angry with this tactic, placed a bounty on his head in the event that his lawyers were successful. Unfortunately for Rambolt, Jango Fett managed to claim the bounty during his "rescue" of Bendix Fust. (BH)

Onjo

this given name was common human males across the galaxy. (GCG)

Only In Your Dreams

this song, written and played by the band Starburst, was rated scarlet by the Imperial Board of Culture. It first appeared on a compilation of the same name. (GG9)

Onna fulle guth

an Old Corellian challenge or insult. (SWJ4)

Onoh

this small, yellow-skinned creature was loyal to Jabba the Hutt. The Hutt had placed Onoh in place as the watchman over his escape ship, hidden in the rock of Glass Mountain on Tatooine. Onoh resembled a cross between a reptilian kangaroo and a catfish, and was quite excitable. Onoh threw in his lot with Big Gizz and Spiker, shortly after he was attacked by Gorga the Hutt's henchmen. Onoh did his job well, although annoyingly, constantly reminding Spiker and Big Gizz that Jabba was going to haunt them if they stole anything, including the escape ship Spirit of Jabba. Both of the criminals ignored Onoh, taking him along for the ride. Jabba had entrusted Onoh with the security override codes for the main computer, and Onoh used them when the Spirit of Jabba was attacked by the Nemphas. However, their control of the ship was brief. They were forced to crash-land the ship outside of Mos Eisley in order to escape Gorga the Hutt's minions. Onoh, Spiker and Gizz survived, and made their way back to civilization. (TJT)

Onoma

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "heavy heart". (GCG)

Onoma

this Mon Calamari served the New Republic Navy as a Captain, and was the pilot of the *Mon Remonda* during the hunt for Warlord Zsinj. (CPL, IF)

Onoron Fil'vye

this Bothan shipping magnate established a base of operations on Streysel Island, on the planet Vaynai, during the height of the New Order. While most of his transport business catered to corporate customers who needed to get sensitive cargoes quickly to another site, these operations were merely a cover for Fil'vye's more lucrative endeavors. In addition to funding a wide-ranging smuggling outfit, Fil'vye had literally cornered the market on the production of slick, a fermented seaweed oil which had certain medicinal properties. However, Fil'vye's exporting of slick also reached beings who used it as a recreational drug. *Note that this character is also referred to as Onoron Fi'vya, Oneron Fil'vye, or Onoron Fil'vya.* (GMR8)

Onrai

this goddess was known as the Mistress of the planet Notron. A statue of Onrai was erected in the main plaza of the capital city of Seoul 5. As was written on the base of the statue, Mistress Onrai was the goddess who always gave and never received. This statue of Onrai served as the portal to a control center, once used by the ancient Seoulians as the facility from which they used mental energy to power their devices. (MC84)

Onsible

this Nediji word described one of the many colors that were not visible to most humanoid eyes. It was only visible to races like the Nediji, that could see above and below the wavelengths of visible light. (MJH)

Onslaught

this *Imperial*-class Star Destroyer, under the command of Captain Brellar, was dispatched to the Bakura System to ensure that the natives of Bakura were peacefully integrated into the Empire. (SWJ5)

OnSon, Skot

this young man, the son of Cestian farmers whose lands were located near the Kibo Sands, was among the

first to join the reformed Desert Wind terrorist group, during the height of the Clone Wars. This parents had died of the shadow fever about a year beforehand, just before the Five Families cut off the water supply to their farm. Skot joined the group to exact a measure of revenge and to escape the tedium of Ord Cestus, and was one of the first to graduate from the training program devised by Jedi Master Kit Fisto and the ARC troopers led by Nate. When the Desert Wind base was infiltrated by battle droids that had been dispatched by Asaj Ventress, Skot helped Sheeka Tull rescue the badly-injured body of Nate - who had adopted the nickname Jangotat. Together, they moved the injured trooper to Sheeka's village, where he could recover. (TCD)

Onuf

this gas giant is the fourth and outermost planet in the Rannon System. It has five moons. (WBC)

Onuumu

this Ithorian served as the Captain of the herdship *Errant Trader* for many years. He was also the spiritual and political leader of his herd, and was known for his benevolent yet suspicious nature. It was not uncommon to find Onuumu communing for hours on end with the small portion of the Mother Jungle located on the herdship's lower levels. (GMR4)

Onuumu

this species of flowering plant was native to the planet Ithor. (GCG)

Onuumu

this Ithorian surname referred to a species of Ithorian flower, according to historian who studied the Ithorian race. (GCG)

Ony Bobbisia

this Triffian, who lived on Coruscant during the years following in the Battle of Naboo, was a frequent patron of Dex's Diner. (SWDB)

Onyeth Canavar

this Tarnab lived in the undercity of Coruscant, during the years leading up to the Battle of Geonosis and the Clone Wars. (OWS)

Onyx Beacon

this space station, located in the space near the Endor System, was the base of operations for the Blacklight Pirates during the height of the New Order. (SWGAL)

Onyx Squadron

this was the first full squadron of TIE Defenders produced for duty by the Empire, although it ultimately proved to be the only such squadron. The ships saw action during the Battle of Endor, but the squadron was disbanded when production on the TIE Defender was halted. (CCG11, SWDB)

Onyx Star

this was the codename of the very first Z-95 Headhunter produced by at the Bahalian Shipyards. The *Onyx Star* was believed to have been stolen by Icaris Tool and Drive, but later returned to Subpro Corporation for mass production. (GMR5)

Onyx, Sebastin

this young man tended bar in Jugsmuk Station during Coldtime and Slushtime, shortly after the Battle of Endor. For the rest of the year, he was a protocol liaison to the Gamorrean government, assisting visitors to the planet and helping to make tourists aware of Gamorrean laws and customs. He considered himself something of a poet, and admitted to writing love poems for Guth. However, he never actually met Guth, since the requests came in with "a friend." (SWJ14)

Oo Wen

this Ho'Din gardener was an indentured servant of Gardulla the Hutt, and worked in her deadly garden

below the surface of Tatooine. Gardulla maintained a vast ecosystem in her underground oasis, and it was Oo Wen's job to ensure the health of the plants. (E1A7)

Oobalah

this illegal substance was consumed by many inhabitants of the planet Corellia. (TPS)

Oobel

this Gupin, native to the Forest Moon of Endor, was the brother of Rin-Rin. (ECAR)

Ooben

this was a common name among the Ortolan race. (UANT)

Oochee

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Oochee

according to Ewok legend, this child learned the secret of invisibility from his father, who was actually a wind spirit. (GCG)

Ood Bnar

an ancient Neti Jedi Master, descended from a creature that lived in the trees of Myrkr. *Note that the Tales of the Jedi Companion claims Ood Bnar was a member of the Ryyk species, and that he was orphaned on Myrkr.* He was 1,000 years old when his prophecies and knowledge enabled him to be named the gatekeeper of the Jedi Holocron possessed by Master Arca just before the Great Sith War. Arca loaned it to Thon just before Thon apprenticed Nomi Sunrider, and Thon used it often in Nomi's training. Ood Bnar appears as a sluglike humanoid, whose round head has no eyes but is covered with long appendages which hang to his waist. Ood Bnar was thought to have been long dead, until Luke Skywalker and Kam Solusar discovered the ancient, tree-like creature on Ossus. There, Bnar was helping the Ysanna tribe discover their Force sensitivity. In a ritual, all young Ysanna warrior-priests were tied to Ood Bnar's form, humbling them in the face of the Light Side of the Force. Bnar was later forced to confront the Executor Sedriss, and in a duel of Dark and Light Side energies, Bnar and Sedriss exploded. Sedriss was not heard from again, but a smaller form of Ood Bnar was found growing in the Jedi Master's former location. The explosion of the two enemies opened a chasm in the earth surrounding the Jedi Master's location, and the Ysanna discovered a wealth of ancient but operable lightsabers. This was a sign to Luke and Kam that the Jedi Knights were about to be reborn. (TOJ, DE2, TOJC)

Oodoc

this large, strong alien race has limited intelligence. They have spiked, armor-like skin. (TNR)

Oodonnaa

this ancient Twi'leki female inhabited the spaceport moon of Nar Shaddaa. When Han Solo first arrived on the planet, after being discharged from Imperial service, Oodonnaa gave him directions on how to get to the Corellian sector. She also propositioned Han, which embarrassed him to no end. (THG)

Oodra

this ancient woman was the mistress of the Snow King. She was part of the Snow King's plan to steal the Season Scepter used by his siblings to control the weather of the Forest Moon of Endor, in the hopes of using it to obtain the Sunstar from the Ewoks. However, the Leaf Queen learned of her brother's plan, and called upon the Ewoks and other creatures of the moon to help defeat him. (ECAR)

Ooe'b Towers

this residential building was located on the planet Coruscant, near the Sasal Center, during the early years of the New Republic. The individual towers were constructed on mirrsteel. (AFA)

Ooglata

this creature's eggs are considered a food source, and are often served scrambled. Ooglata are native to the planet Ithor. (SWJ9)

Ooglith Cloaker

a variation of the ooglith masquer, the cloaker was also bio-engineered by the Yuuzhan Vong. Instead of transforming the wearer's appearance, the cloaker simply covered the wearer in a transparent sheath. The cloaker was grown in different forms, which protected the wearer from all forms of environmental assaults, including weather, temperature extremes, pressure, and vacuum. (VP, EVR)

Ooglith Masquer

this unusual creature was bioengineered by the Yuuzhan Vong. Resembling a blob of protoplasm, the ooglith masquer could be draped over the head and torso of a Yuuzhan Vong and become a living mask. The masquer would extend thousands of tiny grappling tendrils into the pores of the Yuuzhan Vong skin, latching the masquer's body directly to that of its "host." Externally, the masquer created the appearance of another species, allowing the Yuuzhan Vong to walk among another species without being detected as wearing a prosthetic device. The ooglith masquer had to be trained to remain in a certain form while attached to the Yuuzhan Vong's face. At the push of a sensitive point on the ooglith masquer's body, the creature retracted its tendrils and peeled away from the Yuuzhan Vong's face, once again becoming a shapeless entity and returning to its contained. (VP)

Ooh, It Bites

this song, written and played by the band Deeply Religious, was banned by the Imperial Board of Culture. (GG9)

Ookbat

Chenlambec the Wookiee and Tinian I'att barely escaped a Hunt while crawling through the dank warrens of this planet. (TBH)

Ool

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name meant "resilient" or "tough". (GCG)

Oola

this was a common name given to Twi'lek females, and meant "water" in the Twi'leki language. (GCG)

Oola

Oola was a Twi'lek female dancer in Jabba the Hutt's palace, shortly before the Hutt's death. It was rumored that she was a member of the Tarkona clan, and was the sister of Nola Tarkona. She was brought to the palace by Bib Fortuna, in an effort to please Jabba. When she landed on Tatooine, she and her companions were intercepted by Luke Skywalker, who offered to help them escape their coming slavery. Her companion, Sienn, chose to flee with Luke. Oola couldn't bring herself to escape, and was brought to Jabba. Fortuna fitted her with a leather headdress that contained large metal studs. These studs protruded on the inside of the leather helmet, clogging her ears and causing her undue pain. She was killed by Jabba's rancor after only two days of work, when she refused to submit to Jabba's demands. Jabba opened the trapdoor near his Hutt floater and let her drop into the Rancor's pit. *Oola was portrayed by Femi Taylor in Star Wars: Return of the Jedi.* (ROTJ, CCG7, TEP)

Oola

an Alliance *Lambda*-class shuttle. *Is this the Mercy?* (XW)

Oolan Krim

this Th'iruckai was the *teruk* of the Gallzar clan, and was the chief rival of Hurn Jak. He tried to talk a group of offworld scouts into giving him weapons and technology with which he could destroy Hurn Jak, but the rival *teruk* poisoned the scouts before any negotiations could take place. The scouts managed to

discover that the Th'iruckai were fighting a thousand-year war because of an ancient misunderstanding, and talked the two *teruks* into listening to them. (GMS)

Oolas

a New Republic Naval Captain, Oolas was in command of the fleet hauler *Steadfast*. (BTS)

Oolid

a round-bodied alien race. (BTS)

Oolidi

this planet was the homeworld of the Oolid race. (HT)

Oollie

this purple-haired girl lived in the undercity of the planet Coruscant, during the years following the Battle of Naboo. She befriended Anakin Skywalker, who was being trained at the Jedi Temple at the time, when the young Jedi Padawan was trying to learn about the swoop races that were held near the Wicket District. (AA)

Oolij

this was one of the New Republic agents who was injured by Talak, during the theft of meleenium from the Qua'Tahc mines by Rani Quanic and Ostan Atur. (SWJ10)

Ooloos D'Lrint

this being was an astrographer with the New Republic Astrographic Survey Institute. D'Lrint was responsible for maintaining information on the planet Sacorria. (CTD)

Oolth

this Fondorian was a former member of Black Sun, who agreed to turn in valuable information to the Jedi Knights in return for his safety, shortly before the Battle of Naboo. Oolth, who worked as the personal servant to Alexi Garyn, had been hiding in the Crimson Corridor, trying to avoid the Raptors gang and the thugs of Black Sun itself. The Jedi Council dispatched a padawan, Darsha Assant, to retrieve Oolth, as the final test of her abilities. Despite her readiness, Darsha underestimated the Raptors, and the gang quickly destroyed her skyhopper. She was forced to drag Oolth on a desperate chase through the undercity, in an effort to escape the Corridor and reach the Jedi Temple. However, they were trapped in an access shaft, and Darsha was unable to hold onto the ladder and maintain a grip on Oolth's bulky form. The handhold of clothing Darsha had ripped apart, and Oolth fell several hundred stories to his death. (DM, DMSH)

OOM Command Officer Series Combat Droid

see OOM-9-series Droid (AEG)

OOM-9

this Trade Federation battle droid was the Commander of the ground forces sent to control the palace of the city of Theed. The Neimoidians had been controlled by Darth Sidious, and ordered to invade the planet and eliminate any resistance. OOM-9 and its droid troops quickly subjugated the populace of Theed, and eventually captured Queen Amidala and her advisors. During the Battle of Naboo, OOM-9 managed to repel the Gungan Grand Army and began making plans to rout the aliens completely, when Anakin Skywalker managed to destroy the Federation's Droid Control Ship. Without a command signal, OOM-9 was rendered incapable of action, and was among the thousands of battle droids that were dismantled in the wake of the battle. Later, OOM-9's design later became the basis for an entire series of battle droid commanders, in the years following the Battle of Naboo. (TPM, JQ1, GBC)

OOM-9-series Droid

this series of battle droids was produced during the years following the Battle of Naboo, and was based on the commander droid OOM-9, which led the Trade Federation forces into battle against the Gungan Grand Army. (JQ1)

Oomalmi

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name referred to a brightly-colored Ithorian tree. (GCG)

Oomalmi

this brightly colored tree was once native to the planet Ithor. (GCG)

Oon Tien

this planet was located in Kathol Sector, just off the Triton Trade Route from Torize and Kolatill. A wet, mountainous planet, Oon Tien was the homeworld of the Jarell race. Imperial Moff Kentor Sarne established three orbital star docks near Oon Tien, to serve as repair facilities for his fleet of starships. (DARK)

Oona Goota?

this Rodian question translated into Basic as "Where are you?" (HFG)

Oonaar, Zlece

this Imperial Navy Captain was one of the two masterminds behind the virtual destruction of the Eyttyrmin Batiiv pirates. He commanded the Crusader in that battle. The Khuumin Survivors vowed to kill him one day, and got their chance when Oonaar booked passage aboard the Galaxy Chance. The Survivors intercepted the casino ship and captured Oonaar, and returned to Courkrus where they executed him for his crimes against the pirates. (IJ)

Ooo-sek

this planet was colonized by the Rodians. It was chosen because of the variety of dangerous lifeforms. (COG)

Oor VII

a planet referenced by Han Solo when he called Keek the 'spelling champ of Oor VII.' (HSL)

Oorg

this small herd beast was maintained by Cerean farmers as a food source. It was a pink, slug-like creature with beady eyes and a long snout. (PTR, IG1)

Oo'rha

this ancient Twi'lek was a member of the Rha clan, which had been locked in a feud with the Lek clan for many generations. Legends say that Oo'rha one day discovered Ko'lek in the warrens of the Rha clan, where he had become lost. Not knowing his true identity, Oo'rha soon fell in love with Ko'lek. To show her the depths of his love, Ko'lek took her to the top of one of the Lonely Five pinnacles. She was breathtaken with the view, but they were caught in a heat storm. Both of them were killed by the searing heat. The tale of their love was been passed down through generations of Twi'leks as a warning about getting lost in a dark tunnel where other Twi'leks feared to tread. (PSPG)

Oorn Tchis

a planet on which Keyan Farlander's Aunt Mimya and Uncle Trinn live. (XW)

Ooroo

this ancient Celegian Jedi master taught the venerable Odan-Urr. An ocean creature native of a world with a dense, cyanogen-rich atmosphere, Ooroo was a brain-like creature encased in a yellow crystal which maintained the cyanogen atmosphere in which he survived. Ooroo went to Cinnagar to visit with Empress Teta and Odan-Urr shortly after his student was ridiculed on Coruscant for believing in an imminent Sith attack. Ooroo, however, believed that his student was correct in the interpretation of his vision, as were several other Jedi Masters. Ooroo and Odan-Urr led the defense of Kirrek when Naga Sadow finally launched his attack, but they were unable to turn the tide of battle with the Force. Ooroo, seeing that he alone held the key to the battle, told the Jedi to seek shelter and then cracked open his crystal shell. The cyanogen atmosphere was deadly to the Sith forces, which were killed almost

immediately. However, Ooroo was unable to survive in an oxygen atmosphere, and expired in Odan-Urr's arms. Like all Jedi Masters, Ooroo's physical form dissipated as his life force became ethereal. (FOSE, PJSB)

Oorp

this was a bland, albeit healthy, liquid food supplement developed for pregnant women during the early years of the New Republic. (EVR)

Oort Cloud

this planetary nebula surrounds the planet Atzerri. (SOL)

Ooryl Qrygg

this Gand was a member of the X-Wing group Rogue Squadron. He was Corran Horn's wingman for much of his time with the Rogues, and was a distinguished member of their group. He survived several battles in which he was nearly shot down, and his breathing apparatus helped him avoid the Krytos plague. His ability to defeat his enemies drew the interest of Vviir Wiamdi and the *ruetsavii* shortly before the Battle of Thyferra. Vviir and two others flew with the Rogues to witness Ooryl's abilities and to criticize them, if possible. When they all survived the battle which ended the Bacta War, Vviir and his companions deemed Ooryl *janwuine*, and invited all of Rogue Squadron to Gand as *hinwuine*. Ooryl was soon after initiated into the ranks of Gand Findsman, although he maintained his standing with the Rogues throughout the battles with Grand Admiral Thrawn and Leonira Tavira. (XWN, BW, IJ)

Oosa

according to Ewok legend, this wind spirit brought cooling breezes on summer days. (GCG)

Oosa

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Oosea

this Ithorian left his homeworld of Ithor and tried to make a deal with Imperial Governor Parnell. Oosea wanted money, and thought that Parnell would pay handsomely for the rights to place a garrison on Ithor. However, Oosea was followed to the Sil'Lume Asteroid Belt by Ire Eleazari, who monitored Oosea's negotiations and made every effort to make sure they fell through. Oosea demanded that Parnell eliminate Ire Eleazari, claiming that the only way the garrison could be constructed was if the "traitorous" Eleazari was destroyed. Oosea's plans were dashed when the Alliance took control of the Sil'Lume Belt and ousted Parnell from power. (JH)

Oosk

this Trnadoshan lived on the planet Cularin, during the last decades of the Old Republic. He spent much of his free time wrestling with the Wookiee Varoca, using their arms and fists instead of energy weapons. (EOS)

Oo-Ta Goo-Ta

this modified Corellian YT-1300 freighter was the primary pirate ship of the Rodian Chordak. The ship's cockpit had been removed from the right side of the hull and replaced with a center-mounted unit that sat between the mandibles. The engine section was almost entirely removed and replaced with three powerful sublight engines and a first-class hyperdrive. Two modified laser cannons were mounted to turrets, one dorsally and one ventrally, and they were supported by a single blaster cannon. (GG6)

Ooth

this was a common name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "vigilant". (GCG)

Ootmian

this is a Hutttese term for an outsider or foreigner. (IS1)

Ootoola

this beautiful place was an aquatic world dominated by unusual, teisted rock formations. The natives of the planet, an amphibious race known only as Fishfaces, built their cities within the rocks. (T3)

Ootoowerg

a vegetable, often served with kommerkan steak. (SME)

Ooval

this Huttese word translated into Basic as "all" or "every." (E1A14)

Oovei

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name referred to a brightly-colored bird that appeared only in the mornings. (GCG)

Oovei

this Ithorian bird was known for its beautiful coloration, and for the fact that it only appeared in the morning. (GCG)

Oovo

this was a huge gas giant planet, located in the Outer Rim Territories. (RAC)

Oovo IV

this was the fourth moon of the planet Oovo, and was the site of a desolate penal colony used by the Galactic Correctional Authority during the last decades of the Old Republic. Much of the colony was protected by an energy dome, but the dome was maintained at minimal power levels. This meant that stray meteorites sometimes penetrated the dome and struck the surface. (RAC)

Oowor

this ancient Ithorian ragned weapon delivered a powerful stunning jolt when it touched living flesh. It was used to bring down large game, from a safe distance. (GCG)

Oowor

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name referred to an archaic stun weapon once used by Ithorian hunters. (GCG)

Ooya

a young witch of the Singing Mountain clan on Dathomir. (CPL)

Oozhith

this organism was created by the Yuuzhan Vong. Like an ooglith masquer, the oozhith was a membranous thing that could be placed over the skin to alter one's appearance. However, the oozhith was used to cover one's entire body, and its use was restricted to Master Shapers. The cilia of an oozhith moved continuously, creating a scintillating wave of color as they captured airborne microorganisms to consume. (EVC)

OP-5

one of SoroSuub's landspeeders, it could carry a pilot and up to four passengers comfortably. Its maximum speed was around 230 kilometers per hour. (DFRSB)

Opak Trolish

this Houk served as a Sergeant in the Natori Association at the height of the New Order, serving under Major Vam Margan. Opak was one of the longest-lived members of the Natori at the time, having survived many missions through combat prowess and guile. (SPG)

Opalica

this was a common name among the Zeltron people. (UANT)

Opankro

this specialized manufacturer produced personal combat armor during the last decades of the Old Republic. (SHPT)

Opari System

this star system was located near the Al'har System, along the Gevarno Loop. During the Clone Wars, the Opari System was loyal to the Old Republic. (SHPT)

Oparro

this was a common name among the Toydarian race. (WOTC, UANT)

Opatajji, Neera

this spoiled, willful daughter of the Duke of Opatajji flirted with Mirkovig Hirken to draw his attention away from her more attractive sisters. Neera was stout and short, and often dressed in fine clothes to try and accentuate her lacking beauty. She felt a deep hatred for her sisters, and tried to thwart them at every opportunity. However, her actions were noticed by her father, and she soon found herself promised to Hirken. Her superficial nature was further heightened by the revelation that she had found a husband before her sisters. After they were married, Neera found herself left out of Hirken's administrative life, and became lonely and unhappy. When Hirken was assigned to Mytus VII, Neera thought she would die of boredom. When Han Solo infiltrated Mutus VII, Neera and Hirken was in the main tower of Stars' End when it exploded and shot into space. Hirken abandoned her to the Stars' End tower while pleading with Han Solo to help him get off the doomed structure, and Neera shot him in the back. Neera did not escape the tower when it crashed back onto Mytus VII's surface. (HSE, CSA)

Opdoa

this male Rodian worked as an assistant to Nilesk within the Goa-Ato. (SPG)

Opee Fleer

this was an exceptionally fast Gungan bongo, a decommissioned military vehicle that had been rebuilt to participate in the Otoh Gunga Challenge. Many racers considered the *Opee Fleer* too cumbersome, but what it lacked in maneuverability it made up for in size. Its wide, tribubble body made it difficult for other racers to pass the bongo. (GMR4)

Opee Sea Killer

this huge, aquatic beast is found in the oceans of the planet Naboo. It resembles a thick-bodied fish, although it has eight insectile legs and is generally crustacean in appearance. Its mouth is filled with pointed teeth, and its eyes glow a fierce orange-red in the depths of the sea. The opee sea killer catches its prey with its long, flexible tongue, which could measure more than twice its body length and was covered with sticky mucus. At birth, an opee sea killer measured just two meters in length. Young opees are hatched from eggs which are protected within the mouth of their father until their hatch. Even after hatching the young can find refuge in their father's mouth. However, newly-hatched opees are capable of hunting for themselves. By adulthood, the average opee sea killer measured 20 meters in length, although there were a pair of dwarf opees kept at the Otoh Gunga Zoological Research Facility before the Battle of Naboo. Despite their size, they were no less dangerous than their full-sized cousins. (SW1, IG1, E1A9, SON, WSW)

Opeli

this given name was commonly given to female human children throughout the galaxy. (GCG)

Open Circle Armada

this was the Old Republic naval task force that was commanded by Jedi Master Obi-Wan Kenobi and Jedi Knight Anakin Skywalker, during the height of the Clone Wars. At its height, the Open Circle Armada had five separate fleets, each capable of independent actions against the forces of the Confederacy of Independent Systems. The symbol of the Open Circle Armada was a simple circle formed by two semi-circle arcs, although each arc was separate from the other, resulting in the open-circle image. Each arc represented one of the Jedi Knights, and the entire symbol signified that Kenobi and Skywalker were the two halves of a single entity. (X3)

Open Investigations Database

maintained by the Bureau of Ship Services (BoSS), this database contained documentation on all outstanding complaints from starship pilots, both independent and corporate. (SON)

Open Sea, The

the Oswaft name given to the vacuum of outer space beyond the confines of the ThonBoka, the Open Sea was located in the most isolated section of the Centrality. (LCS, GMR5)

Opense, Kalara

this harsh woman was one of the many smugglers who worked out of Vergesso Base. Despite her beauty, Kalara had little time for friends, distractions, or delays, and dedicated herself to making each delivery with her starship, the *C Plus*. (SPG)

Operation 45RA

this is the codename of the plan devised by the Farool brothers to capture Crying Dawn Singer and discredit the Alliance in the eyes of the Shashay. The operation was initiated some time after the Battle of Yavin, and involved not only the capture of Crying Dawn Singer but a series of transmissions which showed Yearo Seville posing as the leader of the Alliance in Rayter Sector. The Farools hoped that it would impress Moff Nile Owen, and gain them both promotions. A separate part of the operation involved the Farools also discrediting Moff Owen, with a transmission which showed Owen's lack of compassion in the matter. This plan would remove Owen from power and place the Farools in his place. The operation was thwarted by Alliance agents in Rayter Sector who managed to infiltrate the plan and recover Crying Dawn Singer before the Farools could gain power. (TA)

Operation Bodybag

this was a method of smuggling people past Imperial patrols, often used on the planet Tatooine during the height of the Galactic Civil War and into the early years of the New Republic. A legitimate individual, often a moisture farmer, would disguise their vehicle as a salvage vehicle. Using chemicals and garbage, they would create noxious fumes in the cargo hold, where they had hidden the people they were trying to smuggle under tarps. If an Imperial patrol stopped them, the farmers would claim that they had found salvage in the desert, and that there had been some dead bodies as well. If the Imperials chose to inspect the cargo hold, they would be assaulted by the smell and see the evidence of "dead" bodies. More often than not, the smell kept the Imperials from further inspections, allowing the farmer to come on their way. (TG)

Operation Case White

this was the codename given to the Separatist plans to take control of the Intergalactic Communications Center on Praesitlyn, during the final stages of the Clone Wars. As part of Operation Case White, Admiral Pors Tonith blockaded Praesitlyn with some 200 warships before landing some 50,000 battle droids as a first attack. He held a million or more battle droids in reserve, hoping to draw out any resistance from the Old Republic before utterly crushing it. As a contingency plan, Tonith had stationed 126 more warships at Sluis Van to drive off any reinforcements the Republic might send to Praesitlyn. Although the initial stages of the operation went off as planned, Tonith was unprepared for the sudden appearance of Zozridor Slayke and his rogue soldiers. Although Slayke's forces were vastly outmanned, they caused damage to Tonith's forces and held them off long enough for a Republic task force - led by Nejaa Halcyon and Anakin Skywalker - to arrive at Praesitlyn. Even then, Tonith's superior firepower was only defeated by a bold plan hatched by Skywalker, that managed to capture Tonith and put an end to the Separatists' plans. (JT)

Operation Durge's Lance

this was the codename of the Separatist attack that planned to take control of the Corellian Trade Spine during the height of the Clone Wars. After capturing Yag'Dhul and Thyferra, the Confederacy of Independent Systems tried to wrest control of the Duro System from the Old Republic. If Duro could be captured, only Corellia would remain part of the Old Republic. Corellia's capture would give the Separatists control of the entire trade route. The operation launched a massive attack on the Republic warships stationed at Duro, eliminating the *Acclamator*-class assault ships *Anvil*, *Coronet*, and *Bolide*, as well as the Dreadnaughts *Prominence* and *Atrisian Iron*. (SW174)

Operation Emperor's Hammer

this was the true mission behind the New Republic's retaking of the planet Borleias, in the wake of the Battle of Coruscant. Using a series of false leads and tantalizing information, the Inner Circle led the Yuuzhan Vong to believe that lambent crystals were being grown on Borleias for use as focusing crystals in the pipefighters of the so-called Operation Starlancer. This forced the Yuuzhan Vong to commit to a full-scale invasion of Borleias, in an effort to destroy the facility. However, there was no such facility. It was all a ruse. When the Yuuzhan Vong forces descended on Borleias, they were allowed to reach the planet's surface. Once the aliens were on the ground, Eldo Davip and the *Lusankya* bombarded them from orbit, utterly destroying the alien forces with a four-minute aerial bombardment. In this way, the Inner Circle used Imperial bombardment tactics to eliminate a sizable portion of the Yuuzhan Vong military. (EL1)

Operation Emperor's Spear

this was the name used to describe the plan, hatched by Wedge Antilles and Eldo Davip, to use the *Lusankya* as an immense ramming device against the Yuuzhan Vong which were blockading Borleias. In the wake of the Battle of Coruscant, Wedge had been ordered to hold Borleias long enough for Chief of State Pwoe and the remainder of the New Republic Advisory Council to flee into space. The *Lusankya* was allowed to take damage in the fighting over Borleias, but never anything too bad. Nevertheless, weapons emplacements were continually being removed from the ship for "repair." In reality, they were being refitted onto smaller ships, giving them more firepower against the Yuuzhan Vong. The *Lusankya*, in the meantime, was being refitted from the inside out, with a huge Beltway being carved into its heart. This reinforced shaft became a huge, needle-like ram, that would be used to destroy the Yuuzhan Vong worldship. During the last stand at Borleias, Commander Eldo Davip took the *Lusankya* into battle, but only to deflect large portions of fire from the smaller ships. This caused huge amounts of damage to the Star Destroyer, which served to bolster the Yuuzhan Vong's confidence. Then, when much of the battle had been fought, Commander Davip used all remaining engine power to ram the *Lusankya* into the Yuuzhan Vong worldship, destroying both ships and eliminating the Yuuzhan Vong threat. (EL2)

Operation False Horizon

devised by Osten Dal'Nay and Broof Yurdel, this was the codename for a series of surprise assaults launched by the Cularin Militia just before the onset of the Clone Wars. Many believed that the Cularin Militia had been disbanded, especially after the build-up of Thaereian Military forces in the Cularin System. However, this was the appearance the Dal'Nay and Yurdel wished the system to see, and they went to work in the background, meticulously planning the operation. When it was launched, the Cularin Militia was activated with coded transmissions, and within hours they had secured or overrun many Thaereian military bases throughout the system. This operation was carried out with the full support of the Jedi Knights on Almas, who suddenly found their communications to the Jedi Temple on Coruscant were blocked by Thaereian forces. While the ground battles proved to be swift victories for the Cularin Militia, their naval forces were initially outnumbered three-to-one by Thaereian warships. The space battle turned when unknown forces - bearing an insignia that showed an image of Cularin superimposed with the letter "N" - arrived in the Cularin System and decimated that Thaereian forces. (LFCW)

Operation Flotsam

this New Republic operation was funded by the Historical Battle Site Preservation Act, and was set up to recover the debris from space battles before it could end up on the private market. It collected Imperial and Alliance artifacts for display in the Alliance War Museum on Coruscant. (BTS)

Operation Glorious Destiny

this was the Hiromi term used to describe their plans to subjugate the planet Zeltros, shortly after the Battle of Endor. The operation got off to a bad start when Hirog failed to distract the Alliance at Endor, then took another turn for the worse when Hirog inadvertently locked himself in a storage room on Zeltros. The only thing the Hiromi managed to gain full control of was the kitchen in the royal palace of King Arno and Queen Leonie of the Zeltrons, before the operation fell completely apart. When the Nagai and Tofs also arrived on Zeltros, the Hiromi gave up any hopes of success and allied themselves with the Alliance to defeat the other invaders. In the end, the Hiromi decided that they could better serve the Alliance better from a safer, hidden planet. (PH)

Operation Groundquake

named by Tyria Sarkin, this Wraith Squadron mission involved knocking out the Imperial bases located in the cities of Fellon and Hullis, on the planet Halmad, during the hunt for Warlord Zsinj. (IF)

Operation Hammerblow

this New Republic Naval operation was first implemented by the Fifth Battle Group. It involved the use of K-Wing bombers to knock out a planet's defensive shielding, thus allowing larger ships to knock out weapons emplacements in preparation for landing. It was heavily opposed in some circles of the New Republic Senate, for it was a heavy-handed use of military power by a government supposedly opposed to the subjugation of planets. Admiral Ackbar and the supporters of the operation cited many planets under Imperial control that would require the use of such tactics. (BTS)

Operation Insignificant

this was the codename of General Trep Reskan's plans to unseat the Empire from its control of Brak Sector. (FBS)

Operation Joystick

this was the codename for the New Republic's plan to bring the planet Adumar - along with its military resources - into the Republic's membership. The basic plan involved two stages. The first was the infiltration of the planet's society, to determine how best to approach the Adumari. It was decided, based on the military background of the Adumari, that the second stage would involve sending starfighter pilots as the primary diplomats to Adumar. (PH)

Operation Katabatic

this was the name given to the Old Republic's attempt to liberate the planet Atraken from the control of the Confederacy of Independent Systems, during the early stages of the Clone Wars. The Old Republic military claimed that Operation Katabatic was a tactical success, acknowledging that the biochemical weapons unleashed by the Separatists killed off nearly ninety percent of the population of Atraken. (SWI67)

Operation Peacemaker

this Imperial directive was used to subjugate planetary systems in which two or more indigenous races were at war with each other. The basic outline of Operation Peacemaker is to artificially escalate the tension between the races, to the point that all-out war is inevitable. The Empire can then invade the system with the outward goal of initiating peace between the warring peoples. The ultimate goal of this plan was the subjugation of all the warring parties under Imperial control. (SWJ9)

Operation Piranha Beetle

this was the term used by General Wedge Antilles to describe the final evacuate effort at the Borleias base, in the wake of the Battle of Coruscant. (EL2)

Operation Ram's Head

this Alliance operation took place shortly after the Battle of Yavin. (EGP)

Operation Rebel Hunt

this Imperial military action was created to cleanse the planet Yetnis of rebellious cells, during the Galactic Civil War. (HAS)

Operation Restbreak

this was the name given to the New Republic's plans for defending the Bilbringi Shipyards, in case they were attacked by the Yuuzhan Vong. Operation Restbreak was forced into use when Nom Anor arrived at Bilbringi to discuss the fate of the *Nebula Chaser* with Leia Organa Solo. Even though there was no military action, Republic General Muun decided that it was best to have the military presence on full-alert, in case there was any treachery. (SBS)

Operation Retribution

this Alliance action involved a two-pronged attack. The first part involved a full-scale assault on a

minimally-defended Imperial outpost. This operation was a feint, meant to draw Imperial forces away from repair station M13. A small team of Alliance agents was then dispatched to Mycroft, and was able to infiltrate station M13 and render it useless to the Empire. (SWCP)

Operation Safe Passage

this was the codename of the evacuation plans developed by the Jedi Knights, in the event that their base on Eclipse was discovered by the Yuuzhan Vong or the Peace Brigade. (SBS)

Operation Shadow Hand

the master plan devised by Emperor Palpatine for the retaking of the galaxy following his defeat at the Battle of Endor, Operation Shadow Hand involved the launching of wave after wave of devastating assaults on the New Republic. He appointed seven elite Dark Jedi, known as the Executors, and placed them in charge of carrying out the plan's orders. However, with Palpatine's final death on Byss, Operation Shadow Hand was closed out. (DE1, DE2)

Operation Shadowplay

this Alliance military operation was implemented in order to get supplies and heavy equipment to forces inserted on Imperial-held worlds. Shadowplay used stealth-equipped combat freighters to deliver the supplies. The freighters would skim the atmosphere of a planet, appearing on sensors as a large meteor or asteroid. They would drop the supplies or equipment and then fly off, as if the meteor had disintegrated into several smaller pieces. The "pieces" were often large chunks of ice, in which the Alliance hid the supplies it was delivering. This way, the supplies themselves - whether food or weapons - avoided sensor detection and could be recovered by the on-planet team. (ROE)

Operation Shadowstrike

this Alliance mission was sent to the unexplored planet NCW-781 to recover the pilot known as Prodigal-One and the datacard codenamed Prodigal-Two. (IA)

Operation Sidestep

the codename given to the military operation surrounding the New Republic's deflecting the Centerpoint Station attack on Bovo Yagen. It was commanded by the Bakuran Naval officer, Hortel Ossilege. (SC)

Operation Skyhook

this was the codename of Princess Leia Organa's mission to retrieve the plans of the first Death Star. The mission was predicated on an agent being able to steal the plans from a secret Imperial installation, a mission which was successfully completed by Kyle Katarn. Later, Leia was to travel to Toprawa and take custody of the plans herself. However, Imperial forces in the system forced her to change the plans, instead having the plans transmitted directly to her ship, the *Tantive IV*. (SWR, SW174)

Operation Starbird

this Alliance operation was set up to provide data on the situation on Gorothe Prime, and to determine the best course of action to overthrow the Imperial and corporate control of the Gorothe people. Agents working on Operation Starbird were given a fair amount of autonomy, and assumed guises which allowed them to infiltrate the Imperial forces and the corporations, while providing them with access to the native Gorothe population. Operation Starbird supported the efforts of the Gor'Jen'Ar, working to undermine the efforts of the Empire without direct confrontation. (GSE)

Operation Starlancer

this was the name given to the Inner Circle's development of the pipefighter, in the wake of the Battle of Coruscant. Originally conceived on Borleias, Operation Starlancer was designed to fool the Yuuzhan Vong into thinking that the Borleias base was more important than it actually was. The operation was a front, to draw attention away from the Inner Circle's plans to infiltrate Coruscant. Danni Quee allowed Tam Elgrin to steal "information" on Starlancer, information that led the Yuuzhan Vong and Viki Shesh to believe that the Borleias base was trying to grow immense lambent crystals to use as focusing crystals in the pipefighters. The goal of the Starlancer project was to be able to launch remote strikes against Yuuzhan Vong warships, without actually engaging the alien invaders. Analogous to the superlaser used aboard the Death Star, Starlancer employed pipefighters to fire intense bolts of energy. These were

combined in order to form a single, super-powerful beam. This beam was focused through a lambent crystal but, unlike the Death Star's laser, could distort space and time to increase acceleration through hyperspace, thereby allowing the Republic to strike anywhere in the galaxy from a remote location. The plan worked quite well, forcing the Warmaster Tsavong Lah to reinstate the rank of his own father, Czulkang Lah, in an effort to destroy the Borleias base. This allowed Wedge Antilles to give the remnants of the New Republic's Advisory Council a chance regroup elsewhere and plan a retaliation against the Yuuzhan Vong. (EL1, EL2)

Operation Strike Fear

a plan devised by Emperor Palpatine early in the Galactic Civil War, it involved the use of the Imperial fleet to subdue pockets of resistance and obliterate them. The goal was to suppress further resistance via the fear of Imperial retaliation. (XW)

Operation Strong Hand

this was the New Republic's codename for the final assault on the Yevethan Navy, during the Black Fleet Crisis. It involved the use of the White Current, wielded primarily by Wailu and Akanah, to create the illusion of a huge war fleet attacking the Koornacht Cluster. Primary command of Strong Hand was given to General A'baht, with his five senior officers - Corgan, Mauit'ta, Morano, Poqua, and Grekk 9 - defining the various roles and assignments. (TT)

Operation Trinity

this was the codename of the massive assault on the Bilbringi asteroid belt, devised by the Galactic Alliance in an effort to eliminate the Yuuzhan Vong presence in the area. The Operation was based on coordinated HoloNet transmissions between the fleets commanded by General Wedge Antilles, General Traest Kre'fey, and Grand Admiral Gilad Pellaeon. General Antilles' fleet, simply named Alpha, was the point for the operation, with Pellaeon commanding the Beta fleet and Kre'fey the Gamma fleet. However, the Yuuzhan Vong chose this point in their invasion to unleash the mabugat kan, which destroyed several HoloNet relay stations and shut down communications between the fleets. (FP)

Operation Venom

Operation Venom was the Empire's plans to root out and destroy the Alliance's Pegasus Strike Force. Under the command of Admiral Berthogg and the *Behemoth*, the Empire made some headway against the Alliance fleet near Orellon II. (SWJ2)

Operation Yavin Kill Two

this was the codename of Darth Vader's plan to lure Leia Organa and Luke Skywalker back to the remains of Alderaan. He set about planting rumors about the discovery of parts of the Royal Palace of Alderaan in the heart of Asteroid 7785. Vader then augmented the rumors by adding a story about the mining survey team discovering a survivor in the asteroid who claimed to be Bail Organa. Vader went so far as to build a replica of the Palace inside the asteroid, using motion sensors and other mechanisms to trap his victims inside. Unfortunately for Vader, a group of Alliance agents intercepted the message from Hanos Darr and Zaz Hamiroz before it reached Leia Organa, and arrived at the asteroid before she did. The trap was sprung, but without the victims Vader intended. (GA)

Operation: Elrood

this Imperial action was designed to take control of Elrood Sector, not just the interdicted space between Derilyn and Berea. *Note that the final section of Operation: Elrood indicates that this was an Alliance action.* (OE)

Operational Multisystem Management

abbreviated OMM, this was a system implemented by the Corporate Sector Authority to allow each member of the Authority to access a huge database of information. They employed slicers who had been convicted of computer crimes by the Empire to create a network that allows any system to have access. The slicers also figure out how to keep the system secure. (CSA)

Operational Starfighters

this was a book, produced during the last decades of the Old Republic, which described the standard features of most starfighters. (BF2)

Opf

this man served as a guard for the crimelord Mahk'khar, guarding their base of operations on Tuulab during the early years of the New Republic. (SWJ6)

Oph Nar Dinnid

this Lyunesi communications handler was working for one of the Narrant System's major liege-holder clans, and as a direct interpreter for the supreme leader of the clan, when he fell into a hypererotic, passionate relationship with the leader's alpha concubine. Their relationship was discovered when, at a clan ceremony re-affirming the oaths of some several thousand sublieges, the screen separating the main dias from a smaller subchamber was accidentally brought down. Dinnid and the concubine were exposed, in front of the supreme liege-lord and his sworn followers. The Lyunesi managed to escape, invoking the wrath of the Narrant liege-lord, who put out a huge bounty on the comm handler's head. Dinnid, however, was well-prepared to pay for his freedom. He had memory augmenters implanted in his brain, filled with information on the Narrant System's business operations. The memory circuits were rigged to a series of implants that allowed it to be extracted over a long period of time. Any tampering with the splint would result in a complete wipe of the data, not to mention Dinnid's death. This ensured Dinnid's long-term value to his new employer. Dinnid sought refuge with the Shell Hutts, who hoped to gain a foothold in the Narrant System and take over business there. However, Dinnid was exterminated by Gheeta in a fit of rage before the information could be extracted, and before the bounty on his head could be collected by Boba Fett. Gheeta then received a lesser sum from the Narrant System liege-lords upon proof of Dinnid's death. (MA)

Ophideraan

this arid planet was under the control of Tyrann and his Serpent Masters during the height of the New Order, until Luke Skywalker and Tanith Shire defeated them. (SWDB)

Opila

this was one of the many crystals used by the ancient Jedi Knights in the construction of a lightsaber. It was believed to have given the wielder a greater presence in combat, allowing them to intimidate an opponent. Opila crystals were mined almost exclusively in the asteroid field of the Fyrth Ssystem. (KOTOR)

Opirus

manufacturers of security systems and the tools to bypass them. (TFNR)

Opirus Personal Lasers

a subsidiary of Opirus, this corporation produced laser etching and engraving tools for use in various manufacturing and tooling operations. (GG11)

Opish & Bethal Weapons

this was one of the largest buyers of spin-sealer tibanna gas from Cloud City during the height of the New Order. (GG2)

Opiteihr

this red giant is one of four stars that are located at the center of the Opiteihr System. (TSK)

Opiteihr System

located along the Enarc Run, this star system is the next stop after the Pax System when travelling to Vondarc. It is a strange, four-star system, which the red giants Opiteihr, Kalnus, Terax, and Dal dominating the system and providing an eerie, blood-red light to worlds like Krann. (TSK)

Opit-Wenbruh

this young Tren felt betrayed when his people voted to join the Empire, but served out his term with the

military before beginning a personal crusade to expose the Empire as a xenophobic dictatorship. In an effort to strike out at the Empire, Opit-Wenbruh joined the Alliance and served in the Tynquay Skirmishes before joining the famous Scandium Team as a heavy-weapons specialist. He was one of six members of the team to survive the Wellte-ir Massacre. (SWJ11)

Ople, Gres

this woman once worked for the Trandosha pirate Chorssk, until she was lured away by the Regal Heirarchy of the planet Ilimardon. She was promised large sums of credits to steal a breeding pair of Chorssk's domesticated mynocks, which she stole and brought with her to Ilimardon. There, she worked to develop a flock of domesticated mynocks for the Heirarchy's private use. Chorssk, upon learning of her defection and employment, vowed to hunt her down and kill her for her treachery. (WOTC)

Oplovis

a planet. (WBC)

Opodim

this man was one of the Ministers who formed the government of the planet Danoor, shortly after the Battle of Endor. He was a contemporary of Waric Nane. Like his fellow Ministers, Opodim believed that the *Lance of Endor* was, in truth, a New Republic ship sent to maraud the Kathol Outback. After hearing from Kaiya Adrimetrum and the crew of the *FarStar*, though, he began to see the truth. (KO)

Opolzur

this was the name of a noted Sludir individual. (UANT)

Opos

a YT-1300 transport used by the Alliance during the Galactic Civil War, the *Opos* was destroyed while on a mission. (TIE)

Oppo Rancisis

born some 174 years before the Battle of Naboo, this Thissipain was a Jedi Master, and served as a member of the Jedi Council shortly before the Clone Wars. Rancisis had no legs, and moved about on a repulsor chair. He had green skin, long fingers tipped with sharp nails, and a mass of flowing white hair. Oppo was trained as a Jedi by Yaddle, and was skilled in the art of malacia. Oppo once inherited the leadership of the Monarchy of Thissipias when, at the age of twenty, his sister was murdered. However, he declined the position in order to pursue his studies of the Force. Among the Jedi Council, he was known for his skills in battle planning and strategy. His fleet strategies were invaluable during the Stark Hyperspace Conflict, as well as the Clone Wars that plunged the galaxy into turmoil. Because of his age and his physical stature, Master Rancisis was one of the handful of Jedi Council members who remained on Coruscant during the Clone Wars. Some thirty months after the Battle of Geonosis, it was Master Rancisis who presided over the trial of Quinlan Vos. Based on the testimonies of Obi-Wan Kenobi and Anakin Skywalker, not to mention Quinlan's own defense, Master Rancisis agreed to allow Quinlan to rejoin the Jedi Order. Shortly afterward, Master Rancisis asked Vos to serve as his second-in-command on a mission to Saleucami, where they hoped to locate Master Tholme and destroy the cloning facilities established on the planet by Sora Bulq. *Note that the novelization of Star Wars: Episode III - Revenge of the Sith indicates that Master Rancisis was no longer on the Jedi Council in the wake of the First Battle of Coruscant, having been replaced by Obi-Wan Kenobi. Oppo Rancisis was portrayed by Jerome Blake in Star Wars: Episode I - The Phantom Menace and Star Wars: Episode II - Attack of the Clones.* (SW1, IG1, OWS, SWI62, PJSB, RDR, RT, E3N)

Opquis

this alien race joined the New Republic. The Opquis were characterized by their rough-sounding voices. (SOP)

Opreka, Kalzutan

this man, a native of the planet Naboo, served as the Chairman of the Naboo Moon Mining Union, shortly before the Clone Wars. It was Opreka who called for the "sit-in" protest of the decision by Queen Jamillia to close off certain Naboo starports to mining traffic, in favor of allowing refugee ships to land there

instead. Union ships were left in their berths, preventing refugee ships from landing, in protest of the loss of kassoti spice caused when it couldn't be processed in time. (HNN5)

OPS

this government agency was based in the Cularin System, and was responsible for maintaining the safety of its inhabitants. (LFCW)

Ops Post

this was the primary field office of the New Republic Scout Service, second only to Core Post in terms of hierarchy. During the first years of the New Republic, Ops Post was located on Xoemefel. Ops Post often acquired new information on unregistered worlds well before Core Post did. (GG8)

OPS199a

this was the HoloNet handle of Corporal Jarg Fleffant of the Gadrin Office of Peace and Security on Cularin, during the early stages of the Clone Wars. (LFCW)

Optical Sun-shield

this was a form of eye protection worn on planets with extremely strong sunlight. (SL)

Opti-Prime

this small droid manufacturer was best-known for its XA-540 secretary droid. (FTD)

Opur

this man worked for Talon Karrde as a security officer aboard the *Wild Karrde* during the Yuuzhan Vong invasion of the galaxy. (EVC)

Oqa

this bio-organic membrane was used by the Yuuzhan Vong as the connecting tube which allowed two of their starships to dock with one another. Individual Yuuzhan Vong could then travel back and forth between the ships by traversing the length of the oqa membrane. The name *oqa* was derived from the word used to describe the proboscis of a Yuuzhan Vong pack animal. The interior of the oqa membrane was continually bathed with noxious slime, which was secreted by the oqa as a sterilization and decontamination agent. The floor of an oqa was referred to as a microbial mat, and was constantly swept clear of debris by clusters of tiny, white arachnids. (EVR, UF)

Oquan

this group of bounty hunters worked from a base on the planet Naalol, during the height of the Galactic Civil War. (GMR5)

OR5-23794-2N

this subdirectory of the Republic Scout Service Database contained information on the plant life of the planet Naboo. (SON)

OR5-23794-4N

this subdirectory of the Republic Scout Service Database contained a detailed listing of the various Naboo settlements within the Naboo System. (SON)

OR7-23794-4N

this subdirectory of the Republic Scout Service Database contained information on the animal life of the planet Naboo. (SON)

Ora

this lustrous gemstone was found on the planet Bothawui. (GCG, WOTC)

Ora

this was one of the many names given to female Bothans. It was also the Bothan term for a lustrous gemstone. (GCG, WOTC)

Oracle

this group of Imperial probes was destroyed by the Alliance, shortly before the Battle of Endor. (XWA)

Oracle at Pelgrin

located on the planet Pelgrin, this unusual device was created millions of years ago by the Pelgrin race. The facility which housed the Oracle stood some ten stories in height, being formed on dieuw tree wood and reinforced with metal, and contained a complex network of gears, switches, and pendulums. A central shaft reached from the base of the Oracle to its pinnacle, where a single chamber was situated. The initial discovery team, led by Ermin Phin-Mar some 3,000 years before the Battle of Naboo, was unable to restart the Oracle, but Phin-Mar ascertained that it was originally created as an astronomical device that held a religious or predictive place in Pelgrin culture. This led to its description as an Oracle. However, further investigation by the Jedi who accompanied Phin-Mar, Shannur Darkstar, revealed that the Oracle had some deep connection to the Force. When Darkstar first tried to puzzle her way through to a better understanding of the Oracle by meditating in the upper chamber, she brought the machine back to life. Rather than being operated by a crew of Pelgrins, the Oracle operated on the energy of the Force. Darkstar herself had a vision of a great war, and many other Jedi who arrived on Pelgrin also saw devastating events in the future. Popular rumors sprang up that the Pelgrins foresaw their own destruction in the Oracle, despite the fact that there was no evidence to support such a theory. The most intriguing mystery of the Oracle was the fact that it required an individual with a strong connection to the Force to operate it, although there was no record of the Pelgrins having any Force-sensitivity. Because of the catastrophic nature of the visions experienced in the Oracle, the Jedi Council requested that access to the Oracle be restricted, while scientists claimed that the Jedi were creating a false sense of evil around the Oracle to keep it for themselves. The Old Republic Senate sided with the Jedi, but allowed a few state-sponsored investigations. The Jedi Knights began to catalogue the visions which were reported, and only began to see the truth of the predictions decades later, when certain events the Oracle foresaw actually came to pass. The most disastrous visions, such as that experienced by Shannur Darkstar, took millennia to occur. Unfortunately, the Oracle was destroyed by a group of pirates during the last decades of the Old Republic. These pirates had been hired in secret by Chancellor Palpatine himself, out of fear that the Jedi Knights might discern his plans to take control of the galaxy. (PJSB)

Oracle Base

this Alliance military outpost was located on the planet Tel III, in Brak Sector, during the Galactic Civil War. It was supported by starfighter bases in the De'nel, Jinet, and Intran Systems. The base was hidden within the planetary nebula surrounding the Tel star. At the time of the Battle of Yavin, Oracle Base supported more than 366 personnel, including 214 troops. (SESB, FBS)

Oracle Squadron

this was the designation of the Alliance Y-Wing squadron stationed at Oracle Base, on the planet Tel III, shortly after the Battle of Yavin. The squadron sustained fifty-percent losses during the attempt to rescue prisoners from the *Caged Animal*, after the Empire launched its own ambush on the Alliance forces. (FBS)

Oradin

this was one of the largest cities on the planet Brentaal, and it boasted an *Imperial*-class spaceport. In the years following the Battle of Endor, much of Oradin was held by supporters of the New Republic, which allowed the Republic to establish a temporary base there prior to the Battle of Brentaal. Parts of the city were destroyed during the initial battle against the Imperial forces, and an assault shuttle was shot down and crashed into a school. *Is Oradin a city or a planet? The captions seem to indicate it's a city on the barren moon of Brentaal IV, but discussion among the New Republic military indicate it's a planet.* (XWES, IR)

Oradin Diamond

created by Lon Isoto, this medal was given to the pilots of the 181st Imperial Fighter Group, which helped defend the planet Brentaal from the early efforts of the New Republic to take the planet. Similar in design to the Vuultin Starburst, the Oradin Diamond had an organic look to its red, heart-like center and gold flares. (XWES)

Oraltor

this Ithorian was one of Ithor's Senators to the Old Republic, in the last decades of the Old Republic. (SWRPG)

Oran

this New Republic Navy Communications Officer served under Commander Zoalin aboard the *Adamantine* before succumbing to the Death Seed plague unleashed by Seti Ashgad. (POT)

Oran Mas

this was one of many cities on the planet Haruun Kal which were controlled by the Balawai during the last decades of the Old Republic. (SHPT)

Orane Mountain

this was the tallest peak on Beija, the small strip of land which connected the Jhunia snow plains on Neftali to the Yiulimar Fjords. (BSS)

Oranessan System

Dengar and Neelah took the *Hound's Tooth* to this remote system, in an effort to draw the forces of Kodir of Kuhlvelt away from the transport ship of Balancesheet, shortly before the Battle of Endor. Their plan was to divert the Kuati ships' attention long enough for Boba Fett and N'dru Suhlak to leave the assembler's ship in Suhlak's Z-95 and flee to Tatooine and recover the load shifter which contained Kuat of Kuat's falsified record of the deaths of Owen and Beru Lars. (HM)

Orange Lady Tavern

this tavern was located on the planet Corellia, during the height of the Galactic Civil War. *Note that the Star Wars Adventure Journal, Issue 5 claims this tavern was located on Nar Shaddaa.* (SWJ5, SWJ15)

Oran-m

this planet was the largest in the Oranessan System. It was near this world that N'dru Suhlak delivered Boba Fett back to the Hound's Tooth, after returning from Tatooine to recover the load shifter of Kuat of Kuat. (HM)

Orax

this planet was known for its wondrous mineral formations, as well as its hot springs. It was also the homeworld of the species of intelligent, crystalline lifeforms known as Shards. (AE)

Orb of Passage

this unusual stone was discovered some 4,000 years before the Battle of Geonosis by the mysterious Tet-Ami. The Orb, nothing more than a round pebble in appearance, contained the power to control time. (T13)

Orbalisk

this barnacle-like creature lived on the moon Dxun. These symbiotic parasites were protected by a hard shell, and oozed an acidic slime that they used to eat away at whatever surface they attached themselves to. Orbalisks preferred to feed on living flesh, and could infest a living sentient in minutes. These creatures were attuned to the Dark Side of the Force, having lived in proximity to Exar Kun's tomb for many millennia. Because of this, any *orbalisk* which attached itself to a Sith Lord or other Dark Side adept would form a mutually beneficial symbiosis. Many Sith warriors chose to use orbalisks to create a kind of living armor which grew as the orbalisk reproduced. The individual orbalisks had to be removed, or the being would be covered and consumed by the orbalisk family. However, once a stable, symbiotic relationship was established, the orbalisk armor actually helped heal wounds which its host suffered. (GMR3, DSSB)

Orbalisk Armor

many Sith warriors chose to use orbalisks to create a kind of living armor which grew as the orbalisk reproduced. The individual orbalisks had to be removed, or the being would be covered and consumed by

the orbalisk family. However, once a stable, symbiotic relationship was established, the orbalisk armor actually helped heal wounds which its host suffered. (DSSB)

Orbit Dock

any space-based landing and maintenance facility for starships. These can be small docks, catering to small freighters, or they can be huge, multiple-facility stations capable of servicing capital ships. One of the most famous docks is in orbit around Sluis Van. (HTTE)

Orbital Gun Platform

any small ship or base that can launch an attack from orbit. (SWR)

Orbital Mines

small satellites that can be placed in random orbits around a planet. They have tiny propulsion systems that keep them moving in orbit. They also have sensitive detonation systems tuned to explode upon impact. (CPL)

Orbital Nightcloak

this Imperial invention employed thousands of orbiting satellites which, when linked electronically, distorted the natural waves of light from a star and bend them in toward the satellites, effectively preventing all wavelengths of light from reaching the planet below. This caused the planet to cool quickly, and freeze within two weeks. Warlord Zsinj first put these devices to practical use. The first time, he used them to fake the destruction of the *Iron Fist* at Selaggis Six. He flew the *Super-class* Star Destroyer into a tunnel created with nightcloaks, hiding the ship from New Republic forces while he jumped to hyperspace. After fleeing, the nightcloaks were recovered, revealing the debris from the mocked-up *Second Death* to portray the rubble of the *Iron Fist*. Later, Zsinj used them to force the inhabitants of Dathomir to surrender to him, after Rancor Base had been infiltrated by New Republic forces. The blockade was smashed by the combined forces of the New Republic and the Hapan Cluster. (CPL, IR, NEGW)

Orbital Nightcloak Mark II

this upgrade to the Imperial orbital nightcloak system used satellites which were also equipped with short-range laser cannons and targeting computers, allowing them to fire on any ship which might try to disable the satellite. (EGW)

Orbital Relay Satellite

these transmission satellites, known as ORS devices, are deployed by exploration and reconnaissance ships over specific planets. The satellites can be linked in any number and configuration, and continuously relay information to a central site or flagship. (TT)

Orbital Shipyard 1321

part of the massive starship construction facility located in orbit around Fondor, this facility was in the process of refitting the *Amerce* when Fondor was attacked by the Yuuzhan Vong. (JE)

Orbital Space Tug

a starship used to ferry larger ships into and out of orbital docking bays and shipyards. (CS)

Orbital Transports Union

this organization of transport companies and independent spacers was formed on the planet Corulag during the last decades of the Old Republic. A series of confrontations between the Union and Zafiel Snopps erupted during the last years of the Old Republic and continued into the New Order, as strikes were called to protest near-continual increases in berthing taxes. (CCW)

Orbitblade-2000

this zZip aerospace transport was used by many private corporations for transporting goods and personnel from the ground into low orbit. It measures 4 meters in length, and comes armed with a concussion missile launcher for defense. (CSA)

Orbiter

this was a game of chance, similar to the Jubilee Wheel, played in many casinos and gambling halls across the galaxy. (WSV)

Orbiting Shipyard Alpha

primary shipyard used by the Duro, it orbits the planet Duro about 100 miles into the atmosphere. (MMY)

Orborus

this was a common name among the Temolak race. (UANT)

Orbot

this series of protocol droids was produced by Serv-O-Droid during the last century of the Old Republic. (MBS)

Orb-spider

this spider was distinguished by the spherical web it wove to trap and ensnare its prey. (YDR)

OrC-19

this was MicroThrust's planetary com-scan unit. The Alliance used the OrC-19 in its defense of Echo Base, on the planet Hoth. (EGW)

Orcel, Batral

this young man, the son of a wealthy Cloud City family, was an Alliance supporter during the height of the Galactic Civil War. He used his position to help the Alliance in any way possible. Shortly after the Battle of Hoth, Batral was identified as an Alliance sympathizer by Justor Ferral, who captured Batral and brought him in for questioning. Batral was later rescued by the Alliance agents sent to Cloud City to transport refugees to Kaliska. (GMR3)

Orchard Crystal

another name for a life crystal. (LCF)

Orchid, The

this high-class, five-star hotel was located adjacent to Aramand's restaurant, in the city of Drepplin on Glova. Like Aramand's, The Orchid was owned and operated by planetary Governor Tegist Byrg. (POC)

Orcim

an Imperial freighter destroyed by Keyan Farlander during his first tour of duty as an X-Wing pilot. (XW)

Ord

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Ord

this prefix, which is used in the names of many modern planets, is actually an acronym used by the Old Republic to denote a world which housed a military outpost. These worlds were designated as Ordnance/Regional Depots, or ORDs. Over the centuries, the word Ord was simply used to describe the planet. (EGP)

Ord Ambassador

this was Ord Mantell's most luxurious hotel. (ROM)

Ord Antalaha

this planet was colonized during the Clone Wars as an Ordnance/Regional Depot along the Shwuy Exchange. The bases were abandoned after the Clone Wars, and the colonists eventually moved elsewhere. About ten years before Emperor Palpatine initiated the New Order, Ord Antalaha started being used as a stopover by smugglers and pirates. The planet's warehouses and buildings were soon

converted for use by the outlaws, and Ord Antalaha became a haven for independent spacers. The planet had three continents, all of which were covered with temperate forests and plains. (PP)

Ord Biniir

this planet was the site of a series of Galactic Civil War battles. The first was a victory by a squadron of Y-Wings against the uninspired Imperial forces of the 233rd Imperial Fighter Wing, while the second was a decisive victory by the 181st Imperial Fighter Group against the same Y-Wings. The second battle was a hollow victory for the Empire, since it took place on the same day as the Battle of Yavin. (EGV, MBF)

Ord Bueri

this planet was the site of an Old Republic ordnance and regional depot. (IWST)

Ord Canfre

this planet was overrun by the Separatists, during the early stages of the Clone Wars. (SWI65)

Ord Cantrell

this planet was considered one of the most exclusive resorts in the galaxy. After the death of Emperor Palpatine's clones at Byss, the Imperial Interim Ruling Council set up their base of operations there, in the city of De-Purteen. (CE2)

Ord Cestus

this planet, the homeworld of the X'Ting race, was originally known simply as Cestus, until the Old Republic was allowed to use the planet as a prison world. As such, the planet was designated as an ordnance/regional depot, and renamed Ord Cestus. Much of the planet's landmass was volcanically active, resulting in a landscape that was continually being reshaped by lava flows. Because of this activity, the rich stores of valuable ores and minerals found beneath its surface were continually being exposed and combined, resulting in a veritable treasure trove of raw materials. Much of the planet's surface was once covered with sand and small bodies of water, with hardy plants eking out niches by exuding acids through their roots to break down the rock and sand into essential elements. The descendants of the prisoners who were first incarcerated on the planet became farmers and settlers, using stringent irrigation techniques to grow more than two dozen different kinds of vegetables. However, the abundance of the raw materials was eventually discovered, and many of the resources proved to be important components needed in the manufacture of droids. It was on Ord Cestus that Baktoid Armor Workshop set up its first major operations, although its manufacturing facility was shut down shortly before the onset Clone Wars due to the increasing tariffs imposed on the Trade Federation for their battle droids. This tariff didn't stop the work of Cestus Cybernetics, however, which had the backing of the Confederacy of Independent Systems. During the height of the Clone Wars, Jedi Masters Obi-Wan Kenobi and Kit Fisto, along with their group of clone troopers, managed to defeat the Separatist forces that controlled the planet and the native X'Ting population. Most X'Ting lived in underground hives, preferring to remain out of sight of the offworlders who lived in Chikatlik city. Their networks of tunnels and caves were lit by a bioluminescent, white fungus, which survived by eating away at the rocks on which it lived. This served to naturally expand the tunnels and caves over time. The planet was orbited by a pair of moons. (HNN4, OWS, HIV, TCD)

Ord Dorlass

this is a little-known planet located in the Rayter Sector. (CRO)

Ord Grovner

this planet was used as a naval base for the Imperial Navy. The *Crusader* and the *Bombard* returned to the base at Ord Grovner after the defeat of the Khiumin pirates. (SWJ6)

Ord Ibanna

this gas giant planet was home to a famous pod racing course that wound its way through an abandoned, floating gas refinery. During the Clone Wars, the Jedi Order established an outpost on the planet, which served as a remote meeting place for those agents who were working undercover to infiltrate the ranks of the Separatists. (RAC, J4)

Ord Janon

this planet was once the site of base used by the Confederacy of Independent Systems, during the early stages of the Clone Wars. The Army of the Republic was able to force the Separatists off Ord Janon, freeing the planet's populace. (SWI65)

Ord Klina

a planet. (AIR)

Ord Lithone

this planet was the site of a Baktoid Armor Workshop manufacturing facility which was shut down, shortly before the onset Clone Wars, due to the increasing tariffs imposed on the Trade Federation for their battle droids. (HNN4)

Ord Mandel

another spelling of Ord Mantell. (RC)

Ord Mantell

located in the Bright Jewel System, Ord Mantell was known for its lenient banking laws and their flexibility. It was settled some 12,000 years before the Battle of Endor by Corellian colonists as an advanced military outpost for the Old Republic. Over time, more wealthy planets and better hyperspace routes diminished Ord Mantell's strategic importance, but became something of a free port for all manner of freighters and cargo ships. Despite the planet's dropping stature, it remained known as the Heart of the Bright Jewel, orbiting the blue star at the center of the Bright Jewel System. The planet was famous for its thick, outer cometary cloud, which has been the site of the Blockade Runners Derby for nearly 100 years. Two large moons and thirteen other satellites orbited the planet, and the cloudcover was tinged with pink when viewed from the planet's surface. These natural wonders made Ord Mantell something of a tourist attraction, despite its seedier side. It is also one of Thrawn's feint attacks just prior to his attack on Coruscant. It has two moons, and has a temperate environment. It claimed to be free of Imperial interest, but Han Solo discovered an Imperial fleet on maneuvers when he arrived there. It was at a starship scrapyards on Ord Mantell that Dash Rendar, working to locate information on Han Solo's whereabouts for Lando Calrissian after the debacle at Cloud City, ran into IG-88 and other bounty hunters. The bounty hunters were trying to intercept Boba Fett, who was transporting Han Solo's frozen body to Jabba the Hutt. During the Yuuzhan Vong invasion of the galaxy, Ord Mantell was approached by the New Republic to help alleviate the overwhelming rush of refugees fleeing the battlezones. Like many refugee worlds early in the war, it was eventually overrun by the Yuuzhan Vong. The planet was eventually liberated by a band of soldiers wearing Mandalorian armor. It was believed that their leader was none other than Boba Fett himself, although only Han Solo had any evidence to support this rumor. (ESB, TLC, MTS, SSE, ROM, TTBS, SL, HT, SWDB, FH3, UF)

Ord Mantellian Flutterplume

this form of display was developed on Ord Mantell. It consists of large groups of repulsorspheres which trail numerous metallic streamers. They bob and float in a complex mixture of colors and sizes, mimicking the native flutterplumes of Ord Mantell. (ROM, SWDB)

Ord Mirit

a planet in the Mirit System, located in the same sector as the Pyria and Venjagga Systems. It was the site of an Imperial base, but the planet's remote location dictated that the remnants of the Empire abandon it following the Battle of Endor. The garrison on Ord Mirit was moved to Corellia to guard the shipyards there. (XWN)

Ord Mynock

this planet was believed to have been the world on which mynocks evolved. (SWDB)

Ord Namurt

it was on this planet that Aurra Sing was captured by a group of Sennex Pirates. (OWS, ASNG)

Ord Pardron

the primary planet in the Ord Pardron system, Ord Pardron was a defensive center for the New Republic. The planet itself was nothing more than a barren rock, with a thin atmosphere and very little gravity. However, it was rich in minerals and ores, and was extensively mined by the Old Republic and the Empire. It served as the primary defensive site for the Abrion and Dufilvian sectors (including Ando, Filve, and Crondre). The New Republic base there was attacked by the *Death's Head*, as part of Grand Admiral Thrawn's plans to stretch the Republic's defenses in the wake of the Battle of Bilbringi. (TLC, TTSB)

Ord Pedrovia

this was a model of podracer favored by Gasgano. The cockpit measured 2.72 meters in length, and the engines were 6.71 meters long. They were capable of speeds reaching 823 kilometers per hour. (JAS, IG1)

Ord Radama

this planet, located in the Mid Rim Territories, was the homeworld of the Devlikk race. *Note that the galaxy map inside Star Wars Insider, issue 65, indicates that Ord Radama is in the Outer Rim Territories.* (IWE1, SWI65)

Ord Sabaok

this planet is located in the Core, and is known for its exclusive nightclubs. (CRO)

Ord Sedra

this planet was one of the many worlds that were part of the Imperial Remnant, during the years leading up to the Yuuzhan Vong invasion of the galaxy. It was one of the first Imperial worlds to be subjugated by the Yuuzhan Vong, although their attacks were greatly aided by members of the Peace Brigade. A collaboration between Kyle Katarn, Jans Ors, and Imperial forces led by Lieutenant Pallin was able to defeat the Yuuzhan Vong and free the planet's inhabitants. (T21)

Ord Segra

this planet, located in the Doldur Sector, was run by a corrupt government. The government demanded a seven percent "bribe" from any ship which passes close to its system. Any ship that chose not to pay was immediately fired upon. (SWJ6)

Ord Sigatt

this was an Outer Rim mining world. It was here that Dexter Jettster first met Obi-Wan Kenobi. (SWDB)

Ord Simres

a planet. (SWJ14)

Ord Tessebok

Ord Tessebok was one of the first ten planets to join the Refugee Resettlement Coalition, shortly before the Clone Wars. (HNN5)

Ord Thoden

a planet. (HNN4)

Ord Tiddell

this planet was virtually destroyed by a stone mite infestation, just prior to the Battle of Geonosis. The natives of this Mid Rim world fled in panic, leaving cities abandoned. (HNN5)

Ord Torrenze

this planet was liberated from an invasion force during the last decades of the Old Republic, in a struggle which became known as the Battle of Ord Torrenze. (DARK)

Ord Traga

this planet was the site of a possible Imperial base. (SWJ7)

Ord Trasi

this planet was the site of an Imperial shipyard during the reign of Grand Admiral Thrawn, some five years after the Battle of Endor. It was eventually retaken by the New Republic, and the planet served as the staging point for many fleet maneuvers. Foremost among them was the assembly of a task force, under the command of Garm Bel Iblis, to attack the Ubiquitorate base on Yaga Minor and recover a copy of the Caamas Document, some fifteen years after the Battle of Endor. (TLC, VOF)

Ord Varee

Ord Varee was one of the first ten planets to join the Refugee Resettlement Coalition, shortly before the Clone Wars. (HNN5)

Ord Vaug

this planet was liberated from Imperial control by the Alliance, shortly after the Battle of Endor. (PH)

Ord Vaxal

this planet served as a penal colony during the last years of the Old Republic, with facilities for psychiatric treatment as well as maximum security jailcells. About twenty years before the Battle of Yavin, a planet-wide jailbreak overthrew the current overseer and his wardens, and the criminal population took control. This anarchic form of society prevailed for many years, until the Empire took control of the planet. The lawless population was then forced to submit to Imperial rule. (OWS)

Ord Vorra

this female Twi'lek had a romantic relationship with Biggs Bogan, during his period of service to the Old Republic on the planet Drongar, some two years after the Battle of Geonosis. She inadvertently provided Kadir with information on Bogan's career, providing the Nediji assassin with a way to obtain a starship to flee Drongar. Like Bogan, Ord Vorra was an Adept at the game of Strag, and their love of the game brought them together. (MJH)

Ord Wylan

Lando Calrissian once won the rights to all taxi-service licenses on this planet in a sabacc match, but lost it on a bet about which liquor was being served. (SWJ5)

Ord Zat

a planet. (TBSB)

Ordaj

this gas giant was the fifth planet in the Hoth System, and was orbited by seventeen moons. (PH)

Order

a Habeen container group stationed near their research base. (TIE)

Order 66

this was the secret mission that was programmed into every clone commander who served the Grand Army of the Republic during the Clone Wars. Known only to Darth Sidious, Order 66 was issued only after Sidious - known to the rest of the galaxy as Chancellor Palpatine - had destroyed Mace Windu and much of the Jedi Council. Upon hearing the execution of Order 66, clone commanders abandoned any loyalty to their Jedi Generals and began to open fire on them. This allowed Darth Sidious to eliminate a huge portion of the Jedi Order, and became the opening act in the Jedi Purge. Historians later debated whether or not the issuing of Order Sixty-six signalled the true end of the Clone Wars, since the order was only issued after Palpatine declared himself Emperor. Others argued that the true end came when Anakin Skywalker - now known as Darth Vader - traveled to Mustafar to eliminate the Council of Separatists. (IS3, E3N)

Order of Dai Bendu

little is known of this ancient organization, whose name was coaxed from crumbling history disks found during the height of the Old Republic. Many historians and scholars believed that the Order of the Dai

Bendu was one of the original incarnations of the Jedi Order, although no evidence was ever found to support this claim. (PJSB)

Order of Independent Trade

this was one of two primary pirate organizations which survived in the Cularin System, during the era of the Battle of Naboo. The Order allied themselves with Nirama, and were given a good deal of work smuggling personnel and supplies into the system underneath the watchful eyes of the Old Republic. (LFC)

Order of Shasa

this quasi-religious order was formed by the Selkath many generations before the Galactic civil War. They took up the mantle of protecting Mana'an from attacks during the years surrounding the Great Sith War. It was believed that the Order of Shasa was formed after a group of Selkath spent several years studying with the Jedi Knights, although rumors persisted that the Selkath had actually been trained by the Sith. Regardless, the Order of Shasa protected Mana'an for many generations, even during the years in which kolto production was stopped and the planet fell into disarray. Like the Jedi, new members of the Order had to train for long periods of time before being admitted as full members. In another parallel to the Jedi, each new member had to forge their own weapon - a fira - before becoming a member. Members of the Order of Shasa were sensitive to the Force, and had some minimal training in how to use it. However, this training proved woefully inadequate when Mana'an was subjugated by the Empire. With the Selkath reduced to living above the water, the Order urged the Selkath to bond together against this new enemy, forming some of the first cells of resistance on Ahto City. (PH)

Order of the Canted Circle

this elitist group is one of the oldest and most exclusive social orders found on the planet Coruscant. Due to the large number of wealthy individuals who make Coruscant their home, the waiting list for admission into the Order is quite long, and the requirements quite rigid. During Emperor Palpatine's reign, the Order was primarily made up from Imperial dignitaries and high-ranking military officers. On average, only eleven new members are chosen each decade. (SWJ9)

Order of the Dark Lords of the Sith

this was the term used by the Sith brotherhood to describe those members who had been elevated to the rank of Dark Lord of the Sith. In the wake of the Battle of Ruusan, the Order only had two active members: a Sith Master and their apprentice. (E3N)

Order of the Kilmar Bange

this secret society, based in Tapani Sector, was considered harmless during peacetimes, but could be the most ferocious of enemies during war. Made up of former House Melantha members who had graduated from the Imperial Academy on Raithal, the Order also accepted associate memberships from Corulag graduates. Their mission was to ensure brotherhood among its members and to strengthen the ties between House Melantha and the Empire, especially during the height of the Galactic Civil War. Despite its pro-Imperial stance, the Order was actually started many centuries prior to the rise of the New Order as a social club. (LOE)

Order of the Sacred Circle

this was the religion that dominated the planet Monastery. The name of the Order originated from the rings of debris which encircled the planet. To the adherents of this religion, the rings represented the eternal and ever-renewing cycle of life. In all matters, the Order of the Sacred Circle tried to remain strictly neutral. During the Separatist crisis that engulfed the galaxy just before the Clone Wars, Monastery opened her ports to refugees, provided that they converted to the Order upon their arrival. During the height of the Galactic Civil War, their belief in the circle of life kept them from siding with either the Empire or the Alliance, for fear that the war would break the circle of life and doom the galaxy. The Emperor dispatched Darth Vader himself to convince the Order to side with the Empire. His arguments convinced the leader of the Order, the young Domina Tagge, to side with the Empire. Sister Domina, however, had already planned to side with Vader, in an effort to force him into a deadly duel with Luke Skywalker. The Order suffered greatly from the Imperial presence near Monastery, and when Domina Tagge stepped

down as the High Priestess of the Order, the Circle of Elders agreed to ally themselves with the Alliance. (HNN5, MC34, MC37)

Order of the Terrible Glare

this ancient priesthood was based on the planet Garn. It was destroyed by the Jedi Knights thousands of years before the Battle of Yavin, but the Order left behind the Portal Desolate on Garn. Within the portal was a computer-generated image of Rur, the last of the Order's High Shamen. Rur's image was placed there to destroy the Jedi once the Order could be re-established. However, when Luke Skywalker discovered the portal during the Galactic Civil War, the computer system couldn't reconcile the facts that the Jedi were extinct and a great deal of time had elapsed. The computer system exploded, taking with it the last remnants of the Order. (CSWDW)

Order to Reveal

this Old Republic law, when invoked, required a Senator to reveal all information requested by an investigation. The order to reveal was created to prevent a Senator from hiding information which was necessary to the resolution of a crime, especially when the crime directly involved the Senator or his staff. The need to enforce an order to reveal was required to be severe, and an ocean of paperwork had to be completed, submitted, and approved before the order could be implemented. There was only one known loophole to the order to reveal petition, which involved a Senator invoking their sitting right of refusal. While the right of refusal was legally binding, it did place the Senator in a compromising light. (JQ5)

Ordnance Lifter

this was the military version of the binary load lifter, developed by Cybot Galactica for the Old Republic during the height of the Clone Wars. Each of these bipedal automatons was equipped with a pair of heavy lifting arms, that allowed the ordnance lifter to load starfighters and other warships with missiles, and other ammunition. The central processing unit of the ordnance lifter was located in the rear of the droid, in a position to offset the heavy weight of the ordnance it moved. (SWI81)

Ordinandell

a planet. (RPG)

Ordo

this clone of Jango Fett was trained as an ARC Trooper on the planet Kamino, during the build-up to the Clone Wars. Several months after the Battle of Geonosis, Ordo - known most often by his callsign, N-11 - was assigned as an assistant to Kal Skirata. During the mission to free Senator Meena Tills from a group of Korunnai terrorists led by Nuriin-Ar, Ordo was forced to use an EMP charge to disable all holocameras in the immediate area, after the violent death of Jedi Master Kaim. (SWI81)

Ordo, Canderous

this man was one of the Mandalorian Mercs who rose to power following the Great Sith War, some 4,000 years before the Battle of Yavin. He was also a born leader with considerable skills as a tactician and soldier, and his battle plans were instrumental in winning many battles against the Old Republic. After the Mandalorian Wars saw the defeat of his people at the hands of the Old Republic, Ordo took his combat skills and went into business for himself. For many years, he worked for the crimelord Davik Kang on Taris, using the distraction of the Great Sith War to continue his missions without worrying about being captured. When the Sith destroyed the *Endar Spire* over Taris and then blockaded the planet, Ordo was among the millions who were eager to flee Taris. As luck would have it, he was contacted by Carth Onasi and Bastila Shan, survivors of the *Endar Spire* who needed to get off Taris and hunt down Darth Malak. He managed to acquire the droid T3-M4, after he had been ordered to retrieve it by Kang, and used the droid's skills to slice into the Taris defense networks. Using stolen codes, the band managed to escape Taris just before the *Leviathan* destroyed it. Ordo remained with the Republic agents, searching for Darth Malak and the Star Forge. *Canderous Ordo* was voiced by John Cygan for the video game *Star Wars: Knights of the Old Republic*. (KOTOR, SWDB, SWI80)

Ordomire, Lucky

this forger was well-known to the underworld elements of Lumchugger's Hub, on Bescane. He maintained the BanthaQuik! Restaurant as a front, and anyone requiring his services needed to order specific items

from the restaurant's menu. The contact would then be arranged. Ordomire helped a group of Alliance agents gain access to the Wastes, during their search for the Death-Hunter project. Ordomire was often accompanied by his Rodian bodyguard. (SWJ9)

Ore Boulevard

this street was located in the capital city of ChikatLik, on the planet Ord Cestus, during the last decades of the Old Republic. Ore Boulevard was located on the outskirts of the city, and was home to some of the city's seediest establishments. (TCD)

Ore Mite

this was a form of insectile creature that fed on raw ores. They were considered pests by miners and asteroid prospectors, since a swarm of ore mites could devour a vein of ores in no time. (EVR)

Ore Sucker

a small pirate ship developed to steal the cargo from the huge Colossus Wasp transport ships. These ships roam the Stenness System, looking for Wasp transports. When they find one, the ore suckers latch onto the Wasp's exterior, and bore into the hull with a drill or laser. Once the hull has been breached, the ore suckers open their own cargo bay hatches and lock them over the breach. The pilots then blow the other cargo bay doors on the ore suckers, creating a vacuum in their own holds. This vacuum sucks the cargo out of the Wasp's holds and into the ore sucker's holds. The pirates who used them had to be quick, so that the stolen cargo didn't simply fly out through their second open portal. (TOJ)

Orell

this was one of the binary yellow stars located at the center of the Veron System. Along with its twin, Noveron, Orell provided energy to all three planets in the system. (PG1)

Orellon I

this large moon orbited the planet Orellon II. It was first believed to be a planet itself, until research indicated it was a satellite. (SWJ2)

Orellon II

this planet, located in the Bastooine System, was covered with lush jungles, sweeping plains, and volcanic mountains. It was also the homeworld of the Kentra. The planet was accidentally discovered by the Jedi Knight Michael Tandre, who was forced to land his starship there. The native Kentra created an entire religion around the Jedi's teachings. (SWJ2)

Orelon

a star in the Hapes cluster. (CPL)

Orenth

this is the sixth combination symbol in the Aurebesh script, and represents the Basic combination "oo". (SWM)

Oreru

meaning "sincere", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Orex

this man was the leader of a group of outlaw techs who were operating from a base in Mos Eisley, on the planet Tatooine, during the height of the Galactic Civil War. He was contacted by Lieutenant Talnar and his band of Alliance operatives, who were looking for a source of high-tech goods, when Talnar learned that Orex might be an Imperial spy. In reality, it was one of Orex's men that proved to be the spy, after Orex discovered that the man had been secretly accessing all of Orex's files on Talnar. Talnar's men and Orex's band of techs were forced to fight their way free of an Imperial ambush, after the traitor relayed his information to his contact. (SWMW)

Orfa City

this is the capital city of the planet Kidron. It was the only major city built by the Orfites on the planet, and was established as a testament to the modern technology brought to Kidron by the first off-worlders. Much of the krill processed on Kidron came from Orfa City. (PG3)

Orfa Olfactory Corporation

this Orfite business produced a variety of scent masks and the scent tablets which were used in them. (PG3)

Orfa Olfactory Entertainment, Limited

based on the planet Kidron, this small corporation made a variety of devices which provided olfactory entertainment to users. This area of entertainment was relatively untapped, but found increasing acceptance during the height of the New Order. (PG3)

Orfa Toolco

this Orfite corporation produced a variety of technology for Orfites who traveled away from Kidron, including the Orfite Power Harness. (PG3)

Orfite

a race of creatures native to the planet Kidron, the Orfites are friendly enough to those offworlders who obey their laws. This is an unusual request, considering that many of the offworlders on Kidron are criminals and convicts escaping justice. The avergae Orfite has a stocky build, and their faces are dominated by their large noses, which are filled with frilled olfactory lobes. The nose of an Orfite had evolved to pick up every trace of breathable air from the thin atmosphere of Kidron, and the Orfites had four lungs which helped get the meager oxygen supply into their bloodstream faster. Their society revolved around the sense of smell, with each Orfite exuding pheronomes which convey a variety of information. They lived in tribes known as sahhs, but every member of Orfite society was free to move about, and could join another sahh if they didn't agree with the leadership of their current tribe. The Empire considered the Orfites to be uncivilized savages, and left them alone. The basic number system of the Orfites revolved around the number four. (PG3, AE)

Orfite Power Harness

developed by Orfa Toolco, this device allowed an Orfite to maneuver on normal to high-gravity worlds. On Kidron, the gravity was lower than normal, so an Orfite traveling to another planet would experience incredible pressure under higher-gravity conditions. The power harness was small enough to fit under regular clothing, and provided assistance to the legs, arms, back, and shoulders of the wearer. (PG3)

Orfite Scent Mask

produced by the Orfa Olfactory Corporation, this specialized breath mask was used primarily by the Orfites as a way to make the air they breathed more pleasant. The main unit resembled a standard breath mask, but a small tube connected the mask to a belt pack that used scented tablets to create a breathable mist. The mist was pumped up through the tube and into the mask, allowing the wearer to breathe a variety of pleasurable or intoxicating scents. During the height of the New Order, these masks found their way into non-Orfite society as recreational devices, and the variety of scent tablets grew wildly. (PG3)

Orflon

an asteroid located near the Demophon System, Orflon was the site of an Alliance base during the Galactic Civil War. Frozen and arid, the asteroid was a frigid wilderness that even the Mynocks avoided. (SN)

Orga

this unusual tree grew in the lower levels of the forests of Kashyyyk, and its roots were considered a ceremonial food by the Wookiees. The roots were served at the Life Day celebration, as a way to help the spirit of a Wookiee make the journey to the Life Tree. What made the orga unusual was the fact that it had established a rudimentary level of sentience, as evidenced by documented attempts to communicate with Wookiees and their ability to coordinate the defense of their groves. The orga roots were

exceptionally long and far-reaching, allowing the tree to gain sustenance from a variety of sources. However, the tree itself was rooted to the ground and, therefore, stationary. Because of this, orga trees used their flexible limbs to hurl their acidic seed pods at any creature that threatened them. The roots themselves were guarded near the forest floor by sentient plants. (EGC, LAT2, GMR4)

Orgamon

this mountain Nikto worked as Mika the Hutt's bodyguard and agent on Endregaad, during the early years of the New Order. When the Endregaad Plague swept the planet, Orgamon was left behind by Mika, in case Popara sent a rescue party. He was forced to live in a warehouse in the city of Tel Bollin, until a mob of humans led by Radigan tried to kill him, claiming that it was a non-human who brought the Endregaad Plague to the planet. Ironically, Orgamon had actually contracted the disease. He fled to the Fallen Warrior Cantina, where he secured a room until the trouble had passed. When the freelance agents hired by Popara the Hutt finally located Orgamon, he explained that Mika had left him behind in order to track down the source of the plague and how to fight it. Orgamon agreed to take Popara's agents to the Temple Valley in search of Mika, allowing the Hutt to be "rescued". (TF)

Organa Solo, Leia

the daughter of Anakin Skywalker and Padme' Amidala, and the younger twin sister to Luke Skywalker, Leia was separated from her brother at birth in an effort to hide their potential Force-sensitivity from Emperor Palpatine. She was taken in by Bail Organa and his wife on the planet Alderaan, where she grew up in the political atmosphere surrounding an Imperial Senator. Leia herself grew proficient in the world of politics, and eventually became a Senator herself. Her mother became Alderaan's Mistress of Education, but died while Leia was still young. Once Leia saw the internal corruption that Emperor Palpatine was fomenting, she quickly turned her idealistic mind to the growing Alliance to Restore the Republic. She became very active in the Alliance, and was chosen to escort the stolen plans to the first Death Star to their final destination. After being captured by Darth Vader and tortured, her homeworld of Alderaan was destroyed by Grand Moff Tarkin. This only hardened her resolve, and crystallized her desire to overthrow the Empire. Following the Battle of Yavin, Leia began to fall in love with Han Solo. The bounty on his life, however, separated them until Leia could gain access to Jabba the Hutt's palace and rescue him, with the help of Luke Skywalker and Lando Calrissian. She then helped the Alliance prepare for the Battle of Endor, and even was a member of Han's ground assault team. Her communication with the Ewoks led to the cooperation of the two forces against the Empire, and helped the Alliance destroy the second Death Star. She then led the team assigned to the Bakura situation, and successfully teamed up with the Imperial forces there to defeat the Ssi-ruuk. During Warlord Zsinj's reign, she appealed to the Hapans for aid in overthrowing Zsinj. They Hapans agreed to help, but only if she were to marry the crown prince, Isolder. This led to the discovery of her love for Han, as well as the Witches of Dathomir. In the end, Isolder shook off his mother's mantle and agreed to help the Alliance without marrying Leia, and he gladly gave her hand to Han Solo. Leia's marriage to Han Solo produced three Force-sensitive children: Jaina and Jacen (twins) and young baby Anakin. She worked hard to keep both Admiral Thrawn and Caridan Ambassador Furgan from kidnapping them by hiding them on Anoth with her childhood friend Winter. Following the birth of Jacen and Jaina, Leia and Luke used their combined powers to destroy the reborn Emperor Palpatine on Byss. After the birth of baby Anakin, Leia assumed the role of Chief of State of the New Republic when Mon Mothma stepped down. However, continued attempts on the lives of her family forced Leia to take a hiatus from leading the Republic at the time when Moff Disra began his power play. This allowed her to assist the New Republic in resolving the situation while allowing her to maintain contact with her family. After she successfully negotiated a peace treaty with Imperial Admiral Pellaeon, Leia resigned her position as Chief of State, but remained a vital part of the government whenever she could. During the Yuuzhan Vong invasion of the galaxy, Leia was one of the strongest voices the New Republic had in identifying the threat and ensuring that there was room for refugees fleeing the warzones. However, the death of Chewbacca at Sernpidal plunged Han into a deep depression, and he grew snappy with his family. Leia tried to understand Han's loss, but was unable to break through. When Han left Coruscant with Roa, Leia became angry with him for trying to keep his destination a secret. When Han returned, only to leave again to locate Roa, Leia refused to have him gallivanting across the galaxy. As Han left, he and Leia had a fight, and they parted on poor terms. Their estrangement deepened in the wake of the Battle of Fondor, when Leia refused to reduce her efforts on behalf of SELCORE to try and patch things up. Han remained at Fondor to help Droma and his

family, but would not come back to Coruscant unless Leia agreed to meet with him. Leia was unexpectedly reunited with Han on the planet Duro, as the New Republic tried to bolster the spirits of the refugees by having them help in the reclamation of the planet's surface. Han was helped Droma with settling refugees into their new homes, while Leia was heading up the committee which was directing the clean-up of Duro. They both realized that their petty arguments were nothing compared to what was happening in the rest of the galaxy, and began working to restore their relationship. However, the Yuuzhan Vong attacked Duro, and Leia was captured by the Warmaster Tsavong Lah. In a desperate struggle, Leia and Randa the Hutt tried to escape. The Hutt ultimately gave his life to help Leia, but she was captured by the Warmaster and nearly killed by Tsavong Lah. Jacen's assault forced the Yuuzhan Vong to flee, and Jaina Solo's timely arrival helped save Leia, who had suffered massive blood loss in the fight. Leia ultimately recovered, but only to learn that her son Anakin had died in the mission to kill the voxyn queen at Myrkr. With Chewbacca's death and Han's angry response to it, Leia struggled mightily to try and keep her family from falling apart. Her task wasn't made easier when Jaina decided to become a living example of Yun-Harla and nearly fell to the Dark Side of the Force, nor when Jacen was captured by Vergere and twisted to the Yuuzhan Vong way of life. As the war ground on and months of fighting turned into years, Leia and Han grew closer together through sheer determination. They participated in many missions for the New Republic and the fledgling Galactic Alliance, the primary mission being the re-establishment of the HoloNet communications network. After a strange battle at Esfandia, Leia and Han returned to Mon Calamari only to learn that the Yuuzhan Vong had devised a way to eliminate the HoloNet relay stations using the mabugat kan. With the rediscovery of Zonama Sekot, Leia could only hope that the war might be nearing its end. She had embraced a small portion of her Jedi heritage and often fought with her lightsaber, and although Han seemed to be volunteering for only the most insane of missions, they nonetheless always found their way home. After Zonama Sekot reappeared at Coruscant, Han and Leia traveled from Calamari to Coruscant to be reunited with Luke, Jaina, and Jacen, as well as with Tahiri. Their reunion was short-lived, as Zonama Sekot's return sparked the final battle between the Yuuzhan Vong and the Galactic Alliance. On Coruscant, Leia and Han worked with the priest Harrar to find a way to get inside both the Citadel of Supreme Overlord Shimrra as well as the Well of the World Brain. With Shimrra's death and the destruction of Onimi, the war came to a swift end. Han and Leia returned to Zonama Sekot with the Jedi, to determine what would happen to the living planet. *Leia Organa was portrayed by Carrie Fisher in all three Star Wars films. Leia was also portrayed by Ann Sachs for the Star Wars and The Empire Strikes Back Radio Dramas on National Public Radio.* (SW, SWR, ESB, ESR, ROTJ, TB, CPL, HTTE, COTF, SOP, VOF, VP, HT, JE, BP, NEGC, FH1, FH3, FP, UF, IS3)

Organa, Bail Prestor

Bail Organa was a youth when the hierarchy of Alderaan was thrown into a huge debate about the ascendancy. There were a number of royal families that held claims to the throne of Viceroy of Alderaan, and each of the families was eager to get its own candidate named to the position. After a lot of political backstabbing and lobbying, the Old Republic was called in and, with the help of the Jedi Knights, finally decided that the Organa family were the rightful successors to the seat of Viceroy. When Bail assumed the title of Viceroy and First Chairman of Alderaan, he also gained a seat on the Imperial Senate, and was soon engrossed in the new form of politics being played by Senator Palpatine and his supporters. Bail quickly asserted himself as a high-ranking graduate from the Academy, and with his wife's support, he began to work toward restoring the Galactic Senate to its former glory. *Note that Star Wars Journal: Queen Amidala and the screenplay of The Phantom Menace state that Bail Organa was the first Senator to second Amidala's motion to remove Chancellor Valorum from office with a vote of no confidence, although the novelization of The Phantom Menace states that it was Edcel Bar Gan.* Organa found himself oppose to the corruption that was taking over in the Senate, and fought for years to bring the corruption to an end. During the years leading up to the Clone Wars, he was a member of the Loyalist Committee, and did his best to support the efforts of Chancellor Palpatine. It was a daunting task, but one he gladly accepted. Unfortunately, the Clone Wars broke out with the Battle of Geonosis, and Bail found himself thrust into the midst of a war that could tear the galaxy apart. Even in this time of death, he and his wife Brehu - who was the Queen of Alderaan - tried to have children, but her physiology seemed unsuited to pregnancy when she experienced several miscarriages. Bail never gave up hope, in his wife or the Republic. He became famous for his valor in the Clone Wars, where he fought along side the Jedi Knight Obi-Wan Kenobi and the young pilot Anakin Skywalker. However, it soon became evident that Palpatine was growing in power, and that the Old Republic was rotting from the inside out. Organa was

desperate, especially after his speech in opposition to the Security and Enforcement Act was met with jeers and cries of treason from his fellow Senators, and turned to the growing resistance as an outlet for his anger. Along with Mon Mothma, Bail worked to solidify the resistance, working behind the scenes to write the Petition of the Two Thousand. The petition fell upon the deaf ears of Chancellor Palpatine, who revealed himself to be none other than Darth Sidious. Organa tried to make it to the Jedi Temple and ensure the protection of the Jedi Order, but arrived shortly after Skywalker began his killing spree. Organa was forced to flee on his speeder or be cut down, after witnessing the death of Zett Jukassa. After young Skywalker became Darth Vader, Obi-Wan Kenobi consulted Bail about hiding Anakin's children from the Emperor. Bail agreed to take in Anakin's wife and daughter. He raised Anakin's daughter as his own, and thereby introduced Leia to the world of Imperial politics and, also, the Alliance. When the Corellian Treaty was being discussed, it was the words of Bria Tharen that persuaded Bail to sign it. As Bail's faith in his daughter grew, he began assigning her more and more Alliance-related missions, until that fateful mission when he asked her to pick up the stolen Death Star plans and enlist Obi-Wan Kenobi out of hiding. When Leia was intercepted by Darth Vader and later tortured aboard the Death Star, Bail continued to assist the Alliance up until Grand Moff Tarkin decided to unveil the Death Star's power by destroying the planet Alderaan in an effort to get Leia to talk. Bail was killed in the destruction. *Bail Organa was portrayed by Jimmy Smits in Star Wars Episode II: Attack of the Clones.* (SW, SCRE, TPS, RD, JQA, IS1, OWS, RDE, IS3, VD3, E3N)

Organa, Brehu

this woman was the wife of Bail Organa, and the reigning Queen of Alderaan during the last years of the Old Republic. In the wake of the Clone Wars, Brea and Bail gladly agreed to take in the infant daughter of Padme' Amidala, after the Senator from Naboo was killed by her husband, Anakin Skywalker. *Is Brehu's maiden name Antilles? It is indicated that she was related to Raymus Antilles.* (VD3)

Organa, Celly

one of Bail Organa's sisters, and one of Leia's adopted aunts, Celly was best-known as the Chairman of the Refugee Relief Movement, during the last decade of the Old Republic. She always seemed to talk in riddles when she tutored Leia. (COJ, JPL, HNN4)

Organa, Nial

one of Leia Organa's adopted cousins. (COJ)

Organa, Rouge

one of Bail Organa's sisters, and one of Leia's adopted aunts. (COJ)

Organa, Tia

one of Bail Organa's sisters, and one of Leia's adopted aunts. She was betrothed to a member of House Vandron, but an unknown scandal prevented any marriage. (COJ)

Organarms

this Alliance-backed, deep-space manufacturing facility was destroyed during the Galactic Civil War. The Empire used the Missile Boat, in a demonstration of the new ship's power, to take the platform and much of the supporting fleet. (TIE)

Organic Gill

another name for the Mon Calamari oxygen symbiote. (JASB)

Organium Group

this corporation explored and settled a number of remote worlds during the early years of the New Order. One of their outposts experienced a riot when the spice known as tempest took hold of the population. (TF)

Organ-legger

this was the derogatory term used to describe those smugglers who transported illegally-obtained donor organs across the galaxy, during the early years of the New Republic. (GG11)

Organoform Circuitry

this technology had been theorized and rumored for hundreds of years before it was discovered to be in use on the planet Zonama Sekot, shortly after the Battle of Naboo. It was said that the technology was developed in the Outer Rim, on planets which were technologically advanced and which remained separate from both the Old Republic and the Trade Federation. Organoform circuitry involved the use of crystalline structures formed from organic materials. In some respects, organoform circuitry was alive, since it was created from organic matter. However, it lacked sentience, reacting only to the stimuli it encountered. (RP)

Organoplastics

any organic material whose physical properties allow it to be shaped and molded into a rigid form. Latoprene is an organoplastic. (LCS)

Orgege, Yref

this Imperial Moff was promoted to replace Sarn Shild. Orgege was a stickler for details, but his demand for following the rules slowly managed his commanders into paralysis. Nothing got done without Orgege's say-so, which came only after the appropriate paperwork was completed. (RD)

Orgon

an alien race of intelligent, mobile plants native to the planet Gorsh, the Orgons were sought after by the Genetech Corporation. Genetech wanted to study them for commercial uses, but a usable specimen has yet to be captured. Their central bodies were shaped and formed like shells, and contained the Orgon's brain and vital organs. Trailing from the central shell were six to eight thick tendrils which helped the Orgon move about. While they lack proper eyes, Orgons can sense light around them. They capture their prey by using potent poisons and strong adhesives to trap it, then slowly digest the prey using secreted acids. (PG1)

Orgone Bubbler

this beverage is characterized by a frothy, purple head. (CSWEA)

Orichale

similar to gold, this lustrous yellow metal was found on the planet Naboo. (VD2)

Oricho Sector

this sector of the galaxy was located along the Core-facing border of Lahara Sector, near the Cowl Crucible. (HNN5)

Oridium

a mineral mined in the Arah asteroid plant. (RA2)

Orido Aishara

a musician who performed during the middle years of the Old Republic. (TME)

Original Light

an almost religious reference to the beginning of the universe, with connotations of the Big Bang. (HSE)

Orin

the hostile, uninhabitable, second planet in the Bespin system, Orin was knocked from its original orbit when the Velsar's Ring asteroid belt was formed a millennium before the Battle of Yavin. As a result, Orin's orbit has become extremely erratic. Its elliptical orbit drags it through Velsar's Ring twice during each of its years, blasting the planet with asteroid debris and causing intense seismic activity. (GG2)

Orin Mersai

a musician performing during the Galactic Civil War. (TME)

Orin, Aglar

this former Imperial TIE Fighter pilot decided that, if he was going to risk his life, he might as well get paid

well for it. He resigned his commission and became a bounty hunter. He was known for his incessant bragging and his ability to take insane risks and survive. (GG10)

O-Rina

this Keganite woman was a member of the Hospitality Guides, and was assigned to escort Qui-Gon Jinn, Adi Gallia, and their padawans, Obi-Wan Kenobi and Siri, during their mission to locate O-Lana. (FFT)

Orinackra

a planet which was the site of an Imperial detention facility during the Galactic Civil War. Crix Madine was imprisoned there just before the Battle of Yavin, until he was rescued by Kyle Katarn. (DF)

Orinda

this small planet was taken by Admiral Pellaeon and the Imperial forces, and the New Republic was slow to respond. Orinda remained under Imperial control, despite the efforts of General Wedge Antilles and the *Lusankya*, until the Yuuzhan Vong invaded the galaxy. The Imperial Remnant joined the Galactic Federation of Free Alliances, and allowed Orinda to serve as a meeting place for their combined navies. (BTS, ECH, FH2)

Orini, Trinna

this slightly-built woman was one of the best sharpshooters to join the Alliance in the wave of enrollments which occurred shortly after the Battle of Yavin. (GMK)

Oriolanis Defense Systems, Limited

this minor weapons manufacturer produced a variety of low-tech, non-energy weapons during the height of the New Order. (EGW)

Orion IV

this planet was the site of an Alliance base, just prior to the Battle of Yavin. The base was destroyed by Imperial forces. (XW)

Orion-class Starship

an old-fashioned spacecraft which employed a dangerous, ion-particle sublight drive. (RPG, GG7)

Oris

this ball of nickel-iron plates was the innermost planet of the Gorothe System. Ancient Gorothe legend claims that Oris was sheltered in the fiery skirts of K'Len, and the name Oris was the ancient word for birth of dawn. The planet was just 2,950 kilometers in diameter, and orbited very close to Gorothe Alpha. A day on Oris lasted about 31 hours, although it was discovered that this day was actually growing smaller, giving rise to the theory that Oris was not one of the original planets of the system but was, instead, caught by the gravity of Gorothe Alpha. (GSE)

Orix

this gruff Trandosha worked as a thug and strong arm for Nirama, during the last years of the Old Republic. (WOA4)

Orkana

this polluted section of the planet Tatooine was the site of Orko the H'uun's base. It was a toxic wasteland created by the dumping of materials which were by-products of Orko's various dealings. The humans there had evolved over the generations into mutated creatures who lived squalid lives among the refuse. (BF)

Orko

known as Orko the Foultrader, this Hutt was a member of the H'uun class. Orko was a rival of Gorga the Hutt, until Gorga desired Orko's daughter's hand in marriage. Gorga had Boba Fett kill Bar-Kooda, a pirate who had been harassing Orko's shipments. Gorga then served up Bar-Kooda as the main course at a dinner for Orko at his palace on Orkana. Orko was pleased, although no less impressed, with the offering, and allowed Gorga to marry Anachro. The feud between Orko and Gorga continued, at a

reduced pace, until Bar-Kooda's brother, Ry-Kooda, heard about his brother's death. The Koodan set out to kill off everyone involved, and nearly succeeded on Skeebo. Boba Fett intervened, taking out the Koodan before he could do any damage. Unfortunately for Orko, Ry-Kooda was not killed. The Koodan tracked Orko to his palace, and killed off all the guards before killing - and eating - Orko. (BF)

Orko Consortium

this was another name for the Orko SkyMine operation run by Durga the Hutt. (TFNR)

Orko SkyMine

an asteroid mining company used as a front for the Hutt criminal to funnel expenses. They used it to tap the resources of the Hoth asteroid belt. Durga the Hutt used it to supply resources to the Darksaber project. (DS)

Orlan, Benald

this noted Imperial spy, native to the planet Quian, was the son of New Republic Admiral Karin Orlan. Benald received his education on Marngar III, at the Thene campus of the Imperial University on the planet. He graduated with honors, but initially took a job as a clerk for Galaxy Tours before becoming an informant for the Empire. He was so dedicated to the New Order that he turned his own father into the Imperial authorities for sympathizing with the Alliance. His father was later executed, after the Empire learned that his mother had defected to the Alliance and was a member of their command structure. Benald himself showed no remorse or compassion for his parents, believing them to be traitors to the Empire even in the wake of the Battle of Endor. For his parts in the deaths of his family and several other Republic agents, Benald was a wanted man. (SWJ4)

Orlan, Karin

this woman was a native of the planet Quian, and a supporter of the beliefs of the Old Republic. Shortly after the Battle of Yavin, she defected to the Alliance, leaving her husband and children on Quian. Little did she know that her son, Benald, had become enamored of the New Order and had informed the local Imperial authorities of his parents' sympathies. After she was promoted to Lieutenant within the Alliance's command structure, Imperial forces wiped out her husband and children on Benald's information. Karin later earned the rank of Admiral in the New Republic Navy, but was unaware of Benald's activities until the New Republic Intelligence agency revealed his part in the deaths of several other Republic agents. (SWJ4)

Orlanis, Trista

this young woman was a graduate student of xenoarcheology at the University of Agamar during the early stages of the Yuuzhan Vong invasion of the galaxy. She was one of the student leaders of the team which traveled to Bimmial with Anki Pace, to search for Jedi artifacts. Trista had a slender build and long, black hair. She was attracted to Ganner Rhysode, when he and Corran Horn traveled to Bimmial to check on the group's status. Trista was one of the first beings to encounter the slashrats which were native to Bimmial, and documented their activities. (DTO)

Orl-ar

one of the six Tiss'shar races, the Orl-ar were characterized by their deep green scales, which are marked by jagged yellow-orange stripes. (UANT)

Orlean

this long-defunct starship manufacturer developed some of the most durable starships ever built, including the Star Cab exploration vehicle. (GG8)

Orleon

this obscure planet was covered with swampland and muddy plains. The surface of the planet was constantly changing, as frequent rainstorms soaked the ground and caused mudslides and floods. Many historians believed that the first stone mites appeared on Orleon. It was here that Jabba The Hut met up with Han Solo, before Solo was captured on Cloud City by Boba Fett. *Note that, in the Marvel Comics series, which occurred prior to the release of The Empire Strikes Back, Jabba was an Imzig- or Nimbanel-like humanoid who could move about quite well on two feet.* After his ship, the *Voidraker*, was disabled by

stone mites, Jabba had to come aboard the *Millennium Falcon* in order to survive. Jabba then cleared Solo's debt, and canceled all bounties on his head, in return for his own life. *Note that this event was proven apocryphal with the release of Star Wars: Episode VI - Return of the Jedi., although it was entirely possible that Jabba reneged on the deal as soon as he was safe.* (LTA2, MC28)

Orline

this planet, the third world in the Caridan System, was covered with seas of liquid methane. Orline was orbited by a single moon. (PH)

Orllincus, Evar

this prominent Imperial General was captured by Alliance Special Forces agents while inspecting the Imperial garrison on Prishella III. (ROE)

Orloc

this cloaked man tried to steal Obi-Wan Kenobi's lightsaber from Bast Castle, Darth Vader's fortress on Vjun, some twenty-two years after the Sith Lord killed the Jedi on the first Death Star. During the early years of the New Republic, Orloc remained hidden on Exis Station, searching for the lost lore of the Jedi and the Sith. He posed as a master of the Dark Side of the Force, but he actually had very little sensitivity to the Force. He always wore a purple robe, into which he had woven control buttons and a variety of gadgets. These gadgets allowed him to control his surroundings, giving him the appearance of using the Force to manipulate objects. When he learned of the possibility that Kenobi's blade was on Vjun, Orloc made a quick trip to Vjun to verify the rumor. He was amazed to find that the Jedi Master Tionne had also heard the rumors, and had prepared for the possibility that the Jedi might also turn up on Vjun. Tionne arrived shortly after Orloc, along with fellow Jedi Master Ikrit and three students - Anakin Solo, Tahiri Veila, and Uldir Lochett. However, Orloc's lack of real power kept him from being able to obtain the artifact. Hoping to use the young boy Uldir as an unwitting accomplice, Orloc promised the boy more power than he could imagine if he was able to penetrate the fortress and steal the lightsaber. However, Uldir was rescued by Tionne and Ikrit, and the lightsaber was returned to Yavin 4. Also located during the rescue was a Jedi Holocron, which was turned over to Luke Skywalker. Orloc and his mercenaries fled into space, returning to their base of operations on Exis Station. On Exis, Orloc reprogrammed all of the droids to do his bidding, leaving his own time free to develop new ways to pretend to use the Force. Throughout his self-imposed exile, Orloc dreamed of capturing Kenobi's weapon and the Jedi Holocron he had encountered on Vjun. Uldir, hoping to redeem himself and prove that he could use the Force, stole the Kenobi lightsaber from the Jedi *praxeum* on Yavin 4 and traveled to Exis Station, hoping to gain favor with - and training from - Orloc. However, when he realized that Orloc was offering empty promises, Uldir turned the table on him and helped the Jedi defeat Orloc and recover the lightsaber. With his false contact with the Force revealed, Orloc again fled into the depths of space. (ECH, VF, KB)

Orlok

an Imperial Commander, Orlok was in charge of the Imperial training center on Daluuj. He hunted the Mon Calamari that were stranded on the swampworld, including Ackbar. He hoped the recapture of Ackbar would gain him prestige within the Imperial ranks. He was killed when Ackbar lured his troops into the swampy water, where they were attacked by the huge water-worms. (CSW)

Orma

this was the most devout of the Aramandi akia, following the tenets of the Eeronon to the letter. They also discovered and settled their own star system, in accordance with the Eeronon's instructions to leave Aram and find their own worlds. (AE)

Orma System

this planetary system, located in Brak Sector, was located in the restricted Aramand Cluster. (FBS)

Ormachek

a food source used by the Mon Calamari. It is often frozen and shipped off-planet. (BTS)

Orman

this male Chev was one of the free slaves living off Vinsoth. A shrewd businessman, Orman lived on

Lianna, operating deftly in the galactic black market. He has died his skin blue and his hair silver. He was the owner of Orman's Sky Palace. However, Orman was not above selling out a customer to the Empire if the price was right. He employed a group of thugs and guards to protect his investments. (GG12, ML)

Ormann Bomu

this Rodian soldier was a member of the Bomu clan, and worked for Zonnos the Hutt during the early years of the New Order. Ormann worked with his brother, Heedran, aboard the light freighter *Vengeance* during his tenure with Zonnos, leading the boarding parties that raided enemy ships. The pair was dispatched by Zonnos to intercept the freelance agents who had been hired by Zonnos' parent, Popara the Hutt, to rescue Mika from Endregaad. Unfortunately, the agents proved to be more resourceful than the Rodians had anticipated. In the firefight that occurred during the boarding operation, Ormann was killed and the remaining Rodians captured and turned over to the Corporate Sector Authority. (TF)

Orman's Sky Palace

this hangout, found on the planet Lianna, was popular with spacers. It was owned by the Chevin Orman. A huge bar dominates the main floor, made of polished lizard hides from Cadinth. (ML)

Ormarda

this was a common name among the Ryn. (UANT)

Ormoj

this was one of the more common names given to Cragmoloid individuals. (UANT)

Orn

a common name given to Twi'lek males, this name meant "bird of prey". (GCG)

Orn

this surname was common among human settlements found throughout in the galaxy. (GCG)

Orn Free Taa

this obese, Rutian Twi'lek was a Senator to the Old Republic. He was most noted for the Lethan Twi'lek consorts he maintained, rather than his politics. Taa was as corrupt as a Senator could be, and used his position to indulge in his every whim. He was somewhat unusual for a Twi'lek, as he had four thick head-tails instead of just two. These misshapen head-tails stored fat like the rest of his body. During the years leading up to the Battle of Naboo, Senator Taa was one of Finis Valorum's most vocal rivals, and took every opportunity to needle the Chancellor in public and political forums. It was during this time that Orn Free Taa became one of Senator Palpatine's supporters, although he found himself floundering after Palpatine was voted Supreme Chancellor. In the years leading up to the Clone Wars, Orn Free Taa continued to support Palpatine, and proved himself to be a stickler for the letter of the law. When the Military Creation Act came up for a vote, it was Senator Orn Free Taa who demanded that the vote be delayed, after Senator Padme' Amidala was nearly assassinated. He had hoped to carry the vote through, but Amidala's speeches only served to shake the resolve of those Senators who had not committed to one side or the other. Ultimately, the vote was taken, but only as a courtesy after it was learned that the Separatists had amassed a huge army on Geonosis. In the following months and years, Orn Free Taa voted regularly for legislation that seemed to maintain or improve Chancellor Palpatine's base of power, and was one of the first to recommend that the Jedi Order be augmented with a dedicated police force. After the apparent death of Master Yoda at Ithor - a complicated ruse involving Palleus Chuff - Orn Free Taa took the matter to the Senate, demanding the formation of a security force that would answer solely to Palpatine himself, and dedicated to the protection of the Galactic Senate and the Chancellor. *Note that the Episode I Insider's Guide CD doesn't give a species for Orn Free Taa, stating that his species was distinguished by its large ear flaps, which stored excess fat for later consumption. Orn Free Taa was portrayed by Matt Rowan in Star Wars: Episode II - Attack of the Clones and in Star Wars: Episode III - Revenge of the Sith.* (IG1, OWS, COD, AOTCN, OWS, YDR)

Orn Kios

this planet was located in the Yarith Sector of the galaxy. Much of the planet was covered by water, and

the settlers who lived on Orn Kios built lightweight shelters atop huge lily pads. The planet's economy was based on fishing. (WOA33)

Orn, Kalebb

this man worked his entire life on Mechis III, as an assembly line monitor. He was of the opinion that his presence wasn't needed on the planet, since all the systems were heavily automated and self-designing. His superiors, however, required periodic human intervention and inspection of all processes on the line, so Orn was hired for that purpose seventeen years before the Battle of Hoth. Orn was on duty when IG-88 arrived at Mechis III and began reprogramming the security networks. Part of the new programming included the elimination of any organic life on the planet, and four worker droids pulled Orn apart before he could escape. (TBH)

Orna Meng

this Skakoan individual was noted in the histories of the planet Skako. (UANT)

Ornik

this was one of the Alliance's Nebulon-B frigates, active during the height of the Galactic Civil War. (XVT)

Oro

this pink-skinned Mon Calamari was one of Mon Mothma's closest advisors until Luke Skywalker discovered Oro was a spy, working for Imperial Governor Parnell. It was later discovered that Oro had leaked word of the Alliance's interest in Erling Tredway to Parnell, who quickly moved to imprison Erling on Tol Ado. After Erling's rescue, Oro was arrested and placed in prison by the Alliance. (JH)

Oro

codename of a group of T-Wing starfighters destroyed during the Galactic Civil War. (TIE)

Oro Otel

this male Sullustan scout was a member of the Alliance's Gray Griffins, and was one of the team captured by the Scourge pirates. (OE)

Oro Tree

once native to twelve small islands on the planet Alderaan, these trees attract a covering of multihued lichen, and look like standing rainbows. (CPL)

O'Roark

a Sla Kar leader on Demophon. (SN)

Oro-arys

this was the Snivvian word for "music." (HNN5)

Orogor Binn

this Aqualish and his family fled Coruscant when his homeworld of Ando seceded from the Old Republic, shortly before the onset of the Clone Wars. Orogor Binn ended up on Alderaan, but longed to return to Ando. (HNN4)

Orok

this was one of the many family names used by the Bothan people. It translated loosely to "builder", "architect", or "mason". (GCG, WOTC)

Oron

this New Republic archaeologist and his daughter Meela lived on Delari Prime. Professor Oron was called upon when a team of agents - originally sent to Tuulab to ferret out Mahk'khar - stumbled upon a series of Kashi Mer ruins. Oron had established his base of operations in a former Imperial relay station. (SWJ6)

Oron Kira

son of Modon Kira, and prince of the Beastmasters, Oron was secretly entering the city of Iziz as a kind of spy for many years before Ulic Qel-Droma came to the planet. He once met the Onderonian princess

Galia on one of his missions, and they fell in love. Together they arranged a false kidnapping attempt on Galia's life in order to be together. Their plan almost worked flawlessly, except that Ulic - along with his brother Cay and Tott Doneeta - followed them back to the Beastmaster city. There they learned of Oron's love for Galia, and also of the Dark Side influences working on Onderon. Oron and Galia were later married, following Queen Amanoa's death, and the peoples of Onderon were united. (TOJ)

Oront

this was one of the largest cities found on the planet Elom. (HNN4)

Oront

this was a common name among the Elom race, based on the name of the city of Oront. (UANT)

Orooturoo

this planet, located in the Core Worlds near the Koornacht Cluster, was the homeworld of Princess Nampi. (JTH, CCW)

Ororo Transportation

this organization was a front company for the Tenloss Syndicate during the Galactic Civil War. Ororo tried to horn in on Black Sun's spice trade shortly after the Battle of Hoth. Xizor sent Guri to deliver a message to the operation, during which she exterminated three of Ororo's highest-placed officials. To further emphasize his displeasure, Xizor gave Darth Vader the coordinates of an Ororo shipyard in the Vergesso Asteroid Field, telling the Dark Lord that the coordinates represented an Alliance shipyard. The shipyard was destroyed by Vader's fleet. In the wake of the Battle of Endor and the downfall of Black Sun, Ororo was expanded by the Tenloss Syndicate and used to provide transportation services for the Syndicate's many operations. Ororo's headquarters were located on Eredin. (SE, GG11)

Orotay

a barely-palatable beverage, orotay found acceptance among the armed forces of the New Republic because it helped them stay alert. Ronks were found to be allergic to it. Following the Battle of Endor, orotay production fell off, and the price began to rise. (XWRS)

Orotoru G'am

this was one of the many floating cities found on the planet Calamari. During the last decades of the Old Republic, a podrace was held that wound through its streets. (GMR10)

Orowood Medcenter

this hospital and medical center was located in Orowood Towers, on the planet Coruscant. The staff was made up of doctors and physicians who were either natives of Alderaan or sympathetic to them. (REC)

Orowood Tower

this large building was built on Coruscant to house survivors of the destruction of Alderaan. It was painstakingly built and crafted to resemble as much of Alderaanian architecture as possible. However, many of the survivors decided that living on Coruscant, close to the Imperial Palace and the memories of Emperor Palpatine, was too emotionally difficult. After the reign of terror of Grand Admiral Thrawn, all the remaining Alderaanians abandoned the Tower, and it became a business center. The Tower itself was 38-levels tall; the third level of the Tower held airspeeder parking pads, and the fourth level held five tapcafes. (SOP)

Orphan Hall

this was the term used by the Jedi Knights who served in the Clone Wars, to describe the quarters aboard *Acclamator*-class troopships where children - orphaned by the battles - were held until they could be relocated. (BF2)

Orr Agg R'orr

this Tusken Raider was one of the many who lined the Mos Espa podracing course during the fateful Boonta Eve Classic race that was won by Anakin Skywalker, shortly before the Battle of Naboo. He fired several shots at the racers as they wound through the course, one of which was believed to have hit the

podracer of Teemto Pagalies. The Pagalies family issued a bounty for his capture, since Teemto's failure to finish cost them a lot of credits. The bounty was claimed by Jango Fett several years later, when the bounty hunter was on Tatooine to gain an audience with Gardulla and Jabba. (BH)

Orr, Alijah

this Imperial Customs Officer was one of the most powerful men in the Shesharile System during the height of the New Order. Only the local governor had more power. Orr was in charge of all in-system customs, and had the ability to confiscate and search any ships passing through Shesharile. In order to keep Orr happy, the local businessmen and trade cartels constantly invited him to parties and galas, and showered him with gifts. All of this was amusing to Orr, who was a rigid Imperial officer who believed in the exact letter of the law. This trait kept him from advancing beyond the rank of Captain, for his superiors were looking for men they could bend to their wills. His only known vice was an occasional smoke of tabacc, enjoyed through a carved bantha-bone pipe. Orr sought to advance in his position by wiping out all smuggling in the system, and was focused on capturing Shamus Falconi. This is something that Orr uncharacteristically was unable to do. (SWJ9)

orral

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "treasure" or "worthy". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Orramas

this luxury space liner made a regular run between Coruscant and several Rim planets, with a stop at Star Station 9, during the years leading up to the Battle of Yavin. Abal Karda fled Star Station 9 aboard this ship, disguised as a Duhman, before landing on Maryx Minor. The Captain of the ship told Boba Fett that Karda had demanded to be let off at Maryx Minor, even though the planet wasn't on the ship's regular run. However, a meteor shower knocked out the *Orramas*' gyro system, and forced the Captain to land for repairs. The nearest world just happened to be Maryx Minor. (EOE)

Orray

this large beast was used as a mount by Geonosian warriors. The average orray resembled a crocodilian reptile which moved about on four tall legs. The orray was once a predator of the Geonosians themselves, rooting out the newly-filled hives and eating the eggs of thousands of larvae. Over the generations, the orrays have been domesticated by the Geonosians. The tail of wild orrays was tipped with a long stinger, which was bobbed in domestic orrays. The Geonosians capped the tail with a metal fitting, to prevent it from regrowing the stinger. (AOTCN, VD2, SWI63)

Orrh Or'Ur

this Tusken Raider was among a tribe that made repeated raids against the holdings of Gardulla the Hutt, during the years following the Battle of Naboo. Gardulla discovered that her own people were unable to locate and capture the tribe, so she issued a bounty for their capture. Jango Fett claimed several of these bounties when he was on Tatooine, trying to gain an audience with Gardulla and Jabba. (BH)

Orrimaarko

this Dresselian was the first to be given command of an Alliance Special Forces Unit. He was part of the Alliance team which assembled near Sullust, just prior to the Battle of Endor, to plan the assault on the second Death Star's shield generator. He was frustrated with the fact that the Alliance chose humans for its generals and leaders, especially the choices of Han Solo and Lando Calrissian. Orrimaarko felt that rank should be awarded by experience, not being in the right place at the right time. (GG12, EGA)

Orriorr

this was one of the many small communities that were created by the Wookiees of the planet Kashyyyk. Its economy was focused on the harvesting and sale of agricultural goods on Kashyyyk itself. (GMR4)

Orrk

this guildmaster from Vandelhelm allowed Mordur to remain hidden in a converted drone barge orbiting the planet. As a guildmaster, Orrk was in control of Vandelhelm's metalsmiths, and was under suspicion

by the New Republic. He had agreed to provide the Republic with raw ores and materials for the newly-reclaimed Fondor shipyards, but the delivery of the ores was constantly delayed. Han Solo was sent to Vandelhelm with the young Venerated Ones to persuade Orrk to mend his ways, but Orrk tried to kidnap them when they arrived. He fell to his death trying to capture the Venerated Ones. (VM, MC98)

Orr-Om

this was one of the twenty orbital cities established by the Duros, after they abandoned their homeworld's surface. It was one of the few which were unshielded, and so it was virtually undefended during the Yuuzhan Vong invasion of the galaxy. Thus, when the alien invaders attacked Duro, Orr-Om was one of the first to be disabled and destroyed. (BP)

Orroman

this planet was plunged into a water crisis by the actions of the Happy Blasters gang, shortly after the Battle of Endor. (SWJ13)

Orron III

an agricultural world that is home to the Corporate Sector Authority's Data Center. Only two types of ships are allowed passage to the planet: drone barges for transporting crops off the planet, and Authority fleet ships. Han Solo agrees to pick up Rekkon there, and Jessa disguises the *Millennium Falcon* as a grain barge in order to get Han onto the planet. (HSE)

Orrsa

this friendly Wookiee tended bar at the Swirling Vortex cantina, during the Yuuzhan Vong invasion of the galaxy. (GMR2)

Orrtug

one of Jabba's Gamorrean guards. He was one of the guards who accompanied Bidlo Kwerve into the Dune Sea of Tatooine to recover the Rancor found in Captain Grizzid's wrecked ship. Orrtug was the first to discover the rancor's existence, and was nearly killed by it. This brought him great pleasure, and some celebrity on Gamor. (SWSB, TJP)

Orr'UrRuuR'R

this Tusken Raider was in charge of the small groups which lined the racecourse during the Boonta Eve Classic pod races, hoping to take out the loud vehicles and their alien drivers, during the last decades of the Old Republic. (YJC5)

Orryxia

a planet. (TBSB)

Orryxian

a feline race. (GG9)

Orryxian Catsblood

an alcoholic beverage favored in the Outer Rim. (GG9)

Ors, Jan

an Alliance operative used heavily during the early years of the Galactic Civil War, Jan Ors was a native of the planet Alderaan. She learned to dance from her mother, who worked as a choreographer for Alderaan's premier ballet company. She learned how to work on starships from her father, who was an aerospace engineer. During a mission aboard the *Star of Empire*, Jan was captured by the Empire when her cover was blown. Imprisoned without hope, she found an ear to bend when she met Kyle Katarn. Realizing Kyle's ambivalence toward the Empire, she cultivated a relationship with him until he agreed to help her escape from the prison. When they finally escaped, Jan Ors met with Mon Mothma and persuaded the Alliance leader to hire Kyle Katarn as a mercenary and commando. It was rumored that Jan exaggerated Kyle's trustworthiness in order to convince the leader of the Alliance of what she truly felt in her heart. Shortly thereafter, Jan was captured by Jabba the Hutt and held as a bargaining chip against the Alliance, until she was again rescued by Kyle Katarn. She became one of the few people Kyle

trusted, and was also one of the few people he could count on to help him get out of sticky situations. The relationship between Jan and Kyle continued to grow, and they became a formidable team of agents. They continued to work together during the era of the New Republic, until Kyle went to Yavin 4 to train as a Jedi. Jan continued to work for the Republic, taking a position on the Alpha Blue team and eventually succeeding Hiram Drayson as the team's leader, until she was reunited with Kyle shortly before the Yuuzhan Vong invasion of the galaxy. It was during the invasion that Kyle first asked Jan to marry him, and his initial reasoning caused her to decline the offer. She didn't want to get married because they might die any day. She told Kyle that she would marry him when they were ready to get out of the military and settle down to raise a family. After Kyle disappeared following the Yuuzhan Vong War, Jan spent much of her free time with Jaden Korr, hoping that his bond to the Force could help her locate Kyle. They found him in the Cloak of the Sith, where he had captured by Daye Azur-Jamin. After they managed to free Kyle and restore Daye to the Light Side of the Force, the group learned of a Force-sensitive Yuuzhan Vong female, and set out to locate her. (DF, DF2, SFE, T21, WOTC)

Orsk

this man served the Imperial Navy as Captain of the Star Destroyer *Dauntless*. He was in command of the ship when he was dispatched to escort Lira Wessex to Cloud City, to meet with Doctor Vreen about taking control of the X0-X1 prototype. (CCC)

Ort Hoogra-D'En

this Ho'Din was born on the planet Moltok, but spent much of his childhood on Anemcoro. His work on the planet included the cultivation and propagation of several rare species of plants. When the Empire "accidentally" fired on Anemcoro while trying to halt the civil war raging between two neighboring planets, his work was destroyed in the fires that swept the planet, and he vowed to make them pay for their actions. Along with Tergeth Dilorr and Babel Senjorg, Hoogra-D'En began bombing Imperial locations in the Outer Rim with spore bombs of his own design. The Empire put out a bounty on Hoogra-D'En, who was later captured on Pallaxides when he tried to hide out in his base. (ND)

ORT23/123,983-NAN21SD

this subdirectory of the Republic Xenosociological Database contained information on the communal and social characteristics of the Neimoidian race. (SON)

ORT571-23,794,928/2N

this subdirectory of the Republic Historical Database contained information on the Naboo people and their history, as well as their relationships to the rest of the galaxy. (SON)

ORT571-23,794,928/4N

this subdirectory of the Republic Historical Database contained information on the Royal Court of Naboo, including its evolution and traditions. (SON)

ORT831-23,794,928/1N

this subdirectory of the Republic Xenosociological Database contained all the known information on the Gungan race. (SON)

Orth Maag

this Zabrak worked as the bartender of The Hutt's Last Laugh, on the planet Jenenma. He had worked at The Laugh for many years, and was well aware of the criminal organization headed by Pal-Nada. He knew enough to keep his mouth shut, though, and never managed to cross Pal-Nada's thugs. Orth Maag did offer assistance to a group of freelance operatives who were tracking down their stolen starship, leading them to a meeting with Esm. (WOA19)

Orthan

this was a common name used by the Omwati people. (UANT)

Orthavan

this was one of the Mon Calamari MC80a cruisers operated by the New Republic during the fight against Grand Admiral Thrawn. During an Imperial attack on Filve, the *Orthavan* took heavy damage when the

Republic's ships were trapped by an Interdictor Cruiser. Garm Bel Iblis' was leading the defense, and was nearly forced to abandon the cruiser in order to get the rest of his forces free of the system. Only the sudden appearance of Pash Cracken's A-Wing squadron saved the *Orthavan*, as the small fighters harassed the Imperial enough to force them to break off their ambush. (TLC)

Orthellin

a race native to the Binarran Cloud. (DFRSB)

Orthodox Halbara Style

this hairstyle, popular among the rich and influential humanoids of the galaxy during the years leading up to the Clone Wars, used hairsprays and gels to hold two cones of hair straight out from the sides of the head. A tight cap of hair remained close to the skull, with the two cones curving upward and coming to a point. (VD2)

Ortin

this young man worked for the police force that protected the city of Gadrin, on the planet Cularin, during the years following the Battle of Naboo. Corporal Ortin was also a member of the underground resistance that sprang up in response to the presence of the Metatheran Cartel on the planet, using his position within the police force to funnel information back to the resistance. (EOS)

ORTNS23/917-NAN21

this subdirectory of the Republic Xenological Database contained a wealth of information on the Neimoidian race. (SON)

Orto

primary planet in the Orto system, it is a cold world orbiting a red dwarf star. It is the homeworld of the Ortolan race. Water is plentiful on Orto, but most of it is locked in polar icecaps. The only arable land is located along the planet's equator. When scientists found a huge crater buried under the northern polar ice cap, they built a theory that the planet had been hit eons ago by a large body. This impact caused the planet to undergo numerous ecological and physical changes: dust from the collision clogging the atmosphere, the impact knocking the planet out of its original orbit, and the force of the impact creating a new axial tilt. Thus, Orto is the inhospitable planet it is today, although its thin atmosphere is rich in oxygen. The average day on Orto lasts about 24 standard hours, and its year lasts 589 local days. (GG4)

Orto Culinary Academy

this culinary school, based on the planet Orto, produced some of the Old Republic's finest chefs. (HNN5)

Orto, Wyrn

this man represented Galentro Heavy Works at the Pentastar Talks, shortly after the Battle of Endor. While Orto agreed with the necessity of forming the Pentastar Alignment, he worried that Moff Ardus Kaine was using the treaty as a vehicle for gaining personal power. Orto was unswervingly loyal to Galentro, believing that the corporation was his only true family. (SWJ3)

Ortola, Tresk

a student of the Imperial Academy, Tresk and a group of friends jumped ship to join the Alliance. He became known for his bold actions in the midst of battle, and his success rate earned him a swift promotion to Captain. He commanded the *NovaFlare* prior to the Battle of Endor. Following the fall of the Empire, Ortola continued to serve the New Republic as a Captain, assisting Wedge Antilles in the attempt to take over the Maw Installation. (COTF, JASB)

Ortolan

this is a race of blue-furred, elephantine bipeds native to the planet Orto. They have floppy ears and pudgy fingers, and are known for their insatiable appetites. They are descended from a nocturnal race of creatures, and retain many of their original characteristics. Their eyesight is excellent in dim light, but bright lights hurt them. Their ears are sensitive to sound waves, and their noses are filled with tympanic organs that increase their sense of hearing. The normal mode of conversation among the Ortolans is conducted at subsonic levels, with sounds being emitted through their noses. Their noses also contain

sensitive olfactory organs. A small mouth is located beneath their nose. Infant Ortolans are born almost fully developed, and are raised until the age of seven. At that time, most are thrown out of their parents' homes to fend for themselves. In the distant past, after Orto was struck by a large mass, the Ortolan race was much smaller. They managed to survive the devastation because they ate very little, while the larger predators starved to death. Over time, their brains continued to develop, and they developed a basic technology and a high level of industrialization. *Note that X-Wing: Solo Command includes a reference to a pink-skinned Ortolan.* (ROTJ, GG4, SOC, EGA)

Ortolan

this was the name given to the native language of the Ortolans. (ANT)

Ortugg

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Ortugg

this Gamorrean was the Captain of Jabba the Hutt's personal guard at his palace in the desert of Tatooine. In addition to his duty of guarding the main entrance to the palace, Jabba had assigned Ortugg to keep an eye on Tessek. When Luke Skywalker first entered Jabba's palace, Ortugg tried to stop him. Luke used the Force to choke the Gamorrean, holding him at bay until he reached Jabba's audience chamber. In the wake of Jabba's death at the Pit of Carkoon, Ortugg and his soldiers tried to hold Jabba's palace against invasion and break-in. They considered it an honor to hold the palace until Jabba's return, despite the fact that the crimelord was actually dead. (TJP, CCG7, RESB)

OrulShai III

this was one of the inhabited moons of the resort world Gyosha. (TBSB)

Orus Sector

area of the Republic containing Poderis and Berchest. (TLC)

Orvak

an Imperial Navy Commander assigned to the Shadow Academy, Orvak and Dareb flew in the initial attack on the Jedi Academy on Yavin 4. Their mission was to knock out the Jedi's shield generator, and flew in specially-equipped stealth TIE Fighters. Dareb's ship struck the shields and crashed, but Orvak eluded the shields and slipped under the defenses. He planted several proton grenades and managed to destroy the shield generator, allowing the Shadow Academy free access to the Jedi compound. However, during the setting of the grenades, he was bitten by a crystal snake and fell unconscious. He came to just before the grenades went off, and he was killed in the resulting explosions. (JUS)

Orvax IV

this planet was known as a hub of the slave-trading industry during the height of the New Order. (SWI67)

Orveth

this gas is one of the most common gases used for blasters. (CFG, GG2)

Orycat

a vicious, predatory feline native to the planet Orryxia. They hunted in packs. (TBSB)

Orychee

this was a common name among the Myneyrsh race. (UANT)

Oryel Taakses

this Rodian, the nephew of Daetan Taakses, was one of the senior members of the Pinett Freedom Force. He was also an Imperial informant, who outwardly said that his loyalties to his family were stronger than his loyalties to the Empire. When his uncle formed the Pinett Freedom Force and began protesting the blockades formed by the Jon-Tow Economic Development Group and the Corsignis Property Alliance, Oryel used his connects to ask the Empire to help maintain order in the system. (WOA25)

Oryn Engineering

this weapons manufacturer was known for producing the first RAGOC missile system. (HAS)

Oryyka Howler

this was a species of arboreal creatures which were native to the planet Kashyyyk. They were known to be vengeful creatures, and often followed Wookiee hunters who had violated their territories. Their loud cries only served to scatter the Wookiees' prey, then the oryyka howlers fled back into their trees. (AFA)

Or'Zee, Kaja

this woman served as the administrator of Emperor Palpatine's personal retreat on Naboo, during the height of the New Order. Extremely loyal to Palpatine, having grown up during the Clone Wars and seeing Palpatine's policies as infallible. (SWI65)

OS-301

OS is short for Orbital Spaceyard, and OS-301 was located near Commenor. Shortly after the New Republic established a base on Folor, Apwar Trigit leased OS-301 for repairs to the *Implacable*. (WS)

OS-72-10

this was the serial number of the Imperial pilot who flew Obsidian 10. He was a combat veteran who served aboard the *Conquest*, *Thunderflare*, and *Executor*. He had passed up several promotions and increases in rank, in order to maintain his status as an active pilot. (CCG9)

OS-72-8

this was the designation of one of the TIE Fighters dispatched by Admiral Piett to pursue the *Millennium Falcon* when it escaped from Cloud City, just after the Battle of Hoth. (TCG6)

Osaji Hux

this was one of Osaji Shimka's three triplet heirs, all of whom inherited an equal share of the Osaji Syndicate when their father was assassinated on Axum some three years before the Battle of Hoth. As part of their inheritance, each sibling received a pendant made of green stone, to identify them as members of the family. Osaji Hux was considered a recluse who only communicated through his brother, Osaji Uhares. However, many beings considered Osaji Hux to be the true boss of the Syndicate, once Osaji Shimka was dead. In order to protect her interests, Osaji Hux moved her base of operations to the remote world of Muskree. During the height of the Galactic Civil War, all three siblings found themselves the objects of unwanted attention. They were all wanted for questioning by the Imperial authorities, and they were targeted for assassination by an unknown source. After the deaths of her brothers, Osaji Hux revealed to the freelance mercenaries that she had been the being who hired them, as a way to eliminate any contention for control of the Osaji Syndicate. As she was about to kill the mercenaries, the Imperials who had been tracking her arrived on Muskree. A firefight broke out, and Osaji Hux found herself alone after her bodyguards fled at the sight of Imperial stormtroopers. However, in the resulting confusion, Osaji Hux managed to escape from Muskree and was not heard from again. (WOA32)

Osaji Shimka

this man was the patriarch of the Osaji Syndicate during the height of the New Order. Some three years before the Battle of Hoth, he was assassinated on Axum, and control of the Syndicate fell to his fraternal triplets, Osaji Varane, Osaji Uhares, and Osaji Hux. (WOA32)

Osaji Syndicate

this family owned and operated organization made an honest living by offering cut-rate shipping along the Perlemian Trade Route during the height of the New Order. However, their more lucrative business revolved around smuggling and gun-running. Three years after the death of clan patriarch Osaji Shimka, a group of mercenaries was hired to assassinate his three heirs. Osaji Varan, Osaji Uhares, and Osaji Hux were natural-born triplets, and each had inherited an equal share of the Syndicate. (WOA32)

Osaji Uhares

this was one of Osaji Shimka's three triplet heirs, all of whom inherited an equal share of the Osaji Syndicate when their father was assassinated on Axum some three years before the Battle of Hoth. As

part of their inheritance, each sibling received a pendant made of green stone, to identify them as members of the family. A former droid researcher and engineer, Osaji Uhares assumed control of the Syndicate's illegal operations after the death of his father, preferring to keep a low profile from a base of operations on Centares. He was distinguished by the cybernetic hand which he had modified with a double-tool mount as well as a weapon mount. His compound was located on the shores of Rubyflame Lake, and were protected by the various combat droids he had repaired over the years. During the height of the Galactic Civil War, all three brothers found themselves the objects of unwanted attention. They were all wanted for questioning by the Imperial authorities, and they were targetted for assassination by an unknown source. After Osaji Varanes was assassinated on Tirahnn, his assistant Harn provided the freelance mercenaries with information on Osaji Uhares' location. Despite his many defense systems, Osaji Uhares was eventually caught by the mercenaries and eliminated. One of his many couriers, a street urchin named Fijil, gave the mercenaries information on the whereabouts of the one surviving sibling, Osaji Hux. However, upon reaching Muskree and locating Osaji Hux, the mercenaries discovered that they had actually been hired by Osaji Hux herself, who simply wanted to eliminate and contention for control of the Osaji Syndicate. (WOA32)

Osaji Varanes

this was one of Osaji Shimka's three triplet heirs, all of whom inherited an equal share of the Osaji Syndicate when their father was assassinated on Axum some three years before the Battle of Hoth. As part of their inheritance, each sibling received a pendant made of green stone, to identify them as members of the family. It was rumored that Osaji Varanes had been a sniper in the Imperial Army before "retiring" to help run the family business. He spent much of his time on the planet Tirahnn, where he had established a thriving import-export business that served as the center of the Osaji Syndicate's legitimate operations. During the height of the Galactic Civil War, all three brothers found themselves the objects of unwanted attention. They were all wanted for questioning by the Imperial authorities, and they were targetted for assassination by an unknown source. Whether good or bad, the freelance mercenaries were the first party to apprehend Osaji Varanes, eliminating him and capturing his assistant, Harn, who gave up information on the location of Osaji Uhares in exchange for his own life. Later, upon reaching Muskree and locating Osaji Hux, the mercenaries discovered that they had actually been hired by Osaji Hux herself, who simply wanted to eliminate and contention for control of the Osaji Syndicate. (WOA32)

Osa-Prime

this is the capital city of the planet Osarian. Nom Anor launched a missile strike against the city, when Rhommamool and Osarian were at their orbital closest, in an effort to engage them in a civil war that would draw the attention of the New Republic away from the Yuuzhan Vong base on Helska and the start of their invasion. Much of the city was destroyed before Commander Ackdool and the Mediator could react to the launch, much to the consternation of the Osarians. (VP)

Osarian

this is the name of the native race of the planet Osarian. (VP)

Osarian

this planet orbited its star in an ellipse that brought it very close to Rhommamool every ten years. Like Rhommamool, Osarian was not a technologically-advanced world when it petitioned the New Republic to mediate a centuries-old feud which had been refueled by Nom Anor. The feud sprang from the fact that Osarian was a pleasant, temperate world, while Rhommamool was a desolate place originally colonized by criminals sentenced to work in the mines. The Osarians who settled on the planet were more or less the wardens and caretakers of the mining colonists of Rhommamool, a kind of master-slave relationship that wore relations between the two planets quite thin. Neither planet had developed the ability to travel through space, and the Osarians employed a mercenary band of Rodians to protect themselves from Rhommamool. Just before Nom Anor fled the system in order to join the Yuuzhan Vong attack force, he launched a series of missiles at Osa-Prime, leaving the city in ruins and sparking a full-scale war between the two planet. (VP)

Osarian First-Force

this was the name used by Grappa's mercenary force, during their period of employment as protectors of the planet Osarian. (VP)

Oscum

this small port town, located on the moon Pinett, was the site of one of the moon's two spaceports. (WOA25)

OSD-III

this was the designation of an Kuat Drive Yards spacedock produced during the height of the New Order. Measuring 1,600 meters across, this station required a crew of 5,500 officers and 64 gunners, and could accommodate up to 500 passengers. Armed with eight turret-mounted turbolaser batteries, the OSD-III was designed as an orbital starship construction and repair facility. (FBS)

Osentay, Ryk

this man was a reporter for the *Eye on Cularin* news program, during the height of the Clone Wars. It was rumored that he was once a podracing announcer who reported on race status from the pits. He was supposedly beaten to a pulp during a live broadcast when he dropped a microphone into the engine of Sebulba's racer. After joining the Cularin Central Broadcasting team, he was among the first reporters to bring to light the meaning of the TINYF graffiti that began to show up on the buildings of Cularin's cities. It was his report that dubbed the graffiti "Tiny F", a phrase which quickly gained popularity. In a follow-on interview with an undisclosed source, Osentay exposed the connection between the Thaereian Military and the InterGalactic Banking Clan, and opened up a dialogue on the widespread corruption throughout Cularin's businesses and government. His source was revealed to be Gerta Haman, who was brutally subdued by Thaereian military police. Ryk, undaunted, later reported on Gerta's death near Thaere. His investigative work later took him to Tolea Biqua, to report on the legacy of Riboga. None of the beings he approached wanted to talk to him, and he was unaware that the CCB turned his interviews into a sort of comedy show. During one attempt to interview an Ugnaught, Ryk was badly beaten by the short-statured being, while his camera being recorded the entire incident. This footage was later used when Ryk returned to active duty - still recovering from surgery and rehabilitation - as part of the lead-in to his interview with Brin Hesk'l. (LFCW)

Oseon

this was primary star in the Oseon System, which was orbited by seven distinct bands of asteroids rather than solid planets. (LCM)

Oseon 2795

a small asteroid in the Oseon system, it is one of the closer asteroids to the star Oseon. It is therefore very hot, and must be carefully maintained in terms of its life support systems and its air coolers. Its primary commerce is centered around a mining operation, rather than the usual pleasure specialties of other planetoids in the system. Lando Calrissian stopped there shortly after winning the *Millennium Falcon* in a sabacc match, due mainly to his poor navigational skills. He had been trying to reach the Dela system. (LCM)

Oseon 5631

this asteroid, located in the famous Oseon System, was the site of the most impressive personal estate in the area. Owned by Ema Slake, the facilities on 5631 surpassed even those of Bohhuah Mutdah's residence on Oseon 5792. (GMR5)

Oseon 5792

the personal asteroid owned by Bohhuah Mutdah, 5792 has been specially modified to Mutdah's needs. The disk-shaped asteroid - 15 kilometers at its widest, 3 kilometers at its smallest - has been topped with a domed version of paradise. Multiple transparent covers house living spaces and vast gardens. The underside of the asteroid was built up to form a vast spaceport which is heavily armed and guarded. The gravity on the asteroid has to be specially modified to allow Mutdah to move his vast bulk with little effort. The asteroid is destroyed just after Rokur Gepta kills Mutdah and takes his place, in an effort to kill Lando Calrissian. Lando escapes, but is besieged by Shanga's fighters. One of the fighters takes a hit and crashes into one of the top-side domes, breaching it and setting off a destructive chain reaction in the asteroid's systems. (LCF)

Oseon 6845

the largest asteroid in the Oseon system, it is one of the most luxurious of all the Oseon asteroids. Located within the sixth asteroid belt in the system, it is home to the famous Esplanade. When Lando Calrissian leaves the Rafa System with what was the last cargo of life crystals ever exported, he returned to the Oseon System - and Oseon 6845 in particular - to try and win some big money. He had found that the vast wealth he obtained from the life crystals quickly got sucked away in maintaining the Millennium Falcon. Oseon 6845 has been artificially accelerated to reduce its daily cycle to 25 hours, closer to the galactic standard. (LCF, GMR5)

Oseon 8920

one of the many asteroids located in the Oseon System, 8920 was considered by many to be a miniature version of Nar Shaddaa. Criminals of all shapes and sizes hid from other criminals on the asteroid, which was one targeted for destruction by the Oseoni police force. However, the denizens of 8920 proved to be too great a source of information to eliminate. (GMR5)

Oseon System

a system of seven bands of asteroids orbiting the star Oseon, the Oseon System was named for Gadfrey Oseon. They are primarily vacation sites and pleasure spots for the filthy rich of the galaxy. It is also the home to a huge population of mynocks, and any ships travelling through the system are well-advised to protect their ships from the parasites. The system's primary star flares up in a spectacular display, known as the Flamewind, once a year. A major influx of tourists is seen during the Flamewind. The asteroids within the system are numbered with four-digit names. The first number represents which band the asteroid is in; the other three are just counters. (LCM, LCF, GMR5)

Oseon, Gadfrey

this legendary crimelord operated a traveling circus that served as a front for his illicit operations. Legend says he got into trouble during a performance on Nal Hutta, and fled to the most remote area of space he could find. There, he discovered a star system made up of seven belts of asteroids and no solid planets, which eventually came to be known as the Oseon System. He was forced to remain in the system because of the occurrence of the Flamewind, and he began dreaming of using the wondrous natural event as a tourist attraction. (GMR5)

Oseoni

any native of the Oseon system. (LCF)

OSETS 2711

OSETS stands for Orbital Solar Energy Transfer Satellite, which is one of the many solar heat collectors used to focus sunlight onto the surface of Coruscant. These collectors provide heat to the moderately cold world, and also serve to melt the polar icecaps for water. OSETS 2711 was commandeered by Rogue Squadron and Winter, as part of their last-minute plans to knock out the planet's shields in preparation for a New Republic assault. They caused OSETS 2711 to heat a water reservoir to boiling, creating a huge series of thunderstorms that knocked out the planet's computer systems, bringing the shields down. OSETS 2711 was under the command of Virar Needa at the time. (WG)

Osh

the meaning of this archaic Zabrak surname was lost over time. (GCG)

Osh Scal

this Polis Massan was one of the many members of the archaeological team that was investigating the ancient civilization of the sundered world of Polis Massa, during the last years of the Old Republic. (VD3)

Oshay

this man was a member of Samuel Tomas Gillespie's smuggling group, during the early years of the New Republic. (TLC)

Oshetti IV

this planet known for the illumescent fabric that was created from dried swamp hemp. (CSA)

Oshlin

according to Ewok legend, this flower spirit chased her beloved wind spirit through the forest from dawn to dark. (GCG)

Oshlin

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Oshmahr

this was an alcoholic beverage that was fermented by the Devaronian people. (J3)

Oshtra

this large, oceanic mammal was native to the planet Mon Calamari, and was known for its loyalty and devotion. (GCG)

Oshtra

referring to a large, loyal, oceanic creature, this was a common female name among the Mon Calamari race. (GCG)

Osi

this was the Krikthasi word for the leader of a given territory. Each *osi* was the most powerful warrior of the territory, which was known as a *junieuw*. (AE)

Osi Hass

this Krikthasi was the leader of the Undrarian *junieuw* during the height of the Galactic Civil War. He allied himself with the Alliance, in the hope of obtaining high-tech weaponry with which to defeat the Multopos. (PG1)

Osika Kirske

this Rattatak warlord was known for his vicious lust for power. Sometime before the Clone Wars, Kirske murdered the parents of Asajj Ventress, an act that would come to haunt him later in life. After Ventress was taken in by Jedi Master Ky Narec, Kirske recognized that the pair were a threat to his power. He banded together with the other warlords to murder Narec, but Ventress managed to escape. With her training incomplete, Ventress gave into the anger and hate she felt at Kirske and the Jedi, and succumbed to the Dark Side of the Force. In her anger, she hunted down and eventually captured Kirske and his supporters, locking them away in a dungeon to secure her own position as the leader of Rattatak. After the Battle of Jabiim, Kirske was freed from prison by Obi-Wan Kenobi, who himself had managed to escape the dungeon. Despite their differences, Obi-Wan and Kirske agreed to work together to complete their escape, although Kirske ultimately wanted to make Ventress pay for her actions. He was unprepared for her skill, however, and attacked her without recognizing it. Ventress drew her lightsaber and beheaded Kirske before he could strike a single blow. (SWDB, RHF)

Osil

this was one of the many Bothan clans. Affiliation with the clan was indicated by the suffix '*sil*' added to an individual's family name. (GCG, WOTC)

O-Siri

this was the name given to Siri Tachi during her imprisonment in the Learning Circle on Kegan. (FFT)

Osirrag

the primary planet in the Osirrag System, this forested world could have a flourishing tourist trade if it wasn't located so far from the trade routes that wander through the Elrood Sector. The seasons are calm, and only add to the beauty of the terrain. It is said that a race of sentient creatures lives in the air currents of the planet. Rumors tell of a young boy who sought them out, and learned to communicate with them in their own language of whistles. They developed a lasting relationship, with the boy growing up to become their protector. In return, the creatures extended his lifespan. (PG3)

Osk

this is the fifteenth Aurebesh symbol, which stood for the Basic letter "o". (IR, SWM)

Oskan Blood Eater

this horrific creature had a huge, sucker-like mouth and large, slashing claw-like arms. They also have an insatiable appetite. Jabba the Hutt once had one of these beasts as a pet in his Tatooine palace. These creatures have only rudimentary sensory systems, but are extremely stubborn and will track their prey for several weeks. Quite often, the simple sight of a humanoid creature will send the Oskan blood eater into a feeding frenzy. Many xenoarchaeologists and xenobiologists believe that the Oskan Blood Eater was artificially developed at some point in the past, pointing to the lack of mythological or historical data from the civilizations of the planets on which they live. The Empire distributed propaganda that these creatures were created by the Old Republic, in an effort to hide the truth: the Oskan Blood Eaters were the result of a secret Imperial project. (THG, SSR, OE, COG)

Osk'y

this Old Corellian term literally translated as "enemy" or "rival." In the sport of phrenbi, a variation had two teams paired together as rivals, and each team was referred to as an osk'y. (BSS)

Oslet

this timid, herbivorous creature lived in the jungles of Joralla. The average specimen stood nearly three meters tall, and three sections to its body. Each section had a pair of limbs, and the limbs were highly dextrous. These creatures could move equally well on land in the trees. The Tikiarri which were native to Joralla used these creatures as mounts. Their necks were extremely flexible, giving the oslet the ability to turn its head a full 360 degrees. (PG1)

Oslumpex V

a planet, home to the firm of Aerospace Engineers, Incorporated. (HSR)

Osma Bag

this small, leather pouch was made by the shamen of the Ibhaan'I tribe on Socorro. It was filled with a pinch of blessed Socorran sand and a collection of odd trinkets which would have meaning to the intended owner. The trinkets would help define the owner's life-destiny path, and those Socorrans who owned them were filled with stories of their contents. (BSS)

Osman

this Chevin humanoid was Durga the Hutt's majordomo. (RD)

Osman Shrier

the owner of several luxury cruise ships in the Outer Rim Territories. All of his ships' names begin with "O.S.S.," which stands for "Osman Shrier's Ship." (GG9)

Osmani System

a beggar in Mos Eisley once told Bossk that he had encountered the bounty hunter in this system, when the Trandoshan captured an individual from one of his shuttles. Bossk later killed the beggar for being too nosy about his business. (HM)

Osmotic Field

this form of portal shielding was used to maintain a certain level of atmospheric conditions within a room or building. When placed at a doorway or other entrance, the osmotic field could be tuned allow air but not particulate matter - including insects and larger creatures - pass through it into the room. More advanced models also had entropic overlays that pulled energy from the incoming air, thereby cooling it and dropping the temperature within the room. Despite the tuning that could be done with osmotic field, it was virtually harmless to most sentient races, which could push through the field to enter the room with minimal effort. (MBS)

Osmotic Veil

this form of mask was developed for use in operating rooms and hospitals, where the risk of airborne

contagions was high. When drawn over the face, the osmotic veil allowed air molecules to pass through, but kept larger particles and most biological bodies from entering. (MBS)

Oso Nim

a Duro encountered by Han Solo and Leia Organa on Belsavis, in the Smoking Jets bar. Oso provided them with information on Drub McKumb and Plett's house. She met Drub just before he disappeared. Oso also provided leads on Nubblyk's operations on Belsavis. (COJ)

Osossi

meaning "spicy" or "hot", this name was common among Gungan females. (GCG)

Osprey

an Imperial Nebulon-B2 modified frigate which assisted the Harpax in capturing Admiral Harkov's fleet. (TIE)

OSS Telira

one of Osman Shrier's cruise ships, the OSS Telira is a modified Corellian CR90 Corvette that runs between Elshandruu Pica and Quence Sector. (GG9)

Oss Willum

a thin humanoid Vultan apprenticed to Jedi Master Thon, just before the Great Sith War. He made a living as a simple trader, until the day he rescued an Old Republic courier ship by hailing a Republic prowler. He suddenly realized that a single being could greatly alter the events of the galaxy, and also realized that he had been squandering his own life. He spent a year in seclusion before he realized that he could feel the Force, and so he decided to listen to the Force and become a Jedi. He had been training with Master Thon for five years prior to two interrelated events: the arrival of Tott Doneeta to Ambria, and Thon's apprenticeship of Nomi Sunrider. Oss was assigned to Tott's team that included Ulic Qel-Droma and his brother Cay, which went to Onderon. Oss Willum, along with Crado and a group of about twenty young Jedi, were seduced by Exar Kun into joining him on Yavin 4. There, Kun destroyed the Sith holocron he stole from Odan-Urr, releasing the Sith magic in the shards that exploded from it. The shards caught the young Jedi, including Oss Willum, and they were temporarily possessed by ancient Sith spirits. Oss Willum and Crado were charged with the destruction of Master Thon, on Ambria, and plotted to use the Dark Side beasts of Lake Natth to do the dirty work for them. Thon, with the help of Nomi Sunrider and Sylvar, defeated the beasts and attempted to take the two renegades captive. Crado was able to escape, but Oss Willum was taken. He eventually was brought out of the Sith spell. (TOJ, TSW, TOJC)

Ossan

a dim-witted, child-like race which inhabits the planet Ossel II, the Ossan are a humanoid race whose primary weapons are clubs and spears. They are the favorite food of the predatory cucul. The average Ossan stands just under two meters tall, and has a rodent-like face with a conical snout that ends in a single nostril. They are a heavy-set people, with huge torsoes supported by short, stocky legs. Their arms are gangly compared to the rest of their body, and their strength was surprising for such a docile-seeming people. The Ossan also harvested the syp wood, and trade it to off-worlders for passage. House Vandron used enslaved Ossan to run their Karfeddion slave-breeding farms. (GG4, COJ, SWJ3)

Ossel II

a planet with a strong gravitational force, Ossel II is covered with steaming bogs. It is the homeworld of the Ossan race, and is known for its syp trees, which produce beautiful wood. The atmosphere of Ossel II is brownish-green in color, due to high concentrations of sulfur and chlorine. (GG4, COJ)

Osseriton

this was the only habitable planet, and sole world, found in the Osseriton System. The Hemes Arbora people migrated to Osseriton after leaving their homeworld of Carrivar. The planet was located in the Unknown Regions. (FH2)

Ossiki Confederacy Army

this was one of the primary military groups from the planet Toydaria. One of several such armies which

protected individual cities and clans, the Ossiki Confederacy Army was a regular participant in the seasonal wars fought among the Toydarians. They were known, or perhaps infamous, for their use of chemical weapons which destroyed the food stocks of their rivals. A former leader once declared, "If we can't have it, no one can." (SWDB, NEGC)

Ossilege, Hortel

the Bakuran Admiral, in charge of the Bakuran Navy, about the time of the Corellian uprisings. He is a small, slightly-built man with a bald, pink head highlighted by huge, bushy eyebrows and a sharp goatee beard. He has a quick intellect, and a suspicious nature. He was mortally wounded aboard the *Intruder* when the ship was rammed by three Saccorian droneships. He sustained a grievous wound to the stomach, but stayed in command long enough for Admiral Ackbar to arrive. Then, he detonated the *Intruder* in the midst of the Saccorian fleet. (AS, SC)

Ossk Kassa

this male Trandoshan was one of the many thugs who worked for Gardulla the Hutt during the years following the Battle of Naboo. A bounty was issued for his capture, which Jango Fett later claimed during a mission to meet with Gardulla to discuss the Bando Gora cult. (BH)

Osskum Ale

an alcoholic beverage. (ROM)

Ossom Okwar

this was a distinguished member of the Pacithhip society. (UANT)

Ossorus

this beautiful, underwater city was seat of the gods who created all life on Naboo, according to Gungan legend. The city, where Oma-Oma held sway, was supposed to be protected by enchanted sando aqua monsters and giant Gungan warriors astride their kaadus. (GB)

Osss-10

hailed as the "new breed" of bounty hunter after the dissolution of the True Guild and the Guild Reform Committee, this individual was equipped with state-of-the-art hardware. Many believed that Osss-10 had corporate or other forms of sponsorship, in order to afford the equipment he used. However, Osss-10 was outsmarted by Boba Fett, who was piloting N'dru Suhlak's Z-95 Headhunter, during Fett's search for the load shifter droid owned by Kuat of Kuat. (HM)

Ossune

this name was common among the Kerestian people. (UANT)

Ossus

third planet in the Adega system, Ossus was home to the site of an ancient Jedi stronghold and training center thousands of years before the Freedon Nadd Uprisings and the Great Sith War. Many historians believe that the Jedi Order originated on Ossus, but this was only conjecture. Following the Freedon Nadd Uprisings on Onderon, Jedi Master Arca planned to send the ancient Sith artifacts recovered from Freedon Nadd's ship there for examination, but Exar Kun was able to retrieve them first. In the chaos surrounding the Great Sith War, Aleema and Crado destroyed the Cron System, located near the Adega System. Ossus was caught in the wave of destruction radiating from the supernova. The Jedi attempted to transport the artifacts and lore from the libraries there, but were only able to take a fraction of the wealth stored there over the millennia. In an attempt to preserve a cache of lightsabers, Master Ood Bnar initiated his lifecycle change, becoming a gnarled old tree with the lightsabers entangled in his roots. He was nearly destroyed by the radiation from the Cron System. Over the ages, great cities grew out of the planet's rough, irradiated terrain. In modern times, the planet was nearly wiped out during the Clone Wars. The enemies of the Jedi Knights struck there, attempting to destroy the stronghold and root out the Jedi. Although the planet was devastated, the Jedi survived. Later, following the death of Emperor Palpatine's first clone on Byss, Luke Skywalker and Kam Solusar discover the planet's ancient Jedi connection, and were directed there by Master Vodo's holocron just before Sedriss executed Operation Shadow Hand. There, they found the Ysanna tribe and the ancient Jedi Master Ood Bnar. The planet's

atmosphere is laced with electrical storms, probably resulting from the near-devastation it suffered during the Clone Wars. It orbited the Adegan stars in a figure-eight orbit. (FNU, DLS, TSW, DE1, DE2, SWJ15, ECH)

Ossus Day

this Alliance Mon Calamari MC80a cruiser was operative during the Galactic Civil War. (TIE)

Ossyth

this gemstone was found in the deeper parts of the oceans that covered Mon Calamari. (GCG)

Ossyth

this was a common name among Quarren females. It referred to a gemstone found in the depths of Mon Calamari's oceans. (GCG)

Ostan Atur

this Lowen female was implicated in the meleenium heist at the Qua'Tahc mines on Af'El, during the early years of the New Republic. A noted saboteur, Ostan grew up in a world of mercenaries and smugglers before signing on with Tolad Dor. While working for Dor, Ostan was arrested after killing Sil Ompren by sabotaging his speeder. After many successful raids with Dor, Ostan set out on her own, and started up a partnership with Rani Quanic in the Minos Cluster. (SWJ10)

ostenmustdie

this was the userid of a computer hacker who participated in various discussions on the Cularin node of the HoloNet, during the height of the Clone Wars. It was ostenmustdie who called for the arrest and execution of Osten Dal'Nay, after a message appeared on the 'Net describing the killing of Commander Kulkis. Ostenmustdie claimed that Dal'Nay was trying to cover up a deeper motive by posting the account of Kulkis' death, hoping to be proclaimed a heroic son of Cularin while secretly carrying out some evil plan. (LFCW)

Ostfrei

this moon, the third in orbit around Genarius, was the orbital counterpart to Ulbasca. Where Ulbasca was constantly bathed with light, Ostfrei was locked in perpetual darkness. The atmosphere of Ostfrei was laden with carbon monoxide and methane, and soot particles have been suspended in the air after centuries of volcanic activity. (LFC)

Ostrad Peninsula

this point of swampland was located between Otoh Gunga and the Gungan Sacred Place, on the planet Naboo. (E1A11)

Ostrine

found on the planet Hargeeva, this mineral had many unique properties. The chief property was that ostrine could absorb heat like a sponge. This made it a valuable mineral for the production of armor plating for stormtroopers and soldiers. Ketrian AltroneI discovered a method of crystalline manipulation and plas-bonding of certain trace elements that modified raw ostrine into a heat-absorbing material unlike anything else in the galaxy. Its natural absorption properties were multiplied ten-fold. Major Nial Pedrin took the formula for use by the Empire, and hoped to bring Ketrian to Coruscant for more research. However, she defected while en route to an Imperial facility, and used the formula to improve the firepower of X-Wings by adding ostrine to the housings of their laser cannons. (SWJ8)

Osuno Whett

an alien Lando Calrissian meets on Oseon 2795, Osuno is a tall, gray-skinned humanoid with a high-pitched voice and an inability to make a decision. He did, however, have very definite goals of conquest and power, and his image of himself was bolstered when he underwent surgery to have bonemer implanted in his legs, arms, shoulders, and spine to increase his size. A native of the Lekua System, Whett was a renowned scholar there, earning the title of Offdeta there before becoming an Associate Professor of Comparative Sapient Studies. He was assisted by the droid Vuffi Raa, who was sent to Whett by Rokur Gepta. Together they discovered the Renatasian System and its primitive human

inhabitants. Whett saw the Renatasians as simple, ignorant people, and he planned to use them to further his own ambitions. He worked for 700 days with Vuffi Raa, who the Renatasians regarded as a deity, keeping a low profile as Vuffi Raa's assistant while arranging an invasion of the system by an Imperial fleet. The Renatasians blamed Vuffi Raa for the invasion, and Whett fled with the droid. Whett then found work as a research anthropologist working for Duttes Mer in the Rafa System before coming to the Oseon, where he did some research on the Sharu. Little did Whett know that Mer was working with the Tund Sorcerer Rokur Gepta to locate the Mindharp and use it to control the system. They used Whett to help them locate all the various Sharu legends, and then sent him to the Oseon System to seek out all possible candidates who fit the description of the Bearer. When Whett encountered Lando Calrissian, he tricked Lando into winning the droid Vuffi Raa, who was being held on Rafa IV as a stand-in for the Emissary of Sharu legend. Whett was further pulled into Gepta's web following Lando's recovery of the Mindharp. Whett was commissioned by Gepta to study the Oswaft, and determine who they could best be used to further Gepta's plans for power. Whett tried to secretly determine what kind of creature Gepta was, but was unable to do so, because his role in the destruction of the Renatasian invasion was discovered by Klyn Shanga. Shanga turned his forces loose on Whett's tiny ship, which was connected to Shanga's battleship pinnacle by a tractor beam. Shanga used the beam to maneuver Whett's ship into a side collision with the Wennis, vaporizing Whett and his ship while destroying the Wennis and her crew. (LCM, LCS)

Oswaft

a race of huge, manta-ray-like aliens that evolved in the vacuum of space, the Oswaft grew in the region of space known as the ThonBoka, or StarCave. They evolved over the eons into space grazers, filtering the various elements that float in the vacuum. They are powerful, winged creatures which have a multitude of fleshy tendrils streaming from their undersides, which allow them to manipulate objects. Normal adults have been known to reach lengths of 750 meters or more, while the Elders can grow to 1,000 meters. They have strange, transparent flesh, inside which can be seen the colors and sparks of chemical reactions. When they die, their flesh becomes opaque, and eventually decomposes into its molecular components. They can communicate across vast distances almost instantly, and have developed a way to manipulate microwaves to enter hyperspace by themselves. This allows them to travel anywhere in an instant, although the nature of the Oswaft is to stay at home in the StarCave, avoiding the dangers of what they call the Open Sea of space. They are incredibly intelligent, but have only gained knowledge within the confines of the StarCave. They are thusly unimaginative, but have incredibly long lifespans steeped in conservative traditions. They have the ability to synthesize complex molecular structures, provided that they have the raw atomic material to start with. The Oswaft society is ruled by a group of Elders, and was believed to have numbered in the billions, just inside the ThonBoka. When Emperor Palpatine learned of the existence of the Oswaft, he believed that the huge creatures were a threat to the galaxy, and ordered them eradicated. Imperial forces blockaded the mouth of the StarCave nebula. They regularly issue poisonous discharges, killing the pre-organic motes that float into the ThonBoka and provide sustenance to the lifeforms inside. Lando Calrissian talks the Oswaft into fighting for the ThonBoka, and together they break the blockade. (LCS, ECH, GMR5)

Ota

it was on this frozen world that Luke Skywalker intercepted Boba Fett, who was trying to locate the Mole. They were both captured by the Snogars, who wanted them to repair their city heaters. They escaped, and were met by Han Solo and Leia Organa. Solo was captured by the Snogars, and Fett agreed to help Luke rescue Han. They were all caught by the appearance of the Mole, who used a huge magnetic generator to pin Fett to a wall while they all made their way off-planet. (CSWEA)

Otalp

this young Squidge and his companion, Remoh, were believed to have encountered a protocol droid in a remote cave on their homeworld. This droid, according to legend, told them of the oppression of the Empire and the struggle of the Alliance during the Galactic Civil War. The story was said to have paralleled the history of the Squidge and their subjugation by the Vindar. Before the end of the story, however, a group of Vindar discovered their location. Otalp was caught out in the open with the droid, but Remoh remained hidden. When the Vindar apprehended Otalp, they demanded that he tell them where

his companion went. When Otalp refused, he was killed by the Vindar. This prompted Remoh to take up arms against the Vindar, in hopes of freeing his people. (T19)

Otana

this Corellian YT-2000 transport was owned by Thomaas Azzameen, who turned the ship over to his son Ace when he died. It was used to transfer bacta from remote sources to supply depots which were friendly to the Alliance. It was one of the ships which benefitted from the bacta sources known to the Azzameen family and Twin Suns Transport Services. (XWA)

O'Tawa Cymbals

these musical cymbals formed the heart of the drumheller harp. (VD)

Otek, Senni

this woman was a native of the planet Lianna, born to parents who were both engineers for Sienar Fleet Systems. Senni herself was curious and inquisitive, and chafed at the Imperial indoctrination holo-vids she was forced to watch as a child. When she tried to contact a rebel cell on Lianna, the Empire traced her movements and arrested her family for treason. Senni herself barely escaped when the local Alliance agents rescued her, but her parents were killed in a subsequent rescue attempt. Senni joined the Alliance as a technician, and eventually became a member of Korren Starchaser's scouting team. She served aboard the *Jedi Dreamer* as the senior technician. (SWJ13)

Oth

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Other, The

a member of a large number of aliens who have existed for eons in the depths of space, descending from a race of sentient machines created by a race that was wiped out when their sun went supernova. Their race has grown stagnant, and they long for excitement and risks. One such risk became a problem for them, as it caused violence and destruction, and they were forced to recover it. (LCS)

Otherspace

this was the name given to a vast expanse of dead, lifeless worlds floating in a dark gray nothingness near a huge black hole. It was known to a small group of deep-space explorers, as well as the Charon race, whose homeworld was located near the black hole. Otherspace was dominated by clouds of energy which swirl and swarm around starships, causing problems with navigational and communications systems. The stars found in Otherspace appeared as smaller black holes, and many of their planets were scoured by the Charon and their death cult. Often, starships which suffered hyperdrive malfunctions while traveling through hyperspace got deposited into otherspace, where they wandered aimlessly, unable to maintain their shipboard systems and unable to resist the Charon. (OS, UANT)

Otherspace

this specialized obstacle was used on swoopchasing courses. It was similar in design to The Channel, in that it was a completely enclosed portion of the race course. However, there was no light inside the Otherspace arena to guide the riders. Instead, a series of infrared beacons marked out the path which the riders must take. This required that riders quickly put on a set of infrared goggles prior to entry, or they would be utterly blind inside the arena. Alien races who could see in both the visible and infrared spectra were at a slight advantage on courses with this obstacle. Because of the high level of danger involved with the Otherspace obstacle, the only sanctioned races which use it are open to experts with several years of experience. Outlaw races used Otherspace at any level, and often booby-trapped the Otherspace arena with ion flares to momentarily blind those riders wearing infrared goggles. (BSS)

Otherworld Encounter

this adventure supplier was located on Cloud City, and provided paying customers with a chance to hike across the surface of Bespin's inner core in a virtual-reality environment. To ensure that patrons are

happy, and remain cognizant of the fact that the illusion wasn't real, five-piece bands played music in the false craters. (GG2)

Othlorian Sea

this is one of the two major bodies of water found on the planet Fyodos. (PG2)

Othlos

this is the smallest of the three primary land masses on the planet Fyodos. (PG2)

Othon City

this was one of the largest cities on the planet Pirin. (GG10)

Othona, Dalus

this man served as the Provost of the Alderaan University, during the years leading up to the Clone Wars. (HNN4)

Othone, Johun

this man was the Padawan learner who was chosen by Lord Hoth, more than 1,000 years before the Battle of Yavin. Othone had been promoted to the rank of Jedi Knight just before Hoth's death at the Battle of Ruusan, and petitioned the Old Republic Senate to fund a memorial to the sacrifices made by the Army of Light in protecting the galaxy. While the Senate readily agreed to fund such a memorial, the Jedi Council denied Othone's request. They said that any memorial to such an act of destruction might serve to draw more attention to it, and that Lord Hoth and his forces were simply doing their duty. Othone was outraged, and he pleaded his case before the media. As popular opinion swelled behind the "callousness of the Jedi", Othone took his Senate funding and traveled to Ruusan to erect the memorial himself. At the site of the decisive struggle in the Battle of Ruusan, Othone created the Valley of the Jedi in honor of his fallen Master and comrades. (PJSB)

Otis

this colonist established Otis' Livery in Southview Village, on the planet Edan II. (IAG)

Otis' Livery

this farmer's supply store was established in the settlement of Southview Village, on the planet Edan II. (IAG)

OTM-900

manufactured by Arantha Communications, this device allowed its owner to listen into a variety of orbital transmissions. Using a frequency scanner, the OTM-900 provided access to communications between picket ships and port authorities, local police forces, and starship pilots. It had a limited range of fifteen light-years, but provided users with a glimpse of what was happening above them. (GFT)

Otoga 222 Droid

this was a series of worker droid, similar in stature to the DUM-series of pit droids. Often cheaper than the Cyrillian DUM droids, these droids are sometimes used by podracers. The Otoga 222 has a small, humanoid body topped by a small, wheel-shaped head. (SW1, SWI50)

Otoh Gunga

this was the largest city of the Gungan race, located deep within the waters of Lake Paonga, on the planet Naboo. Boss Nass ruled a tribe Gungans from this bubble city in the period leading up to the Battle of Naboo. During the Trade Federation's occupation of Naboo, the Gungans abandoned the city and fled to their sacred place, hoping to avoid the war. In the wake of the Battle of Naboo, Otoh Gunga became overcrowded, as it became something of a tourist attraction to those beings who visited Naboo. (SW1, IG1, SON, OWS)

Otoh Gunga Bongomeken Cooperative

this Gungan construction facility was responsible for making many of the underwater transport craft used by the Gungans on the planet Naboo. They built the bongo submersibles as well as the Mantaris

transport ship. The origins of this facility can be traced to the Bongomeken Collective, more than 3,000 years prior to the Battle of Naboo. (X1, GB)

Otoh Gunga Bongowerks

see Otoh Gunga Bongomeken Corporation (WOTC)

Otoh Gunga Bonmeken Cooperative

see Otoh Gunga Bongomeken Corporation (SON)

Otoh Gunga Challenge

this was the greatest of all gungan bongo races, held in the city of Otoh Gunga and open to any individual who could pilot a single-engine bongo at speeds of at least 100 longos. It was held annually in the Otoh Gunga Gardens, with the course wrapping around its lower levels before opening into Lake Paonga. The race wound around a sacred mountain before returning to the Otoh Gunga Gardens. During the years prior to the Battle of Naboo, the race was attended primarily by Gungans. After the Battle of Naboo, however, the race became popular with many beings from across the galaxy, much to the chagrin of many Gungans. (GMR4)

Otoh Gunga Defense League

this Gungan manufacturing facility produced the unusual vehicles used by the Gungan Grand Army. (SON)

Otoh Gunga Garden

this was one of the most wondrous natural areas found in the city of Otoh Gunga, located beneath the waters of the planet Naboo. (GMR4)

Otoh Gunga Transit Authority

this was the primary governmental body created by the Gungan leaders of Otoh Gunga during the years following the Battle of Naboo. As the city of Otoh Gunga was opened to tourists and visitors, the Otoh Gunga Transit Authority was formed to address the needs for public transportation, both within the city of Otoh Gunga and to other locations across Naboo. (GMR4)

Otoh Gunga Zoological Research Facility

developed by the Gungans of Otoh Gunga, this facility sought to ensure the continued existence of some of Naboo's rarest and most endangered species of plants and animals. (E1A9)

Otoh Sancture

this ancient, underwater city was the stronghold of the Gungans who were part of the clan led by Boss Gallo, some 3,000 years before the Battle of Naboo. Located in the oceans of Naboo, the city was known as a hub for commerce and trade, since Boss Gallo chose to remain neutral during the inter-clan battles fought amongst the Gungans. However, the prosperity of Otoh Sancture made Boss Rogoe fear that Boss Gallo might have the power to sway the battles, and so Boss Rogoe sent his forces to wipe out Otoh Sancture and eliminate Boss Gallo. Despite the destruction of Otoh Sancture, Boss Gallo survived and eventually united the Gungan people. (GB)

Otoh Villages

this was the name given to the bubble buildings on the outskirts of the city of Otoh Gunga. It was in the Otoh Villages that most of the Gungans who lived in the city had their residences. (IWE1)

Otolla

this is the name of one of the two major races of Gungans found on the planet Naboo. Unlike their Ankura cousins, the Otolla Gungans were tall and muscular, and had reddish skin coloration which faded to tan on their undersides. Their haillu were also much longer and more pronounced than those of the Ankura race, and their eyes sat up on short stalks. (IG1)

Otranto

this planet was the headquarters of the Church of the First Frequency, until Grand Inquisitor Torbin drove them off. (CSA)

Otta

this sleek, playful mammal was native to the waters of the planet Naboo. Their long bodies were streamlined and flexible, allowing the ottas to catch fast-moving fish as well as digging for nyorks and other shellfish. (WSW)

Ottdefa

a scientific or academic title similar to Professor, conferred to those scholars who served the University of Comparative Sapient Species on Lekua V. (LCM, GMR5)

Ottega Sector

this area of the galaxy, located in the Lesser Plooroid Cluster, contains the Quelii, Ottega (Ithorian), and Dathomir planetary systems. It is located near the Outer Rim territories. At the time Prince Isolder is trying to win Leia's hand in marriage, it is almost completely controlled by the Imperial warlord Zsinj. The latest astrogation charts show that the Ottega Sector has 75 planets and 622 natural satellite moons. (DE, CPL, SWSB)

Ottega System

galactic star system which contains Ithor as its fourth planet. It is therefore sometimes called the Ithorian System. Mako Spince was attacked by NaQuoit Bandits while making a run there. (DE1, SWSB)

Ottegan Mead

this slightly-sweet malted beverage is created in the Ottega System. (GG9)

Ottegan Silk

this wondrous fabric gives off a distinctive, pungent smell when burned. (IJ)

Ottekvar, Harlan

this man was a popular holofilm star, during the last decades of the Old Republic. Best known for his work in *SuperKnight: The Awakening* and *Webb Tenger: PeaceBuster*, Ottekvar's casting as Lord Baltharog in the film version of the popular game *Quest for Quasar* was met with stern opposition from the game's fans. They felt that Ottekvar was 0.03 meters too short to play Baltharog. (HNN5)

Ottethan System

galactic star system which was the seat of the Ottethan warlord, who ruled eleven other systems as well. It was located at the far edge of the galaxy. Vima-da-Boda's daughter Neema was executed there for trying to use the Dark Side of the Force against the Ottethan warlord. This system is also home to a colony of rancors. (DE1, DESB)

Otto

this former Imperial Army General had a less-than-distinguished career which was only prolonged because of his friendship with Admiral Motti. An obese bumbler, Otto lost a number of key battles against the Alliance early in the Galactic Civil War, and barely avoided being executed by Darth Vader. When his position became perilous, Otto found himself stationed on the planet Lok, thanks to the machinations of Motti. Otto, however, was less than appreciative, feeling that the Empire owed him a luxury suite on Bespin's Cloud City for his service. Shortly before after the Battle of Hoth, Otto defected from Imperial service, stole an AT-ST scout walker, and fled Lok. He ended up on Tatooine, where he participated in the demolition derbies staged by Jabba the Hutt. Otto hoped to win the series of contests with his modified AT-ST, thereby winning enough credits to purchase property on Cloud City. (SWD)

Otuana, Bink

this man was believed to have been native to the planet Alderaan, but all records of his birth and life were lost when the planet was destroyed by the first Death Star. Like his buddy, Tag Greenley, Bink was believed to have joined the Alliance, and briefly served with the Alderaanian Guard. However, both were

caught by Imperial forces when the *Tantive IV* was apprehended over Tatooine. According to popular legend, Bink and Tag escaped by overpowering two stormtroopers, stealing their armor, and pretending to be Imperial soldiers aboard the *Devastator*. Upon reaching the first Death Star, Tag and Bink tried to escape in a pair of stolen TIE Fighters, but had to watch in horror as the Death Star destroyed Alderaan. Their ships were nearly intercepted by Han Solo and the *Millennium Falcon*, but managed to outrace the freighter to the Death Star. As the legend goes, Bink and Tag were the two stormtroopers on guard duty when Obi-Wan Kenobi disabled the Death Star's tractor beam, allowing the *Millennium Falcon* to escape. It was believed that the pair escaped the destruction of the Death Star at the Battle of Yavin by stealing the *Lambda-class shuttle Tydirium*, calling in a favor from Lando Calrissian to avoid Boba Fett and reach the Alliance near Calamari. They were deemed heroes, despite the fact that they had originally deserted their posts aboard the *Tantive IV*, a fact that they worked hard to hide. They later agreed to help Lando infiltrate Jabba the Hutt's palace on Tatooine, but were discovered by Boba Fett and fed to the sarlacc. Only the bounty hunter's own tumble into the creature's mouth saved all three of them. Tag and Bink were then sworn to secrecy, never to reveal Boba Fett's inappropriate fall into the sarlacc. (TBAD, T12)

Otunia

an arid world covered with brownish-red dust. (T3)

Ou

this word was the Ansionian term for "yes." (APS)

Queee-ha

this Gacerite word describes the musical rocks that exist on the Elto continent of Gacerian. These rocky spires, found on the Plateau of Dreams, resonate when the winds blows through them, creating an eerie melody. Many Gacerites come to the rocks to meditate. (PG2)

Oulat

this was one of the more common surnames used by the Duros people. Like all such names, Oulat was used only for official business, to indicate one individual from another when in the presense of non-Duros. This name literally meant "administrator". (GCG)

O-Uni

this Keganite girl was remanded to the Relearning Circle for her insolent nature. (FFT)

Ourulos

this was a noted Ubese scout. (UANT)

Out From The Shadows

this was one of the many drug abuse awareness and outreach programs which sprang up on Coruscant, during the last years of the Old Republic, as youths began avoiding the galactic climate by immersing themselves in drug-induced euphorias. (HNN4)

Out of Touch

this starship was owned and operated by Tok-Foge Pokresh, and was based on the planet Bothawui. The New Republic Ship Reigstry assigned it identification RN40-844033. (SOL)

Out Runner

this modified light freighter was used by the Alliance to intercept the crew of the *Wanderer* as they tried to return to Miser. It was also used to rescue Ackbar during the discovery of the Shantipole Project. (IC, SFS)

Out System Scout Vessel

manufactured by Loronar, this 63-meter ship was used by Alpha and Beta missions searching for habitable planets. Manned by a crew of 4 and a single gunner, this vessel also carried four passengers. They ships had decent hyperdrive capabilities, and was armed with a single, turret-mounted laser cannon. (SN)

Outbound Flight

this was the name given to the unusual starship created for the Outbound Flight Project. Six full-sized Dreadnaughts were linked together around a central fuselage to provide propulsion, navigation and computer systems, and weapons and shielding systems. Each Dreadnaught was connected to the others by a series of connecting turbolifts, and these turbolifts were also attached to the central core. A unique configuration of repulsor beams moved the liftcars between locations at rapid speeds. Within the core were storage facilities to for food, water, and fuel. Living quarters were primarily located in the Dreadnaughts themselves. Artificial gravity was maintained each of the seven areas, and specialized systems worked to adjust the gravity in the turbolift cars to ensure that beings moving from ship to ship were always feeling the correct orientation. When the Outbound Flight Project was destroyed, on the orders of Supreme Chancellor Palpatine, its remains came to rest on a planetoid in the area of Chiss space known as the Redoubt. The attack was highly surgical, with most strikes targetting only weapons, shields, and drive systems. The Survivors and their families began at once to try and re-establish the computers and life-support systems of the six Dreadnaughts, and eventually managed to get most of the ships back to running. They were incapable of flight, however, as five of the six Dreadnaughts were buried beneath tons of rocky debris. Only the number four ship - designated D-Four - remained aboveground, which posed serious health risks due to its exposure to interstellar radiation. Thus, the main living areas were established in D-Five, and the nursery center was established in D-Six. Access to the number one ship was blocked due to damage suffered in the crash, so the colony's main command center was moved to D-Four, where it could intercept any visitors. Luckily for those beings who survived the attack, the central supply core was undamaged, leaving them with a wealth of food, water, and other supplies. In order to survive, the existing decks aboard the Dreadnaughts were refitted for use as hospitals, schools, and other essential facilities that could keep the newly-christened Outbound Flight Colony alive and viable. The job of making the badly damaged Dreadnaughts workable was successful mainly due to the number of droids that were repaired and activated by the Survivors. The fact that the *Outbound Flight* came to rest in the Redoubt posed a number of problems when first contact was made with the survivors, since they were technically uninvited guests, and had no right to be there. (SQ)

Outbound Flight Colony

this was the name adopted by the survivors of the Outbound Flight Project, after they were able stabilize the remains of the *Outbound Flight* and restore it to a working - but not flyable - state. The Colony was governed by the laws of The Charter, which provided for a Managing Council to oversee the operations of the Colony, and a group of Peacekeepers to maintain order. After the Vagaari threat was eliminated, the Colony's members grudgingly agreed to accompany the Outbound Flight Colony to Nirauan, staying as far away from the New Republic as they could. (SQ)

Outbound Flight Project

Outbound Flight was a project financed by the Old Republic and the Jedi Knights during the years leading up to the Clone Wars. The goal of the project was to search out and catalog life outside the galaxy. A secondary goal was to discover other races which were sensitive to the Force. The project called for a huge starship - which became known as *Outbound Flight* - to serve as the base of operations for the exploration team. This starship turned out to be more like a mobile space station, consisting of six full-sized Dreadnaughts attached around a central storage core. It was launched from Yaga Minor, just prior to the Clone Wars. *Note, however, that Dark Force Rising places this event 47 years before the Clone Wars.* The main group of explorers was led by six Jedi Masters, of which Jorus C'baoth was presumably the senior member, and twelve Jedi Knights. 50,000 other individuals, including the crew and their families, also went along on the mission. A wealth of supplies was stored in the central core ship, and it was believed that the Trade Federation donated some supposedly surplus droidekas for defensive measures. The initial leg of the mission took them through the Unknown Regions, where they ran into the Chiss. Chancellor Palpatine, realizing that the Jedi Knights needed to be exterminated in order for him to realize his goals, assigned a huge, fifteen-ship task force to intercept and destroy the mission, along with its six Jedi Masters. They met up with Thrawn, who was in command of the Chiss Expansionary Defense, and he wiped out all the ships save one. This one was allowed to return to the Republic with news of their defeat. Among the survivors was Kinman Doriana, who convinced Thrawn of the necessity for eliminating the Outbound Flight Project. Thrawn agreed to help, and wiped out the Jedi when they arrived. This was the first of many actions that led to Thrawn being exiled from his people. Following the loss of the Jedi

Masters, whose exact consequences were withheld by Palpatine, the Outbound Flight Project was abandoned. The remains of the Outbound Flight starship were found nearly fifty years later by Chiss explorers, who agreed that the remains should be turned over to Luke Skywalker and his new Jedi Knights. The Dreadnaughts were partially buried into the surface of a remote planetoid. (HTTE, DFR, BW, VOF, SQ)

Outcasts

this was the term used to describe those T'Syriel who refused to follow the example of Keral Longknife and put aside their generations-long struggle against the human natives of Shiva IV. Longknife cast them out of the cities, forcing them to eke out an existence in the wastelands of the planet. The Outcasts hated the city-dwellers for this reason, and often raided outlying settlements, killing anyone they found and looting all foodstuffs and supplies. (MC53)

Outcasts

this was the term used to describe those members of society on the planet Taris who were banished to the lower levels of the cityscape. The Outcasts were primarily non-humans and lower-class humans who lacked wealth or power to maintain a position in the Upper City. (KOTOR)

Outer Circle

this was the name used by the Daan and the Melida to describe the outer section of the city of Zehava, beyond the border of the Inner Hub. The Daan controlled the Outer Circle some thirteen years before the Battle of Naboo, having driven the Melida into the Inner Hub shortly after the Twenty-Second Battle of Zehava. (DOD)

Outer Curved Street

this was the name of the broad, curving thoroughfare that led out of the city of Mos Eisley, on the planet Tatooine. (IWSt)

Outer Distance

this settlement, found on the planet Nam Chorios, is one of the furthest settlements from Hweg Shul. (POT)

Outer Javin Company

based on the planet Gerrenthum, this was the name of the corporation founded by Ecclessis Figg and his young bride, Yarith. With Ecclessis' brains and Yarith's credits, the Outer Javin Company mapped and exploited the Greater Javin area of the galaxy. Ecclessis Figg made a number of profitable deals with the Lutrillians and the Nothoiin, ensuring that the use of the Greater Javin provided an economic benefit for all major planets and races in the area. By the time of the New Order, the Outer Javin Company was the only publically-traded aspect of the vast Figg enterprise. (WOA33, WOA34)

Outer Los

this ice ball was the fifth and outermost planet in the Recopi System. (CCW)

Outer Region Foxar Base

this New Republic Scout Service base was active shortly after the Battle of Bilbringi. (GG8)

Outer Rim Oreworks

this mining corporation was based in the Outer Rim Territories, and was known for its use of questionable methods to strip-mine planets in quick order. Once a planet was completely mined - or when it began to cost more to continue mining than profits could sustain - the world was abandoned, often with serious environmental damage. Although the corporation's basic tenets were quite humanitarian, the actual day-to-day operations of ORO were anything but that. Men like Hugo Bartyn were promoted to positions of power within the corporation, and the existence of native sentient species on many worlds was covered up to ensure that mining rights could be procured. Some 500 years after the establishment of the operations on Lamaredd, ORO was forced to pull out when it was revealed that Hugo Bartyn had nearly exterminated the entire Menahuun race in order to secure the mines on Lamaredd. (WOA10, GMR7)

Outer Rim Sieges

this was the name used to describe the series of battles and skirmishes that took place at the edges of the Old Republic's scope of galactic control, during the last stages of the Clone Wars. The Outer Rim Sieges took a heavy toll on both the Grand Army of the Republic and the Jedi Knights, as both bodies were stretched exceptionally thin in order to counteract the actions of the Separatists. At the height of the fighting, nearly half of Coruscant's own home fleet was dispatched to the Outer Rim. Unknown to the Jedi and Army, the Outer Rim Sieges were actually part of a much larger plan established by Darth Sidious, and executed by Count Dooku and the Separatists. After nearly three years of fighting, the Old Republic had managed to drive the Separatists out of the Core Worlds, forcing the Separatists to regroup in the Outer Rim. Believing the Core to be safe, Chancellor Palpatine and the leaders of the Jedi Order pursued the Separatists to far-flung worlds. Often, entire fleets were dedicated to a single mission, such as the hunts for Count Dooku on Tythe and the Separatist leaders at Belderone. These sieges were part of Sidious' plan to spread the Grand Army of the Republic as thin as possible, and the Jedi Order even thinner. Then, when the moment was right, Sidious ordered General Grievous to launch an all-out attack on Coruscant itself. Despite the Republic's victory at Coruscant, Grievous managed to escape to the Outer Rim, and the Republic was forced to continue fighting in order to prevent Grievous from being able to regroup for another attack. This continuation of fighting only served to further the plans of Darth Sidious, who knew that the Jedi who were leading the battle groups would be scattered and unable to return quickly. After Palpatine issued the command to execute Order 66, clone commanders across the Outer Rim turned on their Jedi Generals and executed them. Thus began the Jedi Purge, solidifying Palpatine's control of the galaxy. (OWS, LEV, IS3)

Outer Rim Territories

a section of the galaxy which contains Tatooine and Ryloth. This sector of the galaxy has long marked the farthest edges of galactic expansion, since it represented a huge amount of space beyond the Inner Rim Territories, which were known simply as The Rim. For this reason, Emperor Palpatine committed most of his more heinous atrocities there. The Outer Rim was under the control of Grand Moff Tarkin and the first Death Star, until the Moff and his space station were destroyed in the Battle of Yavin. (SW, HTTE, COTF)

Outer Rim Trade Consortium

this group of Outer Rim trading concerns sprang up during the early years of the New Order, in an effort to address the lack of Imperial support the Outer Rim's businesses was getting. The Consortium spent much of its time cataloging and documenting the various Outer Rim exports that were provided to the Empire, in the hopes of ensuring adequate compensation. The Consortium felt that most of the Empire's credits were going to Core World aristocrats, while Outer Rim farmers and laborers were working for a pittance. Behind the scenes, the Consortium supported the efforts of the Alliance, and even registered several freighters and transports - actually owned by the Alliance - under its own name. (RESB)

Outer Rim Wars

Alexsandr Badure participated in this series of Old Republic battles. (CSA)

Outer Rim, The

a name given to the furthest reaches of the Invisible Sector of Imperial City, on Coruscant. It represents the areas in which the aliens who live there are trying to expand their territory. (WG)

Outer Spine

this was a term used by many spacers to indicate the most remote parts of the Corellian Trade Spine, beginning at the intersection with the Rimma trade Route at Yag'Dhul and moving rimward. Many parts of the Outer Spine had only been traveled for several centuries, despite the fact that much of the Corellian Trade Spine had been established millennia before. (WOA33)

Outer Zuma

this area of the galaxy was located below the galactic plane, and sat below the area of the galaxy known as the Inner Zuma. Both areas of the galaxy were located along the border between the Outer Rim Territories and the area of the Unknown Regions known as Wild Space. The Outer Zuma was made up of four galactic sectors: Fusai, Ikenomin, Kakani, and Sugai. Much of the Outer Zuma was uncharted until about 1,000 years before the Battle of Yavin. Several centuries before the Battle of Yavin, the Inner and

Outer Zuma regions were considered part of the Unknown Regions, until explorers began scouting their locations and pushing the boundaries of known space ever outward. However, eddies and sinkholes in the hyperspace continuum in the area led to many lost expeditions and the formation of exceptionally dangerous travel routes. (GMR9)

Outer-Rim Rum Drop

this was a popular mixed drink, developed on an unspecified Outer Rim world during the last decades of the Old Republic. It was distinguished by its reddish color, which swirled and changed as the drink was consumed. (LFCW)

Outland Mining

this Old Republic mining corporation was large enough to maintain its own defense fleet, but much of the fleet was nationalized by the Old Republic in the wake of the Trade Federation's actions leading up to the Battle of Naboo. *Could this refer to Offworld Mining?* (RP)

Outland Region

a sparsely-populated area of the planet Rydonni Prime. (SWJ9)

Outland Region

this far-ranging area of Imperial space was patrolled by Wilhuf Tarkin during the early years of the New Order. *This may be another reference to the Outer Rim Territories.* (CSWDW)

Outland Rifle

this was a form of slugthrower that fired larger slugs. Thus, it was capable of doing more damage to a target. The Outland Rifle had an internal magazine that held eight slugs. (GMR4)

Outland Transit Station

Dexter Jettster once owned a weapons shop on this space station, located along the edge of Hutt Space. The station was covered with a transparisteel dome, that provided it with an open-air feeling. Much of the station was given over to street-like rows of shops and stores, where virtually anything could be purchased...for the right price. During the years surrounding the Battle of Naboo, the station was owned by the Toydarian Rozatta, who was a friend and accomplice of Jango Fett. After the station was attacked by the Bando Gora Force witches, Dexter sold his interests to Jango Fett and fled to Coruscant. The Bando Gora attack was followed swiftly by an assault from the bounty hunter Montross, who killed Rozatta in order to lure Jango back to the station. Rozatta provided Jango with information on the Bando Gora, and explained that Montross had set a series of thermal charges throughout the station. As he fled, Jango watched the Outland Transit Station explode, putting an end to his holdings there. (SWDB, GMR10, SWRPG2, BH)

Outlander

this game of chance was a complex and fashionable game during the last decades of the Old Republic. It was usually played on a rotating holoboard, but was adapted for play on the HoloNet when it became popular. (HNN4, IWE2)

Outlander Clans

this was one of the primary clans of S'kytri which were native to the planet Skye. Although the Outlander Clans were given one seat on the Supreme Council, its members were not allowed a chance to rule Skye like the Highland and Lowland Clans. Like the other clans, the Outlander Clans were formed from forty-two unique family groups. (GMR1)

Outlander Club

this was a noted nightclub and gambling hall, located on Vos Gesal Street on the planet Coruscant some ten years after the Battle of Naboo. The club was owned by Volven Roxe, who was financed by a shady group of Columi investors. The club was named for the fact that it originally was a small establishment that catered to the aficionados of the game Outlander. It was here that Zam Wesell tried to ambush Obi-Wan Kenobi and Anakin Skywalker, after they foiled a second assassination attempt on the life of Senator Padme' Amidala. The Outlander Club was once a stylish establishment that catered to many of

Coruscant's elite, but the continued growth of the city-world meant that the Outlander was quickly deemed 'passe' by its clientele. Over the years, the Outlander became known as a haven for the seedier natives of Coruscant. It was also rumored that an Anzati stalked the Club's clientele, although many believed this was just a story devised to make the Club more attractive. *Note that Inside the Worlds of Star Wars: Episode II indicates that the Outlande Club was owned by the Baath Brothers.* (OWS, AOTCN, SWDB, CCW, IWE2)

Outlanders Organized Crime

this was the name given to the "family" of criminal organizations which were active on the Outland Transit Station during the years surrounding the Battle of Naboo. The OOC had its fingers in virtually every aspect of life aboard the station, and often used them in helped to police its own members. Any bounties that needed to be placed to bring in rogues or deserters were often placed by the sanitation or public works agencies, in return for a certain amount of "protection" from the OOC. (BH)

Outlaw Tech

any of the various starship mechanics who work outside the realm of legal starship modifications and paperwork. They do custom work for a fair price. They also have the skills to forge starship IDs and Authority Waivers. (HSE)

OutlawTech

this company, named for the breed of mechanics who would perform most illegal modifications for a fair price, developed several lock-breaking and combination-detection tools during the early years of the New Republic. (TTSB)

Outlier Systems

a collection of star systems in the Corellian Sector which are extremely introverted. They are by far the most secretive worlds in the sector, and have been said to make the Corellian System look open-minded. Many of the Corellian System's Imperial functionaries fled that system following the death of Emperor Palpatine, and took up residence in the Outlier Systems. There, they regained political offices, and work with the Diktat to govern the sector. (AC)

Outlink Four

this was the designation of an unfinished Outlink, attached to the Spaarti Creations facility on Cartao during the height of the Clone Wars. Pilester Binalie never revealed the existence of the fourth Outlink, since it was never fully completed. However, it was later used as a was to free Commander Roshton and the forces of the Army of the Republic which were trapped inside the Spaarti complex by Separatist armies. (SWI70)

Outlink One

this was one of three storage facilities maintained by Spaarti Creations, during the years leading up to the Clone Wars. Outlink One was located near an apartment complex which served as living quarters for the non-married employees of Spaarti Creations. (SWI68)

Outlink Three

this was one of three storage facilities maintained by Spaarti Creations, during the years leading up to the Clone Wars. Outlink Three was located near an apartment complex which served as living quarters for those human employees of Spaarti Creations who had families. (SWI68)

Outlink Two

this was one of three storage facilities maintained by Spaarti Creations, during the years leading up to the Clone Wars. Outlink Two was located near an apartment complex which served as living quarters for those Cranscoc employees of Spaarti Creations who had families. (SWI68)

Outpost

this small world was the outermost planet in the Bissillirus System. It was covered with plains of frozen ammonia, but was the site of a research base established by Unilliten Industries. (GMK)

Outpost

this Imperial *Carrack*-class cruiser served as a recon ship during the Battle of Nar Shaddaa. (THG)

Outpost

this Imperial deep-space platform was the base used by the shuttle *Tydirium*, before it was captured by the Alliance prior to the Battle of Endor. (XWA)

Outpost 5440

this was the name given to the Imperial outpost that was established in Ugnorgrad, on the floating facility known as the Ugnaught Surface, during the Imperial occupation of Bespin. After the Imperials were driven off Cloud City, the outpost was abandoned. The Ugnaughts reclaimed the facility, and turned it into housing, business facilities, and a HoloNet relay station. (PH)

Outpost 8

this was the designation used to describe one of the largest chunks of frozen rock and ice which orbited in the ring around the planet Constancia. During the height of the Galactic Civil War, Outpost 8 was one of a multitude of asteroids that were used by the natives of Constancia as defensive positions. Like its companions, Outpost 8 was studded with a variety of turbolaser and ion weapons, which could be brought to bear on starships intruding on Constancia's system. (LAT1)

Outpost Beta

this Rebel sentry station, located on Hoth, reported the drop of the Imperial Army just before the Battle of Hoth. *The commander at Outpost Beta was portrayed by James Eckhouse in the Star Wars: The Empire Strikes Back Radio Drama on National Public Radio.* (ESBR)

Outpost Cinder

this Alliance Special Forces base was established on a ridge overlooking the Empire's Bid'Jerma Detention Block, in an effort to liberate the high concentration of Alliance prisoners at the facility. (HAS)

Outpost Shear

this was one of the primary Separatist bases on the planet Jabiim, during the early stages of the Clone Wars. It was captured by the Army of the Republic, but at the loss of the Republic's own Shelter Base. (SWI69)

Ou'tranoi

an alien device of unknown powers and usage. (RPG)

Outreachial

the lizardfly species inhabited the cliffs located above this city. (SWCP)

Outrider

Dash Rendar's modified Corellian Engineering Corporation YT-2400 freighter, the *Outrider* was painted ebony black to blend in with the depths of space. Rendar has taken the stock YT-2400 and added a KGDefender ion engine system, a Griffyn/Y2TG hyperdrive, and a pair of modified Dymek double laser cannons. Much of the upgrade and modification work was done by Bolabo Hujaan on Byblos. (SE, EGV, SESB)

Outrider Ganglia

this was the term used to describe the tendrils which hung from the body of a Yuuzhan Vong worldship. These membranous tendrils were connected to a host of coralskippers, which were deployed to unfurl the ganglia into a sail-like structure. When fully deployed, the outrider ganglia acted like cosmic sails, helping to provide propulsion for the worldship. (NEGV)

Outrunner

an Alliance modified light freighter used for Project Shantipole. (SFS)

Outside Threat Indicator Array

called an OTIA for short, this sensor package allows a pilot in an unshielded TIE starfighter to quickly recognize when his ship has been targetted. It indicates whether a starfighter, capital ship, or platform/station has locked on to it. (TIE)

Outsider Citadels

this was the name of the contained cities maintained by the offworlders who lived on the planet Cerea. Because the native Cereans discouraged the use of high technology, offworlders were limited in their use to the Citadels. Many Cerean elders despised the Citadels for the pollution and waste they produced. (PTR)

Outstanding Threat to Order

this was essentially an order of martial law, used by the leaders of the planet Junction 5 during the last decades of the Old Republic. It was enforced whenever an enemy of the state was loose on the planet. (LOJ)

Outward Bound

this modified Vangaard Pathfinder was owned and operated by Jobany Cyrs. The ship had been in his family for several generations, and was considered an heirloom. It was virtually in original condition, with minor modifications to its computer and drive systems. (BSS)

Outworlder City

a city on the planet Ergeshui. In the Ergesh language, the name of the city is Oorglush, which can be translated as Dry Ground, Safe At Last, or Sanity. Outworlder City is covered by a transparent dome that allows the inhabitants to control the climate to suit their needs. It was built to allow off-worlders visiting Ergesh to live in comfort, if they weren't used to the swampy environment. Very few Ergesh enter the city, considering it too sterile. It is connected to Erglush by the planet's living monorail, a system of vines that grow bean-shaped pods. These pods travel along the vines via expulsion of natural gases and photosynthetic charges. (PG2)

Outworlds

this was an area of the galaxy far from most hyperspace routes. (MC16)

Ouway, Ekam

this Imperial governor replaced Stant Rosswell on Indu San. Where Rosswell maintained the New Order while allowing the natives to thrive, Ouway was a hard-line supporter of Palpatine's doctrines. Many of the favors that business leaders on Indu San had obtained under Rosswell dried up, and Ouway was despised. When the natives rose up against him, Ouway fled the system in a show of cowardice that rivaled his staunch support of the New Order. (SWJ6)

Ov Taraba

this was one of the most prominent - and expensive - universities of the planet Onderon. It was established some 4,000 years before the advent of the New Order. (TOJC)

OV600

this truth serum, created by 'Geneering Products, detects the physical symptoms of a lie and reacts to them. OV600 causes the victim's flesh to break out in a painful rash. If the lies are strong enough, the drug has the capability to induce so much pain that the victim dies. (CFG)

Ova

this planet suddenly collapsed in upon itself and disappeared, shortly after the Battle of Naboo. The collapse of the planet caught a starship which was passing by, dragging the ship and its crew into an infinite abyss. The Jedi Council feared that the planet's collapse was somehow related to the Witches of Dathomir. They had found a small temple on Ova, which bore markings and glyphs that told of Dathomir as the source of the temple's power. The destruction of Ova caused a distortion in the space around the planet, disrupting interstellar traffic for many weeks. This distortion forced the Jedi mission to rescue

Quinlan Vos to be delayed, stranding Quin on Dathomir for many days beyond his mission's parameters. (SWIE)

ova

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "eye", "gazer", or "seeker". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Over the Rile

this was a section of Bridis City, on Bridin Anchorage. (GG11)

Overden

Selonian term for their governmental body. (AS)

Overhang

this was the name given to the inhabited area just outside the main spaceport of the planet Entralla, located within the boundary of Nexus City. The majority of the beings living in the Overhang were native to Entralla, and worked menial jobs at the spaceport. Very little sunlight reaches the group, as it is blocked out by the tall buildings. (SWJ4)

Overlook, The

this was another name for the mountain Teldanus, located on the planet Gorothe Prime. (GSE)

Overlord, Belgar

this man and his partner, Roth Skimm, were a pair of freelance explorers who stumbled upon a habitable world on the edge of the Core Worlds some 600 years before the Battle of Naboo. They named the planet Belgaroth, and the system became known as the Belgaroth System. Before they could turn the system into a way station and turn a profit for their efforts, however, they shot and killed each other over a disputed game of cards. (CCW)

Overmind

the name given to the controlling consciousness of the taurill. It controls all of its individual minds at one time, although it tends to get distracted very easily. (DS)

Overracer

see Mobquet Overracer (DARK)

Oversector

part of the Tarkin Doctrine, an Oversector was to be created from those star systems in which open rebellion was just starting. Existing sector boundaries no longer mattered; the existing sectors would simply be included in an Oversector's boundaries. The combined military might of the Oversector could then be used to quell any rebellious activities. (ISB, DSTC)

Oversector Outer

this Imperial Oversector was the first such area defined by Palpatine, and was set up for Grand Moff Tarkin. It contained much of the Outer Rim Territories. (DSTC)

Overseer of Prison Worlds

this was the title given to the being - a member of the Old Republic's Senate security committee - who oversaw the activities and maintenance of the Republic's many prison facilities. (JQ8)

Overtown

this was the pleasure sector of Corinth City, and was the primary center of pro-Imperial sentiments during the Galactic Civil War. (SWJ10)

O-Via

this Keganite woman worked in the Animal Circle, and was a friend of O-Melie. (FFT)

Oviedo Engineering

this vast research and development organization expanded its corporate portfolio many years before the onset of the Clone Wars, branching out to manufacture a variety of military vehicles and weapons systems. Oviedo Engineering was forced to dismantle its operations after its Director, Lorca Oveido, was arrested on conspiracy charges after faking his death and plotting to sell rigged weaponry to Wat Tambor and the Confederacy of Independent Systems. (T22)

Oviedo, Lorca

this man was the Director of Oviedo Engineering, during the last years of the Old Republic. Distinguished by his impeccable clothing and flowing mustaches, Oviedo tried to make a small fortune by negotiating with Wat Tambor of the Confederacy of Independent Systems. Oviedo had already agreed to sell his weapons systems to the Grand Army of the Republic, and was planning to allow the Separatists to use special identification chips in the weapons to track the locations and movements of the Republic's ground forces. In order to ensure the success of this plan, Director Oviedo arranged for a malfunction aboard his starship, while returning from a conference on Aviles Prime. The malfunction forced the ship to revert to realspace near Asturias, where it was attacked by Separatist forces. Oviedo's ship managed to land on the remote moon, as did a handful of the clone commandos assigned to protect him. It was the clones who discovered Oviedo's plans, which might have allowed the sale of rigged weapons to occur, even as it made Oviedo something of a hero for surviving the "attack." Oviedo even tried to bribe the commandos, but their loyalty to the Old Republic was absolute. He was returned to Coruscant by commando Theta-288, the only member of his squad to survive the affair. Unfortunately, Oviedo died from "sudden respiratory failure" before he could be interrogated. It was unclear whether his death was a suicide or not. (T22)

O-Vieve

this ancient Keganite woman ruled the planet with V-Tan some thirteen years prior to the Battle of Naboo. They were known as the Benevolent Guides, and revered the prophecies which claimed that a visitation by the Jedi Knights would destroy Kegan society. To this end, they perpetuated the belief in the General Good and kept Kegan isolated from the rest of the galaxy. O-Vieve herself was somewhat precient, and had visions of the purge of the Jedi Knights and the legions of stormtroopers enforcing Emperor Palpatine's New Order. Unfortunately, Qui-Gon Jinn and Adi Gallia - the two Jedi Masters on Kegan to determine the Force sensitivity of O-Lana - couldn't believe that such an evil force would one day take control of the galaxy, and ignored her visions. However, as the Jedi revealed more and more about the greater galaxy, the Keganite population began to doubt the rulership of O-Vieve and V-Tan. In the end, the populace voted to overthrow the Benevolent Guides and join the Old Republic. (FFT)

Oviloid

this mammalian creature was known for the large litters produced by the females, in which the cubs were neatly arranged in the nest. (SWED)

Ovise I

this was the innermost planet in the Ovise System, found in the Modell Sector of the galaxy. (GMR9)

Ovise II

this was the second planet in the Ovise System, found in the Modell Sector of the galaxy. (GMR9)

Ovise III

this planet, the third world in the Ovise System of Modell Sector, was an urban world dominated by factories. Because of the unregulated growth of industry on the planet, Ovise III was considered a polluted world by the time the New Republic took control of the Inner Zuma region. (GMR9)

Ovise IV

this was the fourth planet in the Ovise System, found in the Modell Sector of the galaxy. (GMR9)

Ovise V

this gas giant was located in the Modell Sector of the galaxy. It was orbited by several inhabitable moons, and was known as a source of tibanna gas. (GMR9)

Ovkhevam

this Noghri male was a member of the clan Bakh'tor, and was one of the many who worked the verdant canyon known as the "future of Honoghr" during the early years of the New Republic. It was Ovkhevam who greeted Luke Skywalker when he arrived on Honoghr to repair his starship. (TLC)

Ovolyan

a large, bantha-sized reptiloid native to Laboi II, the ovolyan are the primary prey for the Laboi. In turn, the ovolyan hunt small Laboi for food. (GG4)

Ovrax IV

the planet on which Evar Orbus purchased Snit. (TJP)

Ow

this is the white star that is the binary of Roti, at the center of the Roti-Ow System. (GG4)

Owaw

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name referred to the leaves of the pale green waw tree. (GCG)

Oweg

an Imperial Navy Captain, in command of the *Valiant* during the height of the New Order. (ISB)

Owell

this was one of the many Ferroans who were living on the planet Zonama Sekot during the Yuuzhan Vong invasion of the galaxy. Like Darak and Rowel, Owell eventually came to trust Luke Skywalker and the Jedi Knights who arrived on the planet to seek its assistance in resolving the conflict with the Yuuzhan Vong. When Zonama Sekot made a blind jump into hyperspace to avoid the sabotage of Nom Anor, the Ferroans were forced to flee underground to avoid the ecological damage that occurred on the surface. Owell, along with Darak and Rowel, made many trips into the wilderness to look for survivors, often with the help of the Jedi. (UF)

Owen, Nile

this Imperial Moff was in control of Rayter Sector during the Galactic Civil War. He was a thin man with hawk-like features, and although he always wore his military attire, Owen also preferred furred cloaks. Owen's demeanor is one of controlled force, and he is an intimidating individual to most people. He is a model Imperial officer, and served on several *Victory*-class Star Destroyers before advancing to the position of Rayter Sector Moff. When the Farool Brothers approached him with a plan to discredit the Alliance, he grudgingly supported it. He allowed them to capture Crying Dawn Singer, but when Nak Farool issued a holotransmission stating that Owen was unsympathetic and couldn't assist in rescuing the Shashay, Owen became furious. He executed Nak Farool on the spot, and commanded Jonnas Perrsta to contain the Shashay. When the Alliance stepped in to rescue Crying Dawn Singer, Owen ordered the Impending Doom to cut them off. Neither objective was met, and Owen carried a deep-seated grudge for the Alliance and its agents from that point on. In the wake of the Imperial defeat at the Battle of Endor, Moff Owen took out his frustration by executing an entire company of soldiers from the First Sun Mobile Regiment for killing all Alliance troops before questioning them. This forced Maska Zural to re-evaluate his group's alliance with the Empire. (TA, SWJ15)

Owens, Tully

this man made his home in the walled city of Cjaalysce'l, on Socorro. There, he worked as the chief mechanic at the docking piers, and his crews were known for their adherence to Caelli-Merced standards. A former smuggler of some renown, Tully was brought into the Caelli-Merced Syndicate by Tait Ransom, who introduced him to Pret Swain. (BSS)

Owner

a device which can control a number of droids fitted with restraining devices. (TB)

Owners' League

this loose union of casino and brothel owners is the counterpart of the Exotic Entertainers' Union. (SE)

OWO-1

this was one of the command battle droids sent by Nute Gunray to check to see if Qui-Gon Jinn and Obi-Wan Kenobi had been killed by poison gas, shortly after they were dispatched to resolve the Trade Federation's blockade of Naboo. Distinguished by its yellow coloration, OWO-1 had a communications package built into its backpack, and provided audio and video back to Gunray's command center until it was cut down by the Jedis' lightsabers. (IS1)

Owprhin

one of the seven major clans of Ammuud. (CSA)

Owr'apa

this deadly predator roamed the fungal plains of the planet Yvara, feeding on the abundant zeebucks and inept Yvarema. Owr'apa were ambush predators, submerging themselves in watering holes and waiting for their prey to get too close to the water. Once prey was selected, the owr'apa lunged out of the water, taking the creature by surprise and dragging it back underwater. Owr'apa had a specialized breathing snorkel which allowed them to breath while underwater. (KR)

Owris

a harmless, blob-like creature found in the forests of Endor's Sanctuary Moon. (ECAR)

Oxbel

a Devaronian on Tatooine at about the same time Labria was living in Mos Eisley. Oxbel was Labria's brother and, like Labria, arrived on Tatooine and has yet to leave. Unlike his brother, however, Oxbel has no ambition to make something of himself. He deals in worthless information gathered from his drunken stupors in the alleys of Mos Eisley. (GG7, TME)

Oxidizer

this was the brand name of Gandorthral Atmospherics' basic breathing mask. It was unusual among similar devices in that its complex scrubber system never needed to be replaced, just recharged. However, the Oxidizer required that the wearer be in an atmosphere that had moderate levels of oxygen which could be extracted. Thus, it was not effective in the vacuum of space. (AEG)

Oxin

an Alliance container group supplying Admiral Harkov and the *Protector* fleet in the Ottega System during the height of the Galactic Civil War. (TIE)

Oxite

this ore is mined on the planet known as Oasis, in the middle of the Maelstrom. (RM)

Oxon

this was one of the primary cities of the planet Naboo. During the Separatist crisis that engulfed the galaxy some ten years after the Battle of Naboo, Queen Jamillia opened Oxon - along with Theed and Kwilaan - to refugees who were fleeing the upheaval. (SFT, HNN5)

Oxygen Symbiote

a clear, gelatinous creature native to Calamari, it has the ability to filter pure oxygen from water. The Mon Calamari use them as breathing masks when swimming in the Calamari seas. The symbiote is placed over the nose and mouth, and it adheres to the skin. The symbiote then filters oxygen to the wearer's nose and mouth while keeping the water out. (DA)

Oxywater

a name used by the Sunesi, and other races, to describe bacta. (SWJ10)

O-Yani

this elderly Keganite woman was the caretaker who tended to O-Lana, during the child's infancy. (FFT)

Oz

this name was given to female Zabrak, although its original meaning was lost over time. The Basic translation of the name meant "egg". (GCG)

Ozlyn Gox

this was the capital city of the planet Gravlex Med. (HNN4)

Ozone Chamber

found in many spas and resorts, an ozone chamber has a number of uses for humans and aliens. (HSL)

Ozrei

this was a common name among the Nagai race. (UANT, GMR1)

Ozrei N'takkilomandrife

see Knife (GMR1)

Ozu

this agricultural planet was located on the rimward edge of the Anoat Sector of the galaxy. The inhabitants of the planet maintained an insular society. (WOA33)

Ozz

this Ugnaught was the King of his people, leading the Terend Council from the city of Ugnorgrad, during the early years of the New Republic. During the height of the Galactic Civil War, he worked hard to make Cloud City a better place for the Ugnaughts to live, a goal that was made easier by Lando Calrissian's humanitarian stance on employing the Ugnaughts. After Calrissian fled Cloud City and the outpost was garrisoned by the Empire, Ozz found himself and his people virtually enslaved by Imperial Governor Treece, who exploited Ugnaught labor to cover up his own embezzlement of Imperial funds. Ozz and his Ugnaughts staged an insurrection against Imperial Captain Treece in the wake of the Battle of Hoth, planting a series of twelve bombs around Cloud City and hoping to destroy it once and for all. When Calrissian returned to try and liberate the city, Ozz reluctantly agreed to accept his help. Together, they managed to defeat Treece's forces and evict the Imperial garrison from the outpost. (EGA, SWDB, MC57, PH)

Ozzel, Kendal

a native of Carida, Kendal Ozzel was the last in a long line of land owners on the planet. As the second son, Kendal was not his father's designated heir, and joined the Imperial armed forces to prove himself. It was rumored that Ozzel gained his position because his family had close ties to the Imperial Navy, especially after he attained the rank of Admiral. It was Ozzel who presided over the dishonorable discharge of Han Solo, after the young cadet ignored his superior officer's orders and freed a Wookiee slave. He was given the command of the Star Destroyer Executor, which allowed the Imperial Naval Staff to keep an eye on Vader while he hunted down the Alliance. Ozzel was placed in charge of the fleet that attacked Hoth, and brought the fleet out of lightspeed just outside the Hoth System. He felt that the surprise arrival of the fleet would shock the Alliance. Instead, the presence of the fleet was quickly noted by the Alliance, which gave them time to prepare their escape. Ozzel was killed by Vader for his failure to cleanly capture the Hoth base. *Ozzel was portrayed by Michael Sheard in Star Wars: The Empire Strikes Back, and by Peter Michael Goetz for the The Empire Strikes Back Radio Drama on National Public Radio.* (ESB, ESB, MTS, THG, OWS)

Ozzel, Mann

this man, a distant ancestor of Imperial Admiral Kendal Ozzel, was generally credited with organizing the trading of Carida's mineral rights to offworld concerns. These actions brought the Ozzel family, as well as the planet, great wealth over time. (SWDB)

Ozz's Palace

this was the name given to the immense facility that served as King Ozz's base of operations, located in the city of Ugnorgrad on the floating city known as the Ugnought Surface. (PH)

*** P ***

P-100 Salvage Droid

this immense automaton was used by scrap collectors to gather up metallic debris. A pair of circular wings extend from the main cylinder, and were equipped with re-grav plates to pick up the scrap. Modified conveyor belts carry the debris into the holding bays, located inside the central cylinder. Also stored within the main cylinder were three dome-shaped pick-up droids, which had manipulator arms for retrieving delicate scrap items. *Note that the Star Wars Databank indicates that the P-100 was the smaller, dome-shaped recovery droid.* (IWE1, SWDB)

P-12

this was a model of Sirplex shield generator, used on starships such as the ZH-25 Questor. (SS)

P127

the designation of Astronav's top-of-the-line starship course plotter. It could plot multiple-jump courses in no time. (IJ)

P2-D19

this outdated P2-series astromech repair droid was stationed aboard the *Black Ice*. Skolos programmed P2-D19 to attack the team of Alliance agents which was attempting to take control of the *Black Ice*. (BI)

P2-series Droid

this was Industrial Automaton's first attempt to build an astromech droid. Large and cumbersome, the P2-series was eventually scrapped when Industrial Automaton was served with a technology-infringement lawsuit by former executives of Industrial Intelligence. However, after the suit was settled, the basic design of the P2 series was reused in the development of the R2 series. These droids were plagued by a series of minor, though annoying, design glitches, including a poorly-coded maneuverability routine that caused the P2 to bump into objects. Also, the P2 could only communicate via its video screen or an input jack, making their application to certain starship systems tricky. The P2 was controlled by the Intellex II computer brain. (IG1, BI, FTD, SWJ7)

P-34

this Mobquet combat speeder was designed for use by the Empire. However, it never got beyond the prototype stage, as its basic design failed to meet the Empire's minimum requirements. (GSE)

P-38

[see Porax-38 \(X3\)](#)

P39

this A9-series driller droid worked for the Tredway family in the mines of 24 Tredway, in the Sil'Lume Asteroid Belt. After Imperial Governor Parnell attacked 24 Tredway and killed Axton Tredway's wife, P39 and a group of other droids sacrificed themselves to allow Luke Skywalker, Gideon Smith, and Sidney Shortfang to rescue Dena Tredway from harm. (JH)

P-59

this destroyer droid was in command of the group sent to kill Qui-Gon Jinn and Obi-Wan Kenobi, after the Jedi managed to survive the poison gas and squadron of battle droids sent to assassinate them. The Jedi were aboard the Trade Federation command ship at the request of Chancellor Valorum, who hoped to settle their dispute with the planet Naboo. P-59 and its companions were the first of the destroyer droids to have shield generators installed for added protection. (IS1)

P-60

this destroyer droid was part of the group sent to kill Qui-Gon Jinn and Obi-Wan Kenobi, after the Jedi managed to survive the poison gas and squadron of battle droids sent to assassinate them. The group of destroyers was under the command of unit P-59, and its members were the first of the destroyer droids to have shield generators installed for added protection. (CCG13)

P-71

this was Drolan Plasteel's version of the Wookiee crossbow. It was produced many centuries before the Galactic Civil War, and was essentially a repeating projectile launcher contained in a stylish, plasteel shell. (NEGW)

Pa

meaning "late", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Pa Gara

this was the name of a noted Blood Carver, famous in the history of the planet Batorine. (UANT)

Pa Tho

this race created the unusual transportation system later known as the Great Subcrustal Tubeway before they died out. (TT)

PA90,842-N024/B

this subdirectory of the Sector Ranger Database documented the illegal trade of exporting shaaks from Naboo, during the last decades of the Old Republic. (SON)

PA-9r

a long range tachyon detection array. (SCRE)

Pa'aal

Tal Fraan learned the ways of the human race while stationed on this moon, the primary natural satellite of the fifth planet in the N'zoth system. It was here that the Yevetha confined all the Imperials they captured when they took control of the Black Sword shipyards, shortly after the Battle of Endor. (SOL, TT)

Paaloc

this rare form of Yuuzhan Vong incense was burned by only the most exalted individuals of their species. Any individual not of sufficient social status caught with the incense was subject to execution for overstepping their bounds. The scent of burning paaloc was said to resemble that of the ancient and forgotten Yuuzhan Vong homeworld, and was only recognizable as a distant memory. (EVR)

Pablo-Jill

this male Ongree served as a Jedi Knight during the years leading up to the Battle of Geonosis. His participation in a mission to Ord Mantell helped bring about a temporary peace on that planet. Master Pablo-Jill never took a Padawan learner before he was dispatched with Mace Windu to confront the Separatist forces on Geonosis. (SWDB)

Pabs Tyerell

see Deland Tyerell (HNN4)

Pac

this alias was used by a Cerean male who was a member of the Cularin Militia, after he and his comrades - Mack and Grunt - decided to speak out against the "so-called Expansion Manifesto" that was attributed to Reodo Artom. The trio of soldiers believed that the document was a great description of the morals of exploration, but it failed to take into account the true necessities of combat. They agreed to participate in an interview with Yara Grugara on *Eye on Cularin*, but the inane reporter made a mockery of their opinions. Pac tried to salvage the interview, despite the ineptitude of his comrades, claiming that war was necessary to defending one's rights to freedom and existence. (LFCW)

PAC20

this was the model number of Fabritech's visual wrist communication system. It provided the user with audio and video communication capabilities, allowing the user to see and hear another being. (EGW)

Paca, Magir

this Garosian was one of the leaders of the New Republic's underground on Garos IV. He was one of the original founders of the Committee of Seven for Garosian Unification, and was a close friend of Tork Winger. Paca served as an assistant to the Minister of Commerce on Garos IV when the Empire moved in to take control of the planet, and used his position to gather information and intelligence on the Empire's movements. He was discovered during an Imperial audit, but managed to elude arrest after Alex Winger discovered his name in an Imperial datafile on suspected criminals. Paca fled public service, and went into hiding to protect himself. (SWJ1)

Pacanth Reach

a cluster of stars located in the Outer Rim Territories, the Pacanth Reach was conquered by the Epicanthix people. (SESB)

Pacci

this K-Wing bomber pilot was part of the Fifth Battle Group squadrons sent to assist in the New Republic's first attempt to blockade Doornik-319. He was killed when the Yevethan resisted and fought back. (SOL)

Pace

this surname was common among human settlements found throughout in the galaxy. (GCG)

Pace, Anki

this woman was a Doctor of Xenoarcheology at the University of Agamar during the second decade of the New Republic. A friend of Koyi Komad, she was knowledgeable in the area of Jedi relics and artifacts, and was concerned that many sites were being robbed of Jedi lore before they could be adequately studied and archived. Doctor Pace once told Corran Horn that a colleague had discovered a site, only to wake up the next morning to find the site scoured of artifacts and her memory erased about what she had found. Horn suspected that some of the vigilante Jedi Knights had stolen the artifacts, but he had no proof. Doctor Pace led the group of students who traveled to Bimmiel to search for ancient relics, and was one of the first to discover the remains of a Yuuzhan Vong warrior on the planet. (DTO)

Pacifier

this was a model of Telgorn transport ship. The Cavrilhu Pirates used several highly-modified Pacifiers as smuggling and pirate ships. (SOP)

Pacifog

this mind-altering substance was created in an Imperial laboratory in orbit around Kadril, under the direction of Darth Vader, sometime after the Battle of Yavin. Pacifog had the unique ability to emphasize the weakest traits of beings, traits which could be used by the Empire to achieve its own goals. However, in order to ensure that Imperial troops who used pacifog were not subjected to its effects, Darth Vader ordered a huge quantity of kunda stones from Dal Quirz and the Kadrillians. Kunda stone was grown in zero-gravity labs, and could absorb and filter out pacifog. Vader planned to use the kunda stones in manufacturing filter masks for Imperial troops. Unfortunately for Vader, pacifog had an intense reaction to human biology, swiftly reducing human flesh to a frothy ooze. (NEGC, LAT3)

Pacithhip

this alien race was native to the planet Shimia, in the Outer Rim Territories. They have a long, pointed head which is dominated by two long, thin, pointed tusks. These tusks were atrophied versions of much larger tusks used by the ancestors of modern Pacithhip to dig up roots. The nose of the Pacithhip is elephantine, although the nostrils are located close to the skull. The trunk ends with the being's mouth. Two large, black eyes are located at the top of the skull. The shape and size of their tusks established an individual's place in society, as there were three basic genetic patterns which led to the growth of tusks. Based on the genes they carried, an individual Pacithhip would become a warrior, a scholar, or a farmer. The body of the average Pacithhip was stout and round, with tiny legs that barely moved them along. (CCG9, AE)

Packered Mortar Gun

a rifle-sized weapon that shoots small mortar charges. (DF)

Packet

this Yuuzhan Vong measurement was used to indicate the number of individuals in a group. It was equivalent to roughly 80 individuals. (UF)

PackTrack

manufacturers of the 41LT-R Mechanical Universal Labor Eliminator droid series, also known as MULE droids. *Note that The Essential Guide to Droids indicates that PackTrack was the brand name of the 41LT-R droid, which was produced by Les Tech.* (GG8, SWJ14, EGD)

Pacnorval Defense Systems, Limited

this minor weapons manufacturer produced a wide range of sonic weapons. (EGW)

Pad

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Pad 12

the *Flurry* was parked on this landing platform on Bakura, during the struggle against the Ssi-ruuvi just after the Battle of Endor. (TB)

Pada

this was a species of intelligent, yellow-furred bipeds with pumpkin-shaped faces and clawed hands. Padas had large earflaps and a pair of short horns on their heads. They were excellent climbers, and their slit-pupiled eyes could see well in the dark. The Pada had an extremely well-developed sense of honor and a deep respect for life, and were forbidden to kill another being, even in self-defense. (JH)

Pada-Jedi

Cerasi used this somewhat derogatory term to describe Obi-Wan Kenobi. (DOD)

Padak

this bounty hunter was considered a walking weapons arsenal by his peers in Qulok's Fist. An immense man even without his yellow-gold blast armor on, Padak was known to have had just one goal in life: "to do good death." He lacked good planning and stealth skills, but made up for them with pure aggression. (DARK)

Padaunete, Thrynka

this woman served as the leader of The People's Inquest, the grass-roots Jedi watchgroup which formed during the years leading up to the Clone Wars. Padaunete was one of the first beings to take up the formal protest of the training of Ludi Billane, the infant rescued from the destruction of her home city of Domitree, on Ord Thoden. The Jedi Council refused to allow Ludi's mother Jonava, who had also survived the earthquakes, to take baby Ludi back to Ord Thoden. Padaunete then arranged for Jonava to appear on the talkshow *Essence*, an event that drew even more beings to their cause. In response to the show's airing, Padaunete claimed that the Jedi Knights were nothing more than a cult, set on brainwashing young beings to carry out their nefarious plans. Despite her high ideals, when a group of holofeature producers approached Jonava and Thrynka about a movie based on their efforts, both quickly traveled to Kassido to help with casting. During this time, the Old Republic shut down The People's Inquest on a variety of semi-legal claims, and Thrynka was forced to go into hiding. Her desire to expose the truth remained intact, however, and Thrynka managed to secure a HoloNet node on an remote Outer Rim world to restart The People's Inquest during the height of the Clone Wars. (HNN4, HNN5, SWI71)

Padawan

this is a Jedi term for a young student of the Force. During the height of the Old Republic, beings who were strong with the Force were identified at a young age for training, often before their first year of life. Young beings were transported to the Jedi Temple on Coruscant, where they were brought up to respect the Force and the life it suffuses. Trainees were allowed to train until they were chosen as Padawan learners by a Jedi Master, or until they were thirteen years old. If a learner was not chosen as a Padawan

by his thirteenth birthday, it was decided that the young student would never have the drive and skills to become a full Jedi Knight, and they were given lesser assignments by the Jedi Council. Each Padawan was distinguished by a short, close-cropped hairstyle which was accented by a thin braid. The braid's length, together with small beads braided into the hair, denoted the Padawan's level of training. On the occasion of a Padawan's thirteenth birthday, solemn reflection and meditation were required by the student, and the Master often gave them a meaningful gift. (PTR, SW1, RF, HP)

Padawan, The

see Dyshkava, Byrch (GMR7)

Padawan's Resource Guide

this document was produced by the Jedi Masters who controlled the Almas Academy. It contained all the basic information an aspiring student of the Force would need to understand how the Almas Academy differed from the Jedi Temple on Coruscant. It also documented the three convergent paths a student at the Almas Academy had to traverse: the Jedi philosophy, and how it applied to their individual nature; the Jedi peace, and how deeply a student can attune himself to the Force; and the Jedi promise, in which a student must face their greatest fears in order to pledge themselves to the Jedi Code. (WOTC)

Padda

this Twi'lek and his cousin, Quink, re-established Chabak's, the casino owned by their uncle on Zirtran's Anchor. Padda was the younger of the two cousins, and was also more reckless and inexperienced. His parents were quite powerful on his homeworld of Ryloth, and they made sure that Quink was blamed for anything that went wrong at Chabak's. (SWJ5)

Paddie, Ister

this man, a native of the planet Sermeria, represented his homeworld as a Senator to the Old Republic, during the era of the Clone Wars. He succeeded Lanus Wrede in the position of Senator, after Wrede committed suicide. (OWS, HNN4)

Paddocks, The

this was one of the largest open-air markets found in Mos Eisley, on the planet Tatooine. It was established for the auction and sale of various forms of livestock, although it evolved into an informal zoo over the years. During the height of the New Order, the Paddocks was owned and operated by Cruegar, a Gungan who knew his clientele and their needs. (GMR7)

Paddox, Theus

this man was the High Lord of House Pelagia during the height of the New Order. He was very young when Pelagia fell from power, but married into House Cadriaan in an effort to regain its position. His marriage to the daughter of Lady Bathos, along with financial investments with House Cadriaan, helped Paddox begin rebuilding House Pelagia's status. It was later discovered, by the crew of the *Bright Seeker* shortly after the Battle of Hoth, that Theus's younger brother and sister, Trad and Verinia, were secreted away aboard the *Regal Destiny* during the Mecetti Purge. (PGT, TSIA)

Paddox, Trad

this youth was the younger brother of Theus Paddox. Trad and his sister, Verinia, were lost aboard the *Regal Destiny* when it fled during the Mecetti Purge, more than twenty years before the Battle of Hoth. Trad was just eight years old at the time, and was placed in stasis by Mistress Winslo when the ship was sabotaged. The bodies of Trad and Verinia were recovered by Captain Nils Wender and the crew of the *Bright Seeker*, then turned over to House Pelagia for reanimation. (TSIA)

Paddox, Verinia

this youth was the younger sister of Theus Paddox. Verinia and her brother, Trad, were lost aboard the *Regal Destiny* when it fled during the Mecetti Purge, more than twenty years before the Battle of Hoth. Verinia was just ten years old at the time, and was placed in stasis when the ship was sabotaged. The bodies of Trad and Verinia were recovered by Captain Nils Wender and the crew of the *Bright Seeker*, then turned over to House Pelagia for reanimation. (TSIA)

Paddy Frogs

these flat, bloated amphibians are native to the planet Klatooine. Jabba the Hutt used to consume these creatures as appetizers. He preferred them preserved in brandy, which added flavor and kept these vicious little frogs from attacking each other. (TJP)

Padlink

this device was designed to be attached to a standard datapad, providing access to a mainframe computer system. (SWJ10)

Padme

this given name was commonly given to female human children throughout the galaxy. (GCG)

Padon

this green-skinned, alien being introduced Canderous Ordo to Carth Onasi and Bastila Shan, on the planet Taris, during the height of the Great Sith War. (KOTOR)

Paecian

this was the secondary language spoken on the planet Dathomir, after the Basic tongue. (EGP)

Paecian Empire

an ancient empire founded about 3000 years before Han Solo won the planet Dathomir in a sabacc match, shortly after the Battle of Endor. (CPL)

Pa'ela

this was the Menahuun word for the life-energies that permeated the planet Lamaredd. The word *pa'ela* literally meant "holy blood", and was believed by many Jedi Knights to be the Force. (GMR7)

Paemos

this young man was among the many Force-sensitive individuals who were exiled to the planet Dathomir during the early years of the New Order, because he was perceived as a threat by Emperor Palpatine. Paemos became something of an aide to Rohak, and was with the old man when he discovered the location for the Village of Aurilia. (SWGAL)

Paffen

this Imperial commander was left on Lucazec to await the return of a Fallanassi who could read the hidden messages left behind by the elders. He was killed by Luke Skywalker when he tried to abduct Akanah. *Note that Shield of Lies indicates that Paffen poisoned himself, rather than be captured by Skywalker on Lucazec.* (BTS, SOL)

Pagda Luwa

this was a noted member of the Mrissi race. (UANT)

Page

this young being was a student at the Jedi Temple on Coruscant during the last years of the Old Republic. (YDR)

Page, Judder

this young man was from the planet Corulag. He disapproved of his father's position as a pampered Imperial Senator, and was none too happy when his father sent him to the Academy. However, Page turned the situation to his own goals, and used the freedom from his father to study all sorts of things about the military. He graduated with honors, and was assigned as a scout in General Veers' command in the Army. He defected to the Alliance after hearing one of Princess Leia's anti-Imperial speeches on Coruscant, agreeing with her assessment of the Empire and the state of the galaxy. Page stayed on after witnessing the heroic efforts of Luke Skywalker and Han Solo. Page was recruited by Crix Madine as a commando, and he was part of Bren Derlin's troops on Hoth, as well as Solo's assault team at Endor. His non-descript good looks made him blend in with most crowds, allowing him to "disappear" in plain sight. When Derlin took a desk job following the Battle of Endor, Page was promoted to Lieutenant, but refused

to be promoted further, having seen that rank had nothing to do with the level of commitment from Solo or Skywalker. *Note that the Star Wars Customizable Card Game - Endor Expansion claims Page was already a Lieutenant prior to the Battle of Endor.* When the Yuuzhan Vong invasion of the galaxy began, Page found himself once again on the front lines. He agreed to a naval posting, garnering the rank of Captian and serving under Pash Cracken aboard the *Memory of Ithor* during Operation Trinity. When the ship exploded, it was believed that Judder and Pash were both killed in the explosion. However, both managed to reach lifepods and escape the blast, only to be captured by the Yuuzhan Vong and incarcerated on Selvaris. He was eventually rescued by the New Republic after Thorsh managed to escape the prison camp and provide the Republic with the location of Selvaris, only to be trapped on Caluula Station with Han Solo and the *Millennium Falcon*. It was there that Page left Cracken, returning with the Solos to Calamari. (HTTE, COTF, HTSB, HTTEC, CCG10, RESB, FP, UF)

Page's Commandos

another name for the Katarn Commandos, a special-forces group led by Lieutenant Judder Page of the New Republic. (HTTE, COTF, HTSB, FP)

Pagh

this was an Ansionian exclamation of disgust. (APS)

Pah, Vinsho

this man was one of Chancellor Finis Valorum's personal guards, during the period leading up to the Battle of Naboo. It was Pah's quick thinking that helped save Valorum from an attack by The Flail, during Zegmon Pent's attempt to assassinate Valorum. (SWRPG)

Pahgan

Twi'leki word for bargain. (ROJR)

Pa'hir'al City

this was the capital city of the planet Urce. (AIR)

Paig

this was a Fallanassi world. (BTS)

Paige-Tarkin, Shayla

this woman represented her homeworld of Eriadu, as well as the planets of Seswenna Sector, to the Old Republic Senate, during the years leading up to the Clone Wars. She was adamant in her support of the Republic, in the whirlwind of secession movements which engulfed the Republic. She was one of Chancellor Palpatine's strongest supporters, and grew increasingly worried about his health as the Clone Wars ground on. (HNN4, JT)

Painted Door Street

a street located in Plawal, on Belsavis. Nubblyk the Slyte had a house on this street, which was taken over by Roganda Ismaren. (COJ)

Pair O'Dice Casino

a casino located in the Yerith Bepin hotel on Cloud City over Bepin. (GG2)

Pak, Tal

this rat-fced man was a notorious smuggler. Tal Pak and his partner, Vassk, agreed to help the Alliance by providing them with the location of a supply cache on Tatooine, during the height of the Galactic Civil War. He was later betrayed by his partner when the Twi'lek sold out to the Empire. (SWJ2)

Pake

an Alliance X-Wing pilot killed in action over M'haeli. (ROC)

Pak-It Gear Bag

this SoroSuub gear bag is essentially a backpack used by spacers to carry personal effects. (PSG)

Pakk

this Herglic term could be used to indicate a Herglic pod community, a city, or a planet, depending on the context in which it was used. (PGT)

Pakka

this Trianii cub was the son of Atuarre and Keehee. He was kidnapped and interrogated by the Corporate Sector' Security Police during the annexation of Fibuli, and hadn't spoken since that time when Atuarre managed to rescue him during a prisoner transfer. Pakka and his mother teamed up with Rekkon to investigate the disappearances of individuals in the Corporate Sector. He assists Han Solo and his mother in infiltrating Stars' End and liberating the people kept there. After this, Pakka tried to return to school and lead a normal life, but he had become something of a celebrity on Fibuli. He adjusted quickly, and soon was drawn out of his shell. (HSE, CSA)

Pakkallo, Sena

this aging woman served as a medical officer at the Imperial garrison on Bakura during the height of the Galactic Civil War. A veteran of several missions to harsh worlds, Pakkallo once treated Wilek Nereus for a parasitic disorder on OrulShai II. Nereus remembered her compassion, and eventually hired her to serve on Bakura. She hoped that a non-combat position would make her life easier, but Nereus' cruel methods of keeping the peace kept her more than busy. She grew bitter working for the Empire, and even considered joining the Alliance. She didn't know how to contact them, so she smuggled medical supplies to the Bakuran underground. In the wake of the Battle of Bakura, Pakkallo decided to join the fledgling New Republic. (TBSB)

Pakkerd Light Transport

this false corporation was set up on Ession by the Imperial warlord Zsinj, under the alias of Oan Pakkerd. The company's records listed Vanter Raffin as the chief officer, and Hola Paskalian as the chief of security. During the height of the Empire, Pakkerd was a division of Sienar Fleet Systems that built TIE Fighters and TIE Interceptors. After the death of Palpatine at Endor, Pakkerd was sold off. Since that time, it has produced a wide range of repulsorlift vehicles. Zsinj had actually been building new TIE Fighters, which he hoped to get assigned to the Implacable before the New Republic could stop him. Unfortunately, with the help of the captured Night Caller, the Republic was able to knock out the Pakkerd plant and rob Zsinj of his reinforcements. (WS)

Pako Ramoon

a planet located in the Grohl Sector, Pako Ramoon was the site of TransGalMeg's corporate headquarters. Diskio and K'lial Khzrry were instrumental in the Alliance's attempt to infiltrate the TGM headquarters. (CRO)

Pakoukou

this was a Mon Calamari deity. (T4)

Pakrik Major

this planet orbited its primary star with its less-populated sister, Pakrik Minor. It is located in the Kanchen Sector. (SOP)

Pakrik Minor

this small, sparsely-populated sister to the planet Pakrik Minor is the primary world which grows tallgrain. It is the capitol world of the Kanchen Sector. (SOP)

Pakuuni

primary planet in the Pakuuni System. (TIE)

Pakuuni System

a haven for pirates and smugglers around the time of the Battle of Hoth. Intergalactic trade there was dangerous, at best. Thrawn, then an Imperial Vice Admiral, attempted to set up a new installation there. From this base, Thrawn could then restore order to the system. (TIE)

Pal

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Pal referred to an individual's quickness of mind, cunning, or initiative. (GCG)

Pala Kwi'teksa

this young Twi'lek girl was a slave in Mos Espa, and was a friend of young Anakin Skywalker. Before arriving on Tatooine, Pala was first enslaved by the Toydarian baron Begubb. Begubb had demanded an annual payment of ryll spice to "protect" her village, and when the natives couldn't pay, Begubb took the smartest and brightest children instead. She was educated at Madame Vansitt's Charm Academy to be an assassin, and was sold to Lord Tantos shortly before Anakin defeated Sebulba in the Boonta Eve Classic podrace. However, she and Anakin discovered a group of Ghostling children captured by Sebulba, and they tried their best to rescue them from Gradulla the Hutt. Gardulla was able to identify Pala from a flake of skin found in Gardulla's dungeons, and Madame Vansitt had no choice but to destroy Pala. Luckily for Pala, Anakin had given her a signal jammer to wear, which blocked the destruction transmission. After helping the Ghostlings reach Bantha Rock and the ship of Rakir Banai, Pala escaped Tatooine with Dorn. (E1A5, E1A7, E1A8)

Palace Courtyard

this wide, circular courtyard was built near Naboo's Theed Palace, during the years following the Battle of Naboo. The courtyard was split into two halves, with a tree-lined walkway running down the middle. The courtyard was created to foster and encourage enlightened thought and practice, in the wake of the brutal invasion of the Trade Federation. Holographic murals imbedded in the colonnade wall defining the courtyard's boundaries portrayed many of Naboo's greatest philosophers and artists, in keeping with the courtyard's themes. Just before the onset of the Clone Wars, many of the workers staged work stoppages and strikes in protest of the working conditions during the construction of the courtyard, but were swiftly arrested and silenced by the local security forces. (IWE2)

Palace Dargul

governmental seat on the planet Dargul. (JS)

Palace Guard

this was the division of the Royal Naboo Security Force which was responsible for security in and around the royal and governmental buildings of Naboo. The Palace Guard was made up of about 150 members of the Security Force who had experience offworld, many of whom had received commendations for their bravery and service. (SON)

Palace Hotel

this was one of the many bordellos that were found on the moon Naos III during the last years of the Old Republic. (LEV)

Palace Museum

found on the planet Tatooine, this museum contains many displays which depict Jabba the Hutt's personal empire. There are many fine examples of the artwork, weaponry, and music preferred by the crimelord, as well as several recreations of the palace itself. (SOL)

Palace of Light

located in the city of Lola Curich on Lianna, the Palace of Light is an amusement pavilion encompassing over 600 different games of skill and chance. Food can also be ordered in several quick-food restaurant booths scattered throughout the pavilion. (ML)

Palace of Peace

this was the name given to the central governmental building of Peace City, on the planet Ylesia, after the Yuuzhan Vong took control of the planet and turned it over to the Peace Brigade. As a gruesome

reminder of Ylesia's past, and a deterrent to any attempt to recover it, the dried skin of a Hutt leader was hung over the entrance. (Y)

Palace of Splendid Harmony

this was the name of the governmental seat of the Rajah of Virujansi. The Rajah sat in the Ever Radiant Throne. During the height of the Clone Wars, the 6,000-year-old Palace took a good deal of damage during Separatist attacks, but was saved by the work of Anakin Skywalker and Obi-Wan Kenobi. (RC, SWI72)

Palace of the Woolamander

this was one of the ancient, elaborate structures found in the jungles of Yavin Four. Its construction was attributed to the ancient Massassi, although its exact origins were lost in history. In the years following the death of Emperor Palpatine, the Alliance Senate used it as a meeting place. It was named by the Alliance engineers who discovered, although not because there was any indication it was used to worship the woolamander. Instead, when they found it, a pack of woolamanders was found nesting in the ruins. After the Senate agreed to allow Jedi Master Luke Skywalker to establish a training facility on Yavin 4, the Palace of the Woolamander was discovered to be the resting place of the Golden Globe. (GDV, HTF, ISU, GG, P)

Palace Plaza

this was the name of the wide, open avenue which led from Theed Palace through the Triumphal Arch and out into the city proper, on the planet Naboo. (IWE1)

Palace Traffic Control Center

this multi-story data center is located in the upper levels of the Imperial Palace on Coruscant. It processes all information dealing with in-system starship traffic, and also keeps records of planetary traffic around Coruscant. (JASB)

Paladian Prince

a haughty royal person. (TME)

Paladin, The

this mysterious figure was the leader of the Army of Life. (WOA2)

Palador

an extinct creature once native to Corellia. (THG)

Palak

this microscopic, flying beetle was known to share a great deal of genetic material in common with the voroos. Many xenobiologists believed that the palak helped the voroos reproduce by transporting genetic material between individuals. (COG)

Palakwi

this was a common name given to Twi'lek females, and meant "lizard" in the Twi'leki language. (GCG)

Palandrix Personal Protection Gear

this corporation specialized in the manufacture of melee weapons and armor. (PP)

Palanhi

a neutral planet known for its banks. "...a little crossroads planet with an overblown idea of their own importance." (DFR)

Palar

this computer manufacturer, with facilities in the Invisible Sector of Imperial City, built memory cores for use in Imperial computer systems. At Imperial direction, they used the "disposable" alien labor to constantly manufacture new cores, which the Empire needed to maintain its computer security. (WG)

Palata

Platt Okeefe used this alias while working as a smuggler for the Klatooian Trade Guild. (PSG)

Palawa Band

this was the highest ranking of *teras kasi* martial art combat, during the last decades of the Old Republic. (HNN5)

Palazidar

this t'landa Til was one of Teroenza's Sacredots at Colony One, on Ylesia. Palazidar was infamous for falling asleep during the Exaltation, causing no small amount of concern and upset among the pilgrims, who held the Exaltation in such high regard. Palazidar actually fell over after falling asleep, making the incident extremely memorable. (TPS)

Palbert, Firris

this man was a leader with The People's Inquest, launched an impromptu rally on the steps of the Jedi Temple on Coruscant, when it was learned that Ludi Billane had been moved to Kamparas for training. Palbert and his companions demanded to know why the infant was moved, and suggested that members of the People's Inquest should pool their funds and sent investigators to Kamparas to find out what was going on. (HNN5)

Pale Nikto

this is the common name of the Gluss'sa'Nikto race. (GG12)

Pale Squirmer

a beast native to the planet Garn, these multi-formed creatures are attuned to the Force. (CSWDW)

Paledor

an extinct creature which once lived on the planet Corellia. (TPS)

Palee

this given name was commonly given to female human children throughout the galaxy. (GCG)

Palee Rada

this hulking alien was a frequent patron of the Outlander Club, during the years surrounding the Battle of Geonosis. (OWS)

Paleel

this woman served as a nurse at the Old Republic's Rimsoo Seven medical hospital, on the planet Drongar, during the height of the Clone Wars. (MJH)

Palesia

this territory, located on the planet Lannik, was captured by the Red Iaro during their civil war against the other peoples of Lannik. During the peace negotiations which took place on Malastare, shortly after the Battle of Naboo, the Red Iaro conceded the territory back to Prince R'cardo Sooflie IX. (ETM)

Palestro's Wholesale Firearms

this arms dealership was based on the planet Wroona, and was known to Alliance agents to be supportive of their struggle against the Empire. Its owner often assisted agents in obtaining additional weapons during a mission. (CRO)

Pal-Han-Das

this Ceran noble was a compatriot of Mynnic the Jedi, and often worked with Mynnic's team during the years following the Battle of Naboo. (GMR6)

Palisade

this coastal community was located on the largest equatorial island found on the planet Kabal. Like many other outlying locations, the Palisade community avoided Imperial bombardment during the Galactic Civil War. Kabal's capital city suffered great damage because of the planetary leadership's neutral stance

during the war, but more remote locations were ignored. Much of the community was contained in the sprawling estate of Tyro Viveca, and what remained as public property was used as a marketplace. Most of the planet's saltfish processing was done in Palisade. (GMR1)

Palisade Starport Control

this was the central traffic control center that serviced the starport located in the community of Palisade, on the planet Kabal, during the height of the Galactic Civil War. (GMR1)

Palkandi Brokerage House

this stock brokerage was actually a front for the investments made by the Tenloss Syndicate. Funds generated by gambling were funneled into Palkandi for investment in Core Worlds businesses. Palkandi was based on the planet Yasilor. (GG11)

Pall, Tobias

this man served as an officer in the Royal Security Force of Naboo during the years leading up to the Battle of Naboo. (NEGV)

Palladia Electronics

this small corporation produced a variety of personal defense tools, during the height of the New Order. (GFT)

Palladium

this mineral must be the basis for the gizzard of a creature capable of maintaining a cold-fusion reaction inside their bodies. (GG4)

Pallask, Janna

this woman was an agent of House Pelagia, and worked as a starport controller on Lamuir IV during the height of the Galactic Civil War. When Coros Telari was attacked before he could deliver a stolen datafile from House Mecetti, Pallask misdirected a team of Alliance agents to his docking bay in order to save his life. Pallask later helped the Alliance agents avoid capture while meeting with Trel Modetto at the Hungry Herglic. After recovering the datafile from the *Starseeker*, she then fled the planet herself. (TSIA)

Pallaxides

this planet and its surrounding system was wholly owned by TaggeCo during the height of the New Order. A world of spectacular canyons and temperate rain forests, Pallaxides was maintained as a resort world. A secret Imperial research lab was also located on the planet, hidden in an equatorial rain forest. The average day on the planet lasted 25 standard hours, and its year encompassed 380 local days. (ND)

Pallie

a small fruit grown in the hydroponics labs of Tatooine, the pallie could be crushed and pressed to create a nutritious juice. This juice could later be fermented to create a flavorful wine. (TPM, TG)

Pallin

this man served the Imperial Remnant as a Lieutenant, and was in command of the garrison on Ord Sedra when the Yuuzhan Vong tried to subjugate the planet. He managed to send out a short distress signal before communications were jammed, and the communication was intercepted by Kyle Katarn and Jan Ors. They diverted from their original plan to meet Pallin on Ord Sedra, where they developed a plan to defeat the Yuuzhan Vong. Although the alien invaders were defeated, Pallin felt that he had let his people down. The invasion occurred on his first command watch, and he was forced to call in help from the New Republic. Katarn quickly pointed out that it was Pallin who made the decision to send out the distress signal, which allowed the Republic agents to assist in freeing hundreds of innocent people. Their efforts nearly were for naught when Pallin's officers failed to secure their Yuuzhan Vong captives, and he was forced to call for help from Kyle and Jan to eliminate the aliens. (T21)

Palm Diary

developed during the Old Republic, this was a specialized form of datapad, created for beings to maintain diaries of their lives. (TG)

Palmcoder

this was a small device that could be held in one hand, and was used to record short messages for later playback. (SWG6)

Palme

this Imperial Army Lieutenant served under Colonel Heget on Shintel, during the early years of the New Republic. A pudgy man who was going slowly bald, Palme was nonetheless an able hand-to-hand fighter and a skilled infiltrator. In fact, Palme was Moff Kentor Sarne's primary spyin Shintel, and worked to ensure that falsified starcharts were provided to the crew of the *FarStar* during the New Republic's hunt for Sarne. (DARK)

Palmgun

another name for a holdout blaster. (HSR)

Palm-key

a locking mechanism that is keyed by the imprint of the user's palm. (TB)

Pal-Nada

this Force-wielding Cerean used his influence to steal and the resell starships for large profits, during the height of the New Order. His base of operations was on the planet Jenenma, in the Blinders district of Sahl-Evin. He took over the criminal organization which had been left behind by a Hutt crimelord who had simply left it behind, and Pal-Nada turned it into his own small empire. He ruled with an iron fist, strictly forbidding powered weapons of any kind within The Blinders district. Any being caught with a weapon was soundly beaten by the Sahl-Evin port authority, which was Pal-Nada's payroll. This gave his organization a strong sense of order and conduct, while bringing the official law of Sahl-Evin into his fold. (WOA17, WOA19)

Palo

this young man, a native of the planet Naboo, was a member of the Legislative Youth Program at the same time Padme' Amidala was participating. Padme' was a couple of years yougner than Palo, and had a crush on the boy. Palo eventually went into the art field, while Padme' pursued a career in politics. (AOTCN)

Palomella

a flowering plant which has beautiful turquoise blossoms. (COJ)

Pa'lowick

this strange amphibian race was bipedal in stature, and was native to the planet Lowick. Their bodies are bulbous, and measure about a meter in diameter. Their reedy legs support the main body, which acts as a torso as well as a head. Pa'lowick have no distinct neck, and their eyes and snouts sits atop their torso. Their eyes are located at the end of short stalks, and their snouts contain their nostrils and mouths. The mouth of a Pa'lowick is surrounding by thick lips, and has very few teeth. A larger mouth, located at the base of the snout, is present in young individuals, but seemed to be absorbed into the facial skin as the Pa'lowick aged. They have greenish-yellow skin that runs to light brown, and are spotted with blue-green markings. As a race, Pa'lowicks were natural scavengers with incredible patience, and maintained ritualistic ways of doing nearly everything in their lives. (CCG9, AE, EGA, UANT)

Palpatine

Palpatine served his homeworld of Naboo, as well as thirty-six other inhabited planets, as a Senator in the Old Republic. He was first elected to represent the human population of Naboo some 52 years before the Battle of Yavin. Unknown to virtually every being in the galaxy, Palpatine was also a student of the Dark Side of the Force who trained on Korriban. Palpatine used his political savvy to develop alliances with other power-hungry individuals to begin his own bid for power, and was instrumental in the rise to power of the Trade Federation. He used the Trade Federation - with its cowardly Neimoidian leaders - to force the Old Republic to see its stagnant ways. After manipulating his Queen, Amidala, to call for a vote of no-confidence in Supreme Chancellor Valorum, Palpatine put himself at the forefront of the coming elections. In a vote which was based on sympathy for Naboo and the many alliances Palpatine had

forged, he was voted to replace Valorum at the age of fifty. While remaining unobtrusive and often helpful, Palpatine manipulated the Old Republic until it began to crumble from within, remaining in his position as Chancellor well beyond the normal term length. He worked behind the scenes - using his alter ego of Darth Sidious - to push the Republic to the brink of destruction. As crises arose, Palpatine the compassionate leader would rue the need for accepting an extension to his term as Chancellor, vowing to lay down his powers soon afterward. However, Palpatine the schemer made sure that things continued to decay, in order to further solidify his position of power. The most crucial situation he faced was the threat of the Separatists, led by Count Dooku. After learning of the capture of Obi-Wan Kenobi on Geonosis, and upon discovering the clone army that had originally been ordered by Jedi Master Sifo-Dyas, Palpatine called for the creation of an Army of the Republic to combat the Separatists. He accepted another term of office - essentially, an indefinite extension of his current term - when Jar-Jar Binks recommended that the Chancellor be given emergency powers to combat Dooku's Separatists. He then forced the Military Creation Act into law and assumed control of the war. He later assumed complete control of the galaxy and himself Emperor. A student in the ways of the Dark Side of The Force, Palpatine was also a xenophobe, though he used aliens when it suited him. Through his use of the Dark Side, he gained a large body of knowledge on the use of clones to become virtually immortal. The fresh supply of new bodies ensured that the destructive power of the Dark Side never killed him. Near the end of the Clone Wars, Palpatine recognized the strength of Anakin Skywalker, and insinuated himself into Anakin's life as a confidante and advisor. He used Anakin's anger and aggression as a fulcrum, and twisted the young Jedi to the Dark Side of the Force. It was also during this time that the Jedi Order began to investigate the existence of Darth Sidious, the Sith Lord who was Palpatine's alter ego. Palpatine supported the efforts of the Jedi to locate Sidious, since he could track them and eliminate them during the search. Following the First Battle of Coruscant, Palpatine revealed to Anakin Skywalker that he was none other than Darth Sidious. After Anakin brought this news to the Jedi Council, Mace Windu and several other Jedi Masters confronted Palpatine to arrest him. Palpatine proved to be more than a match for the Jedi, killing the other Masters and enlisting the help of Anakin to dispatch Mace Windu. Palpatine used this event, which he called the Jedi Rebellion, to assume complete control of the Senate and outlaw the Jedi Order. Palpatine then accepted Anakin as his apprentice, naming him Darth Vader. Although he was forced to recover Anakin's body from Mustafar and rebuild it, Palpatine continued to teach Vader in the ways of the Dark Side. However, Palpatine also knew that Anakin had been married to Padme' Amidala, and that there was the possibility that Vader might have had children. Palpatine ruled the galaxy as Emperor for nearly 25 years, until he was killed by Darth Vader aboard the second Death Star, over the Forest Moon of Endor. It was believed that Palpatine had been using his connection to the Force to control the minds and will of the Imperial Fleet at Endor, and that his death caused the surviving Imperial ships to lose their coordination, allowing the Alliance forces to win the Battle of Endor. Although Palpatine's body was consumed by the fierce power generators in the battle station, his spirit survived, albeit injured and without a strong connection to the Dark Side of the Force. It took the disembodied Palpatine so long to reach the planet Byss that he was nearly drained of any power in the Dark Side. Once on Byss, though, he was able to contact Sate Pestage, who readied a new cloned body for the Emperor. Palpatine spent years recovering his powers in the Dark Side, all the while watching the Empire crumble under the sheer luck of the New Republic. He had hopes for Grand Admiral Thrawn, but the alien's death only helped Palpatine gain more power. When he emerged from hiding on Byss, he sought to retake the galaxy using World Devastators. He was also trying to turn Luke Skywalker to the Dark Side, which he nearly succeeded in doing. However, the presence of Luke's sister, Leia Organa, and her unborn child pulled Luke back to the Light Side. Together, they turned the Emperor's rage back on himself, and destroyed yet another incarnation of the evil Emperor. Since this last body was killed on Byss, Palpatine had an easier time placing his spirit into a new clone. However, Luke managed to destroy all of the remaining clones Palpatine had ready for use, and so when his body began to deteriorate, he started searching for Anakin Solo again. He quickly began launching new attacks against the New Republic, this time with a weapon known as the Galaxy Gun. Skywalker enlisted the aid of the Ysanna - a race of Force-sensitives descended from ancient Jedi stock - as well as the assistance of Empatajayos Brand, to confront the Emperor on Onderon. There, Palpatine's dying body tried desperately to reach Anakin Solo. Brand intervened, though, and consumed the Emperor's spirit within his own. Both Brand and Palpatine died on Onderon. Later, during the rise of Second Imperium, a group of former Imperial Royal Guards began using their experience with Palpatine to actually pretend to be the Emperor reborn. Using carefully spliced holoivid segments, they were able to project a perfect image of the Emperor, and

were also able to synthesize speech from recordings. Whenever they traveled, they used droids to carry a large isolation chamber which ostensibly housed the reborn Palpatine. Their ruse fooled Brakiss and the leaders of the Shadow Academy, until they were discovered in the aftermath of the battle over Yavin 4. *Clive Revill supplied Palpatine's voice in Star Wars: Episode V - The Empire Strikes Back, while Ian McDiarmid portrayed the Emperor himself in Star Wars: Episode VI - Return of the Jedi. Palpatine was also portrayed by Paul Hecht for the The Empire Strikes Back Radio Drama on National Public Radio.* (SW, ESB, ESB, ROTJ, DE1, HTTE, DE2, EE, DK, SW1, IG1, OWS, COD, GB, AOTC, AOTCN, LEV, IS3)

Palpatine

this city, located on the western continent of the planet Derilyn, was renamed in favor of Emperor Palpatine. (PG3)

Palpatine Boulevard

a street in Imperial City named after Senator Palpatine. (RPG)

Palpatine Cluster

this award was given by the Empire to those individuals from the Imperial Academy and the multitude of SAGroups who distinguished themselves academically. (HR)

Palpatine Counterinsurgency Front

Ysanne Isard's name for the Imperial commandos and terrorists she left planted on Coruscant after leaving the planet for the New Republic. They were under orders to make life miserable for the Republic, in an effort to compound the problem of the Krytos virus. Isard placed Kirtan Loo in command of the them. (WG)

Palpatine Gardens

an extensive floral and arboreal plantation created on the grounds of the Imperial Palace on Coruscant. (RPG)

Palpatine II

the pseudonym used by the editor of the Galactic Weekly NewsStack. He has described himself as "rabidly anti-Imperial, anti-corporation, and anti-Rebellion...anti-everybody!" (GG9)

Palpatine Parkway

a wide thoroughfare located in Xakrea, on the planet Darkkneel. (TFNR)

Palpatine Triumphant

this work of art was created by Venthan Chassu. It was the final work he created before his untimely death. It depicted a resplendent Palpatine sitting on a throne comprised of bones. The bones of the throne were broken and shattered, but the skulls revealed the species from which they came. Palpatine wore a maniacal expression on his face, and many of Chassu's supporters wondered what the true message of the work was meant to be. (TFE)

Palpatine's Secret Police

this was a phrase used by many beings in the galaxy to describe the Jedi Knights, during the height of the Clone Wars. It was started after the Battle of Geonosis, when the general public learned that the Jedi had agreed to serve as military leaders in the Grand Army of the Republic. The phrase found even more widespread usage after many disgruntled Jedi left the Order of their own free will, and began to speak of their former comrades as "Palpatine's Secret Police." (YDR)

Palpatones

this band, which featured Max Rebo Twelve alumni Joh Yowza, Rystall, and Greeata, was popular during the early years of the New Republic. Fronted by Greeata's wondrous voice, the Palpatones reached the peak of their fame with the hit song, *Kick the Ranat*. (SWI67)

Paltonae

Mara Jade used this alias - a wealthy Baroness - to infiltrate the casinos and restaurants of Qiaxx, during her hunt for the crimelord Dequc. (MJEH)

Palud

this lupine humanoid was a native of Vorzyd 5, and supported the Alliance during the Galactic Civil War. He was captured by Blackhole, along with Paxin, Luke Skywalker, and Leia Organa. When they attempted to escape, Palud was killed by Imperial forces. His son, Choyd, held Luke and Leia responsible for his father's death. (CSWEA)

Paluruvu

this violet-colored perfume, made in the Dzavak Lakes province on the planet Ansion, had a scent which was often described as flamboyant. Too much of the scent, however, acted as a mild form of sedative, and put the user into a deep sleep. Certain Alwari clans often used concentrated paluruvu to render individuals unconscious. (APS)

Pamir

a Nharwaak shuttle group destroyed during the Galactic Civil War near the hidden Nharwaak base. (TIE)

Pammant

this Quarren colony world was torn asunder during the height of the Clone Wars, when the Old Republic warship *Quaestor* emerged from hyperspace within the planet's crust. (X3)

Pammant Docks

this was the orbital shipyard that was constructed above the planet Pammant by the Quarren engineers of the Free Dac Volunteers Engineering Corps, during the early stages of the Clone Wars. It was at the Pammant Docks that the *Invisible Hand* was constructed. (X3)

Pampy

this was a common name given to Twi'lek females, and meant "jewel" in the Twi'leki language. (GCG)

Pampy

this was one of the two female Lethan Twi'leks who accompanied Orn Free Taa everywhere, during the last decades of the Old Republic. (SWDB)

Pamr

this young Corellian woman was assaulted by Ilir Post and several other boys, until she was rescued Soontir Fel. However, Post's father managed to save his son from incarceration by bringing up allegations of crimes against Fel's father. In exchange for his son's freedom, Post had Fel shipped off to the Imperial Academy on Carida. (MBF)

Panagakos, Tahji

this young street orphan was just eleven years old at the height of the Galactic Civil War. She was known for her ability to locate people, and many of the criminal organizations as well as the legitimate businesses employed her as a freelance messenger. (BSS)

Panaka

this surname was common among human settlements found throughout in the galaxy. (GCG)

Panaka

this dark-skinned human served as the Captain of Queen Amidala's royal guard on the planet Naboo. Panaka personally supervised the Queen's weapons and self-defense training, and was also in charge of security at the Theed Palace. While not openly xenophobic, Panaka was well-known for his dislike of the Gungan people. In his youth, Panaka joined the Old Republic's Special Forces team in order to gain experience fighting the pirates which marauded the Naboo System. He was forced to return to Naboo when his sister died in a live-fire exercise while training with the Palace Guard. Upon returning to civilian duty, Panaka served under Captain Magneta, and quickly made his presence known on Naboo. He

worked to revise many of the planet's military doctrines and practices. Eventually, Panaka was appointed Captain of the Guard when Magneta resigned, and made every effort to protect the new Queen of the Naboo, Amidala. Ensuring that the Queen would always be safe, Panaka supervised the selection of five handmaidens to support Amidala. Each girl was chosen for her loyalty and strength, as well as her resemblance to Amidala. When the Trade Federation blockaded the planet, Panaka stood beside his Queen, and helped her ensure her safety by switching her with Padme, one of her handmaidens. Later, Panaka accompanied the Queen to Coruscant, along with Qui-Gon Jinn and Obi-Wan Kenobi. Panaka was unconvinced that the Jedi were working for the Queen's own good, but deferred to her judgement. When they returned to Naboo with plans to break the blockade themselves, Panaka supported his Queen's plans, although he was quick to point out the inherent flaws. When the Battle of Naboo broke out, Panaka was in his customary position, fighting beside Amidala and helping her capture Nute Gunray. Coupled with the destruction of the Droid Control Ship and the defeat of the Federation's droid armies, freed the planet Naboo from the blockade. Panaka himself remained loyal to the leaders of Naboo, and remained on the planet to supervise the protection for Queen Jamillia. Later, after the Clone Wars and the advent of Emperor Palpatine's New Order, it was believed that Panaka became a political figure, accepting the title and position of Moff while remaining loyal to Palpatine. It was also believed that it was Panaka who provided Palpatine with information on the secret marriage of Padme' and Anakin Skywalker. *Captain Panaka was portrayed by Hugh Quarshie in the film Star Wars: Episode I - The Phantom Menace.* (SW1, OWS, JQA, IG1, NEGC, IWST, VD3)

Panatha

this planet was the homeworld of the Epicanthix, and it was located in a system in close proximity to the Pacanth Reach. (AE)

Panaysha

this was a common name among the Myneyrsh race. (UANT)

Panda

the Alliance shuttle used to carry in commandos and recover the materiel guarded by the *Priam*. (XW)

Pandath

this capital city of the planet Taanab is the site of the planet's only major spaceport. (EGP)

Pandleflot

this small corporation produced a variety of repulsor-equipped limousines and taxis, during the early years of the New Republic. (DARK)

Pandoor, Naj

this man, distinguished by his stooped posture and well-tended goatee, was a freelance smuggler who accompanied Doctor Frayne to Geonosis, just after the onset of the Clone Wars. When Pandoor learned of Frayne's mission to Geonosis, he infiltrated her team by waylaying one of her assistants and using his credentials to gain access to their ship. Frayne surprised him by not turning him in, but by asking him to join her expedition. However, as soon as they were on Geonosis, Frayne stunned Pandoor and left him with Jedi Knight Jyl Somtay. Somtay managed to get them free, and they made their way to the surface. Pandoor feared that she would turn him in to the Republic authorities, but she agreed to work with him to relocate Frayne and bring her to justice. During their trek, he revealed that he was once a student of xenoarchaeology at the University of Ketaris. When the school went bankrupt, he took up smuggling as a way to obtain the relics and artifacts that had captivated him. After they located Frayne's body and avoided the nexu that had killed her, Pandoor observed that they made a good team, and that Somtay should join him as a smuggler. She scoffed at the idea, and threatened him with physical harm if he tried to persuade her. In an underground lab, they discovered a Geonosian sonic blaster that was capable of shifting its frequency with every blast, which would have made it unstoppable by the Jedi. Pandoor managed to steal the weapon and tried to use it against her, but the nexu returned and mauled him. Somtay managed to fight it off, and dragged Pandoor to a place where she could bind him and turn him over to the authorities. (SWI79)

Pandori System

Jondrell Inx was rumored to have a mistress in this system. (GG10)

Pandor's Hydrospanner

this repair and provisions business was one of the galaxy's most successful chains, during the height of the New Order. Anything could be purchased at Pandor's, as long as it wasn't illegal, restricted, or contagious. (SWJ5)

Pandowirtin Lane

a street in Plawal, on Belsavis. Nubblyk the Slyte and Bran Kemple ran an import/export business there. (COJ)

Pandur

this Imperial Lieutenant served under Major Vontenn, and was one of the editors of the *Catalog of Intelligent Life in the Galaxy*. (GG4)

Panelan Feast

this annual ritual meal is lavishly portrayed at the Marqua Spas, where the Grand Ball attracts a large audience. (SWJ9)

PanGalactic Era

this period of history encompasses the greatest expansion of the Old Republic. (ML)

PanGalactic Gargle

this was a potent mixed drink that was popular during the era of the Clone Wars. (MJH)

Pangay Ous

this was one of the smaller clans of Alwari Ansionians, native to the planet Ansion. They wore distinctive robes, made from lightweight, waterproof fabric. The Pangay Ous were allied with the Northern Bands. (APS)

Panib

this surname was common among human settlements found throughout in the galaxy. (GCG)

Panib, Grell

this Imperial Captain was known as a belligerent individual. A native of the colony world of Heffrin, he grew up in a mining town and learned to use his fists before using his mouth. He was conscripted into the Imperial Army after one too many brawls, and his military career was stalled by his frequent fighting. He eventually got posted to Bakura, where Petr Thanas spent three years teaching him about command and how to control his aggression. When Thanas surrendered his forces after the Battle of Bakura and agreed to join the fledgling New Republic, Panib left with him. Panib worked to help train the meager Bakuran military into a viable defense, and later earned the rank of General in the Bakuran Defense Fleet. During the Yuuzhan Vong invasion, when it seemed that Bakura was ready to form an alliance with the P'w'eck, Panib was forced to assume control of the planet when Prime Minister Cundertol was kidnapped. Panib placed Bakura under martial law until the situation could be resolved. When Cundertol returned to Bakura, Panib agreed to lift order declaring martial law and work with the leaders to ensure a safe consecration of Bakura by the Keeramak. Panib was unprepared for the treachery of both Cundertol and Deputy Prime Minister Blaine Harris, and found himself in a leadership position when both were killed or driven off in separate events. As his first act, Panib signed a peace treaty with Lwothin of the P'w'eck Emancipation Movement. He agreed to send Bakuran ships to Lwhekk to help ensure that the native P'w'eck population was freed. (TBSB, FH2)

Panjandrum

this was the term used on the planet Kalarba to indicate an individual's status as representative to the Imperial Senate. (NEGC)

Panjarra, Teela

this six-month-old baby girl was discovered to be extremely Force-sensitive by Yoda and Mace Windu, shortly before the Battle of Naboo. She was held on Corulag by the scientist Frexton, who refused to release her to the Jedi. Frexton hoped to perform experiments on the child in order to determine the source of a Jedi's strength. He tried to flee Corulag, but was caught in the crossfire of the Bartokk attempt to level the Academy. The Bartokks had been hired by Groodo the Hutt, and Frexton was too frightened to escape. Yoda managed to defeat the Bartokks and rescue both Frexton and Teela, who had spent much of her time in a Live Organism Comfort Conveyor while in Frexton's care. (E1A4)

Pankpa

this was the Huttese word for "spaceship." (GMR5)

Pann

this young Jedi Knight discovered the Codex and discovered some of its uses. (GMH)

Panner

this was one of the Ugnaught people's blood professions, passed down from generation to generation within a family. Panners were known for their skills in mining rare gases. (GG2)

Panno

this Dresselian scout and commando was recruited by Crix Madine to join the Alliance. He rose quickly through the ranks, and held the rank of Major at the time of the Battle of Endor. He assisted Madine in planning the logistics of strike operations of all kinds. (CCG11)

Panorama

this was a pleasure ship which traveled the Tion Hegemony during the height of the New Order. (SWJ4)

Panos, Galen

this man, the High Lord of House Reena during the height of the New Order, was a former Dean at Reena University. Unlike his predecessors, who chafed at the position of House Reena in Tapani Sector politics, Lord Panos was content with his stature. He cultivated relationships with other Houses in order to bring House Reena into position as a swing vote, controlling enough of the Great Council's seats to act as the deciding factor in many situations. He was known as a brilliant man, with great expertise in a variety of physical and computer-related sciences. He maintained a secret neuro-computer jack near his right ear, which allowed him to download tremendous amounts of data and knowledge to his brain, thereby maintaining his stature. (PGT, LOE)

Pan-preneur

this species of amphibious race of creatures is believed to be genetically related to the Mon Calamari, although many amphibious races share similar characteristics. The Pan-preneur are distinguished from the Mon Calamari by their skin, which is much more warty, and their heads, which are heavily ridged rather than smooth and streamlined. Both species share huge, round eyes that protrude from the sides of their heads. (SWJ8)

Panshee

this was an Ewok tribe, one of the many tribes which contributed to the effort to defeat the Empire during the Battle of Endor. (SWJ1)

Pantang Scale of Aero-techno Advancement

this evolutionary scale was developed to assist historians and xenoarchaeologists in classifying a civilization's level of technology. It never found wide-spread usage, however, since it rated the technology required to build a landspeeder equivalent to that required to build an *Imperial*-class Star Destroyer. (VP)

Pan-Tapani Historical Society

this university club was originally formed at the Mrlsst Academy, and was dedicated to keeping Tapani Sector independent from the Empire. The Society also spoke out against the Freeworlds Region's reliance on Imperial funding. In reality, the Society was a cover for Doctor Arkeld's Justice Action Network

cell. It was founded about eight years before the Battle of Endor by Arkeld himself, and was secretly funded by Bel Janius. (LOE)

Panteer, Heeth

this man was a native of the planet Alderaan, and grew up with members of the Organa family during the early years of the New Order. Heeth and his younger brother, Raal, were in the Ryloth System when their homeworld was destroyed by the first Death Star. As the surviving heirs of the Panteer family, the two owned an "inhospitable" moon in the system, although the actual location was luxurious enough to call their vacation home. The moon housed a large collection of Alderaanian flora and fauna, and was partially set aside as a hunting preserve. In the wake of the Battle of Yavin, Leia Organa traveled to the moon, hoping that the Panteers would allow the Alliance to use it as a new base. Heeth, however, wanted nothing to do with the idea, demanding a high price for his cooperation. He correctly surmised that Leia's actions aboard the first Death Star led to Alderaan's destruction, albeit without her influence, and didn't want the same thing to happen to his family's moon. When Raal took Leia on a safari through the preserve but they failed to return, Heeth took a speeder and set out to locate them. Although he reached them quickly, Raal had nonetheless died from the bite of a morp. Raal's death only hardened Heeth's resolve to stay out of the rebellion, and he ordered Leia to leave as quickly as possible. (SWEPH)

Panteer, Raal

this man was a native of the planet Alderaan, and grew up with members of the Organa family during the early years of the New Order. An old friend of Leia Organa, Raal and his older brother Heeth were in the Ryloth System when their homeworld was destroyed by the first Death Star. The two owned an "inhospitable" moon in the system, although the actual location was more than accommodating. The moon was actually the Panteer family's vacation home, and they were there when Alderaan was destroyed. It was to this moon that Leia Organa traveled, in the wake of the Battle of Yavin, to approach Raal about helping the Alliance find a new base. She hesitated briefly, though, worried that Raal had never gotten over the breakup of their relationship. Although Raal was happy to be reunited with Leia, he was surprised to learn of her connections to the Alliance. When Leia asked about the possibility of the Panteers' allowing the Alliance to use their moon as a new base, Raal was more than happy to agree with Leia's plan, although Heeth refused to allow it. To get away from his brother's negativity, Raal took Leia for a safari through the preserve housed on the moon, but a dragonsnake attacked their speeder. Stranded in the jungle, Raal was attacked by a veermok, but Leia managed to shoot the creature before it could kill him. Raal's luck didn't hold, though, and he was badly bitten by a morp. His dying wish was to have one more kiss from Leia, which she gladly gave. Unfortunately, Heeth was able to locate their position just after Raal died. (SWEPH)

Panthac

a carnivorous, predatory creature native to Mantessa, the panthac was a small but strong beast. They averaged less than a meter in length, but had sharp claws and mottled or striped coloring. The exact coloration of the panthac served to blend it into its surroundings, and the mane of hair around its neck serves to break up its appearance. Panthacs are fearless creatures which hunted in large packs, so as to bring down prey much larger than any individual. (TLC, TTSB, SWJ7, ANT)

Panto

the primary star in the Panto System. Three planets orbit the star, all of which cater to entertainment and escapism. (DFRSB)

Panto Prime

a deep-space station located in the Panto System. It is a luxurious casino and resort station, although it pales when compared to those found on the planet Pantolomin. (DFRSB)

Pantol

this fish was native to the shallow oceans of Vaynai, and was feared because of its poisonous defense system. The body of the pantol was protected by a mass of sharp, brittle spines, which were hollow and contained a dangerous toxin. When a predator or unsuspecting being was punctured by one or more of these spines, they broke off inside the flesh, releasing the toxin into the victim's bloodstream. This toxin caused paralysis in short order, allowing the slow-moving pantol to escape. (GMR8)

Pantolomin

first, and primary, planet in the Panto system, Pantolomin was a tropical world with three continents and five major islands in a vast, colorful ocean. The major tourist attractions here including the underwater cruises through the beautiful coral reefs. Pantolomin rotates once every 24 standard hours, and orbits the star Panto once every 349 local days. (DFR, DFRSB)

Pantolomin Halfback

named for the way that half its back breaks the surface of the water when it swims, this creature is native to the planet Pantolomin. It can either swim with its long, fin-like farms, or it can move through the water on its side. When swimming this way, the halfback retracts its front fins and uses its tail for propulsion. These creatures were sometimes referred to as "living canvasses" because of the way in which they altered their skin coloration to suit their mood and posture. The halfback was once believed to be a source of food to the Barabel race, but any attempts by the Barabels to raise halfbacks failed miserably. (SWJ4)

Pantolomin Shipwrights

this small, family-owned business is based on Panto Prime. They handcraft fewer than a dozen ships each year, creating some of the galaxy's most luxurious oceanic and surface cruisers. (EGV)

Panwa

this Huttese verb translated into Basic as "to enjoy." (GMR5)

Panza Hondi

this male Guineo was a known criminal, living in the industrial district of Coruscant during the years following the Battle of Naboo. It was believed that Panza was working for Groff Haug at the time. He was wanted by the Coruscant police for the murder of an off-duty police officer, and was eventually captured by Jango Fett. (BH)

Paol, Jace

this Corellian male was a member of the planet's rebel underground. He served as Bria Tharen's chief aide during her time as a Commander in the underground. He accompanied her to Cloud City when she first met with Jennsar SoBilles and Sian Tevv. Paol later led one of the nine assault teams serving under Bria during the Battle of Ylesia. He died on Toprawa, along with Bria and most of Red Hand Squadron, as they tried to buy time for Leia Organa to receive the Death Star plans. (RD)

Pao-Neh-Lo

this Tiss'shar pirate was known for her lack of mercy and her cold-hearted determination. She was approached by Dhas Vedij and offered the chance to serve on the crew of the *Far Orbit*, after Vedij defected from Imperial service. (FOP)

Paonga Strait

this channel, located in the shallow oceans of Naboo, connected Otoh Gunga to the Gungan Sacred Place. (E1A11)

Paonga-style Wrestling

this was a form of hand-to-hand combat waged by the Gungans. (E1A10)

Paonidd Extrassa Art

a pre-Empire art form similar to Saffa paintings as well as to eighteenth century pre-Empire Vaathkree flatsculp. (HTTE)

Paonnid

this planet, the homeworld of the Pannoid race, was located near Obroa-Skai. (HTTE)

Paonnid

this alien race was native to the planet Paonnid. (HTTE)

Paouoish Rahhdool

this Jedi Master discovered Voolvif Monn near the Arah Asteroid Belt, during the last decades of the Old Republic. (SWDB)

Pap

this Cavrilhu pirate worked in the electronics shop of the Kauron asteroid base. (SOP)

Papanoida

this Wroonian male was a Baron in a royal family, and was a friend of Senator Chi Eekway during the final years of the Old Republic. In the wake of the First Battle of Coruscant, Papanoida provided information to the Jedi Council that General Grievous was not on Utapau, despite information gathered by Clone Intelligence Units in the Outer Rim Territories. It was then assumed that Papanoida was acting as a double agent *Baron Papanoida was portrayed by George Lucas in Star Wars: Episode III - Revenge of the Sith*. (OWS, IS3, VD3, SWDB)

Paparak Cross-cut

this was an engineering technique that was used to weaken the structural integrity of a structure. The idea was to cut through the supporting material - stone, duracrete, or durasteel - at such an angle to allow the being who made the cuts to escape just before the structure came crashing down. (VOF, GMR10)

Paploo

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Paploo

according to Ewok legend, this Ewok prince was hidden among a humble family to avoid being killed. (GCG)

Paploo

this Ewok was the son of Warok. Paploo helped the Alliance find the shield generator on Endor, and then stole an Imperial speeder bike to create a diversion for the Alliance forces. Paploo was also one of Kneesaa's best friends, and helped her drive away the Phlogs. *Paploo was portrayed by Kenny Baker in Star Wars: Episode VI - Return of the Jedi*. (ROTJ, ECAR, CCG10)

Papfak

an alien race characterized by its turquoise tentacles. (TME)

Paquallis III

this urban world is the site of the headquarters for the Benelex House of bounty hunters. (SWG6, TOD, GG10)

Paqwe

this is the native race of the planet Paqwepori. (TT)

Paqwepori

an autonomous planet aligned with the New Republic. It was the monarchical holding of the Paqwe family, and the native race was known as the Paqwe. (BTS, TT)

Par

this was one of the most common male names among the Corellian population. (GMR9)

Par Drann

this Yevetha was the proctor in command of the thrustship *Tholos*, and was assigned to guard the Black Nine shipyards. Like many of the proctors promoted by Nil Spaar to fill positions in his Navy, Par Drann had never seen actual combat. When the New Republic warships *Vanguard*, *Folna*, and *Indomitable* arrived at Black Nine and tried to take out the installation, Par Drann used the familiar dogma of "the

closest enemy is the greatest threat" in his approach to the battle. This cost him his ship and his life, because he kept changing his focus of fire as the Republic ships moved through the battle. (TT)

Par Ontham's Guide to Etiquette

this was one of the most published and revised books on the subject of social etiquette produced in the galaxy. It continued to be updated throughout the early years of the New Republic. (TG)

Parabelt

this was another form of personal jetpack, produced during the height of the New Order. A pair of propellant tanks were worn on the back, attached to the main drive unit. (MC65)

Paracelus Minor

this planet was one of many worlds that saw intense fighting during the Clone Wars. (LEV)

Parada

this planet is known as the homeworld of the womback. (SWJ8)

Parade of Ghosts

this Entrallan spectacle commemorates the deeds of many of the planet's mythical heroes. The Parade occurs on Lunar Night, the night when Entralla's single moon passes closest to the planet. (SWJ4)

Paradise Road

this was one of the smaller roadways that were found in the city of Mos Eisley, on the planet Tatooine. It branched off from Spacers Row. (IWST)

Paradise Square

this was the primary entertainment district of Tasariq City, on the planet Tasariq, during the height of the New Order. (SWJ15)

Paradise System

a star system inhabited and controlled by the Ugors, it was made up of asteroids rather than planets. The asteroids themselves orbited a fragment of the first Death Star, which was flung into space when the battle station was destroyed during the Battle of Yavin. Hidden within the fragment, which was known as the Holiest of Holies to the Ugors, was a prototype gravity well projector. The projector mysteriously reactivated itself, and the power of the gravity well began drawing orbital debris and asteroids into the system. The natural effects of gravity eventually created the asteroid field. The Ugors, over the years, turned the system into a huge junkyard. The Imperial starmaps labeled the system as J21-Z65. When the Alliance discovered the presence of the gravity well projector in the Paradise System, they dispatched an assault team to recover it before the Imperials could find it. Without the attraction of the projector, the Paradise System slowly flung itself apart over the following decades. (GG4, SH, SWDB)

Paradise System Junkyard

this is the Imperial designation of the Ugors' collection of garbage and relics contained within the Paradise System. The Ugors were able to operate it under Imperial sanction. Contained within the Junkyard was a large section of the first Death Star known to the Ugors as the Holiest of Holies, a fact discovered by the Alliance agents who were searching for the Elusive. Within the wreckage was Obi-Wan Kenobi's lightsaber and a spare helmet and cape once owned by Darth Vader, as well as the prototype gravity well generator that created the original asteroid field. When the Alliance recovered the projector, the Paradise System and its Junkyard eventually flung itself apart without the central gravity source. (SH, SWDB)

Paradour Enterprises

this corporation produced a number of chemical synthesizers for use in creating new and unique perfumes and scents, during the height of the Galactic Civil War. (GFT)

Paragon

Tyed Kant's major starport, it houses a tradeport, administrative center, and about 90 percent of the planet's population. It provides most of the technology a landing pad can't. (SN)

Pa'rak

this was the second of N'zoth's three moons. (CCW)

Paraleptin

this was one of the most potent neurotoxins in existence during the height of the Clone Wars. (MBS)

Paralight System

a combination of mechanical and electro-optical subsystems tied into a ship's hyperdrive, the paralight system is responsible for taking the pilot's commands and converting them to the appropriate set of reactions within the main drive. (ESB)

Para-light System

another name for a starship's hyperdrive. (ESBN)

Paralope

this small, mammalian creature was native to the plains of Corellia, where it was the favored prey of the sand panther. (T)

Paralysis Cord

this was a form of energized, whip-like cord used by police agencies and bounty hunters to capture a target. (NEGC)

Paralysis Field

this was a form of defensive shielding system. (SOL)

Paralysis Ray

this was another term for the bolt of coherent light emitted by a blaster weapon that was set to stun. (MC1)

Paralysis Weapon

this hybrid weapon, based on Ssi-ruuvi weapons augmented by Yuuzhan Vong biotechnology, was created during the height of the Yuuzhan Vong invasion of the galaxy. It was first deployed on the *Sh'ner*-class cruisers *Errinung'ka* and *Firrinree*, when the Keeramak led an assault force to Bakura. (FH2)

Paramatan

this forested planet was known as the only refuge of the Great Oopik. (COG)

Paramexor Guild of Hunters

this was a bounty-hunting guild founded by Janq Paramexor. Paramexor required that the members of the Guild only hunted murderers, a restriction that many hunters found quite profitable. (GG10)

Paramexor, Janq

this man was once a brash, swaggering military officer whose opinion of himself was somewhat inflated. However, during a duel he was forced to fight to protect his honor, Janq was severely injured and lost the use of his legs. He was forced to live the rest of his life in a repulsorchair, and nearly committed suicide before some friends convinced him that his skills were better put to use elsewhere. With the support of his comrades, Janq rebuilt his life and eventually formed the Paramexor Guild of Hunters. He demanded that any hunter who joined his guild should hunt only those creatures who have found pleasure in killing their fellow creatures, and the Guild only paid for the acquisition of murderers. (GG10)

Paran

this ancient city, located on Derilyn, was filled with ancient ruins. It was the third-largest city on the planet, with roughly 512,000 residents when it was annihilated by bombardment from Imperial Star Destroyers when the Empire subjugated the planet. Less than 3,000 beings survived the assault. (PG3)

Para-roll

a Dornean pastry. (BTS)

Parasite Shower

this strong, astringent shower was given to miners and other laborers to kill off any parasites which had attached themselves to their skin. This ensured that the barracks in which the laborers worked were not infested with diseases. (JH)

Paraster Daskalion

this was the name of one of the few Tarro who were living in the galaxy during the early years of the New Republic. (UANT)

Paravacc 1.X

this parasite-repelling vaccine was developed by Uukaablian MedCorp. The vaccine is transported in a cylinder of polished metal. One end of the cylinder is placed against a victim's neck, and a stud at the other end injects the vaccine. Paravacc 1.X causes a slight headache, but other ill effects are encountered if used as directed. Prolonged use (more than three consecutive days) has been found to cause damaging effects on the user's nervous system. (KO)

Parcelus Minor

this relatively unimportant world was the site of a savage battle during the height of the Clone Wars. The planet itself was unremarkable, with only a few landmasses that were dominated by odorous swamp forests. These forests, however, were amazingly fast-growing, and the native populations struggled on a daily basis to keep the plantlife in check. Those who had visited Parcelus Minor often commented that the planet had "too much life" to be normal. The forces of the Army of the Republic were woefully unprepared for the scope of the Separatist forces on the planet, and were outnumbered ten-to-one before a rogue Separatist General took matters into his own hands. He ordered an orbital bombardment of Parcelus Minor, destroying Republic and Separatist forces alike in order to take control of the planet. The plantlife on the planet immediately caught fire, since it exuded the resin known as tzeotine, setting the entire planet ablaze in no time. (RDE)

Parck, Voss

this Imperial Captain was a member of a proud and distinguished Core family, and graduated with honors from the Imperial Academy on Corulag. He quickly earned command of the *Strikefast*, and later overruled Mosh Barris' command to wipe out an strangely inhabited world in the Unknown Regions, thereby bringing Thrawn to the Emperor's attention. Barris felt that Parck's actions cost him his career, as Thrawn was embraced by the Emperor and Parck was promoted along with the alien. When Thrawn was exiled to the Unknown Regions for a political snafu, Palpatine also banished Parck, demoting him from Captain to Commander and assigning him to the crew of the Admonitor as Captain Niriz's first officer. While Thrawn eventually returned to the known galaxy, Parck disappeared from active duty when Thrawn established a compound on the planet Nirauan. Parck remained there, guarding what became known as the Hand of Thrawn. (TFE, VOF, SWJ7, SWJ11)

Pardoner

this was another name for the Yuuzhan Vong god known as Yun-Shuno. (DW)

Pa'red

this was the third of N'zoth's three moons. (CCW)

Pareesh D'Thot

this was Nada Synnt's new starship, purchased shortly after the Battle of Hoth. He used the ship to help a team of smugglers "lose" Imperial raw material shipments. (SWJ10)

Parein II 4

this planet is located in the Sarin Sector of the Outer Rim. (GG9)

Parein Sweetgreen Fruit

this fruit, grown on Parein II 4, is one of the main ingredients in the creation of Daranu. The shells of the fruit are used as serving vessels, imparting their unique flavor to the drink. (GG9)

Parek

this Alliance scout was a member of the Gray Griffins, when they were captured on Alluuvia by the Scourge. Parek was the first scout released by the Scourge, in order to deliver a ransom note to Radell. Parek was distinguished by his short stature and hairless, bronze skin. In many ways, Parek resembled a fish, with three gills on each side of his head and a ridge of spines covering his head, neck, and back. (OE)

Par'Ell, Dunan

this man was in charge of security at the Ace of Sabres casino complex on Kluistar. He was a former Imperial officer who resigned under unusual circumstances, and his records do not even indicate who or where he served while in the military. After leaving the military, he founded Universal Guardians, Incorporated, and began providing security services to the highest bidders. He personally oversaw the security at the Ace of Sabres. Par'Ell was known as a master of martial arts, and was skilled in the techniques of the k'Jtari. His eyes contained retinal implants, giving him a mirror-like gaze that unnerved a great many people. He could speak two dozen languages with ease, and he wore a red cloak that many claim was part of the uniform he wore as a Royal Imperial Guard. (WSV)

Parella Jiramma Baco

this Hutt crimelord was one of Popara's biggest rivals during the last decades of the Old Republic. After the institution of the New Order, Parella became something of a business partner with Popara, working from his base on Nar Shaddaa when business required them to work together. Known as a shrewish individual with a nasty streak, Parella was an athletic Hutt who preferred to hunt whirlbats on Nal Hutta instead of lounging in the leisure of ill-gotten gains. However, Parella recognized that an alliance with the Anjiliac clan would be beneficial to his own endeavors. However, instead of currying favor from Popara, Parella focused his efforts on creating an alliance with Mika, Popara's youngest offspring. When Popara was murdered and Mika fled Anjiliac Towers, Parella decided to rethink his strategy, and chose to endear himself to Zonnos by hunting down Popara's killer. Parella was known as The Hunter for good reason: he was one of the few Hutts who actually left his lair to hunt down his prey, which was often the beings who had tried to swindle him. Using modified training remotes, Parella would locate his quarry. Then, wearing a full-body suit of Hutt battle armor, Parella would confront his opponents and challenge them to combat. The Hutt battle armor was as much for protection as for diversion, since many beings failed to anticipate Parella's speed while wearing the heavy armor. Tiny microrepulsors in the armor made it lighter and more maneuverable, allowing Parella to attack with vigor and force. (TF)

Parella the Hunter

see Parella Jiramma Baco (TF)

Parena

this is the Huttese word for "arena." (IS1)

Paret, Jian

this Imperial commander was in charge of the Black-15 shipyards just after the Battle of Endor. He was ordered to evacuate the shipyards and destroy any non-functional starships, and was in the process of doing so when Nil Spaar and the Yevetha attacked, capturing the shipyards and killing the Imperials. Jian Paret was killed by Nil Spaar himself. (BTS)

Paretaine Sonics

this corporation produced a wide range of sonic protection devices during the height of the New Order. (GFT)

Parfadi Sector

this area of the galaxy contains the Black Nebula. (SOL)

Parfue Gnat

this parasite latches itself onto watumba bats, drinking the bodily fluids of the bat. The Glottalphibs keep large numbers of watumba bats in their caverns, providing a ready supply of parfue gnats to feed on. (TNR)

Pargen, Inea

this woman was the daughter of Nuun Pargen of Alderaan. She was injured when her father's ship, the *Crescent*, was fired on by the Trade Federation, shortly before the Battle of Naboo. Nuun had been trying to transport a group of passengers to Naboo, but stumbled upon the Federation's blockade of the Naboo System. Inea recovered after being treated on Naboo. (SON)

Pargen, Nuun

this independent spacer was a native of the planet Alderaan, and owned the freighter *Crescent* during the last decades of the Old Republic. His daughter, Inea, was injured when the *Crescent* was fired upon by Trade Federation starfighters, as Nuun tried to transport passengers to Naboo during the Federation's blockade of the system. While waiting for Inea to be healed, Nuun allowed a team of Gungengineers to work on the *Crescent* and repair it. He repaid their kindness by using the *Crescent* to transport the deactivated bodies of Federation battle droids from the Great Grass Plains. (SON)

P'arghat

the Imperial Lieutenant in charge of indoctrinating the new recruits from the Taroon System. (TIE)

Pargo

a native of Kuan, and one of Maarek Stele's childhood friends. When the Empire conscripted Maarek, they also enlisted Pargo. Pargo was chosen to become a stormtrooper. (TIE)

Pari' Notgoth

Notgoth was an infamous Gotal criemlord and one-time confederate of Marg Sonat. Sonat enlisted Notgoth's help during his attempt to overtake Sard Nightbringer's criminal empire, asking Notgoth to execute the Rodian Morgotou. Notgoth later posed as a representative of the New Republic, when Nightbringer tried to auction off a prototype set of Imperial body armor. Shortly after the death of Natja the Hutt, Notgoth was cornered by the smugglers who found Morgotou's body. Notgoth refused to be taken alive, but told the smugglers of Marg Sonat's role in Natja's death as he passed away. (GG12, POC)

Paricha

this drink was brewed from the paricha root, and was usually served spiced. It was described as having a soft flavor. (TLC)

Park of Peace

this open park was located in the city of Derilysa, on the planet Derilyn. (PG3)

Parking Conservation Fund

this was the not-for-profit group which worked to ensure that there was sufficient parking for the wide variety of speeders, swoops, transport, and cargo vehicles that were in operation on the planet Coruscant during the last years of the Old Republic. (HNN5)

Parkins, Dram

a sabacc player. (RPG)

Parkis System

this is a planetary system with at least one planet capable of sustaining human life. (SWJ8)

Parl

a member of COMPNOR's Investigations branch, Parl and his partner, Huorne, struggled in vain to gain information on Admiral Ackbar. (ISB)

Parl, Gentius

this man was one of the most infamous - and most superstitious - crimelords on the planet Talus, during the height of the New Order. Known for his ferocity and quick thinking, Parl grew up in Qaestar Town, where he became interested in astrology. He never acted without first consulting a detailed astrological forecast, hoping that the position of the planets and stars would provide him with a favorable outcome. (CCW)

Parla

this was a common Psadan name. (UANT)

Parlan

an Imperial Navy Captain serving Darth Vader, Parlan was patrolling the Outer Rim when he captured the spacer Quist. Parlan ordered Quist to be killed, but Quist bargained for his life with the secret whereabouts of Adar Tallon. Parlan was ordered to recover Adar Tallon from Tatooine before the Alliance could find him. Parlan issued a bounty for Tallon's capture, which was accepted by Jodo Kast and a host of others. In the end, Parlan was unable to beat the Alliance to him, and Vader had him executed. Parlan was Captain of the Star Destroyer *Relentless* during the mission. (RC, TM)

Parliament of Guilds

this is the third major source of leadership on Cloud City, along with the Baron Administrator and the Exex. The Parliament of Guilds was created to represent the workers and craftsmen of Cloud City, and strives to keep the outpost's economics evenly spread. The Parliament oversaw the operation of the casinos and provided valuable assistance to the legal system. Of course, their position as an impartial jury was maintained in order to keep the Exex from taking control of the courts. (GG2, ISU)

Parma

this man, a native of the planet Mandalore, was part of the underground movement to overthrow the slavers who took control of the planet during the New Order. He served under Fenn Shysa, who helped repair Parma's wounded leg after a skirmish. (LTA4, MC68)

Parmel Sector Stock Exchange

this Outer Rim commodities trading center controls the pulse of business in the Parmel Sector. (GG9)

Parmel System

the planetary system in which the Empire set up a TIE Defender manufacturing facility. Following his defection, Zaarin tried to steal technology from this plant for the Alliance. Parmel System is located in the Parmel Sector of the Outer Rim Territories. (TIE, GG9)

Parmic Sector Stock Market

another of the Outer Rim's commodities markets, this one is dominated by Gastess' Finance. (GG9)

Parmic System

the planetary system in which the Empire set up a facility that designed and built the tractor beam technology for the TIE Defender. This system is located in the Parmic Sector of the Outer Rim Territories. (TIE, GG9)

Parnath

this Carosite cyberneticist was exiled from Carosi XII for unethical practices. Those who have worked with him know that Doctor Parnath is focused more on credits than ethics, and will perform any upgrade or implant if the price was right. Parnath maintained a laboratory on Vergesso Base during the height of the Galactic Civil War. (SPG)

Parnell, Sebastian

this tall, gaunt man was a former Imperial General who retired from active duty and became Governor of the Sil'Lume System. Noticeable by his silvery hair and ice-blue, piercing eyes, Parnell strove to bring the vast array of miners and prospectors in the Sil'Lume Asteroid Belt under Imperial control during the height of the New Order. To that end, he established a huge prison complex on Tol Ado, and tried to capture and execute Erling Tredway, who had been fomenting peaceful dissent among the miners. Although he succeeded in capturing Erling after destroying much of the facilities on 24 Tredway and killing Erling's mother, Parnell was unable to get any information from him before Luke Skywalker rescued Erling. They escaped only when Erling assumed the identity of Darth Vader - using a mock-up of Vader's armor found in Parnell's quarters - and ordered Parnell to provide him with a shuttle. (JH)

Parnelli Museum of Art

this low-domed museum was located in the city of Theed, on the planet Naboo. (IWE1)

Parnet

this Imperial General served aboard the Star Destroyer *Interrogator*. Like most of the other officers on the ship, Parnet believed High Inquisitor Tremayne was evil incarnate. Despite his normally-outspoken nature, Parnet never disobeyed Tremayne. (TFNR)

Parody Squad

this group of Alliance troopers was part of the security force protecting the outpost on the planet Taul, shortly before it was destroyed by the *Victory*-class Star Destroyer *Dominator*. (SWJ1)

Parq

an Imperial Colonel stationed on Tatooine during the Empire's brief occupation there. He intercepted Shada D'ukal and Karoly D'ulin, thinking them to be the real Tonnika Sisters. He placed them in the custody of Riiij Winward in Mos Eisley. (TME)

Parr, Harzoon

this researcher for the Galactic History Foundation spent part of his career on the planet Randorn 2, piecing together the history of the Mizx. He theorized, without factual basis, that the ibliton species was planted on Randorn 2 by a group of "lost" xenobiologists. (COG)

Parrot

one of Ranulf Trommer's wingmen assigned to the *Ravagor*, Parrot was killed in action over Aguarl 3. One of his wingmen's first names was Seth. (ROC)

Parry, Bril

the flight communications duty officer on the *Naritus* when the star Thanta Zilbra was detonated, Bril Parry was later named Chief Duty Officer under Captain Genkal during the evacuation of the Thanta Zilbra system. Following the resolution of the Human League crisis and the breakup of the Starbuster Plot, Parry was tapped to succeed Genkal as Captain of the *Naritus*. (AS, CTD)

Parshoone

this planet served as a Ubiquitorate contact station during the years after the Battle of Endor. (VOF)

Parskeer

this was a common name among the Dresselian people. (UANT)

Par'tah

this Ho'Din smuggling chief worked for Billey during the early years of the New Republic. She has a secret base hidden somewhere in the Borderlands region, and prefers to work on the New Republic side of the tracks, although the Empire does pay handsomely when she works for them. She collects technological items as a hobby. Her operation is small, compared to others. (HTTE, TLC, TTSB)

Par'tha

this female Twi'lek served as Lorcu Malshae's co-pilot aboard the *Moonglow*, until Lorcu decided to sell information about the location of Port Haven to Boba Fett. Par'tha, realizing that Lorcu had been trusted with the planet's coordinates, severed their relationship and returned to Port Haven to warn Hallomar of Lorcu's impending betrayal. (PSPG)

Parthovian Cluster

a group of stars located in Wild Space, several planets in the Parthovian Cluster were subjugated by Faarl the Conquerer. (WBC)

Participlay

a form of entertainment perfected on Besn. (ISB)

Particle Shield

a form of defensive shielding which destroys solid matter. It use an anti-protonic field to envelope its source. When solid matter comes in contact with the anti-protonic fields, the matter is annihilated. While these shields do not consume much energy, they are ineffective against lasers. (SW, SWSB)

Partold

a planet. (TJP)

Partus

this red-faced woman was the navigator of the starship *Hawkbat*, and a good friend of Rondle. (WS)

Parwan Nutricake

a healthful bread-like food that is often served spiced. (TJP)

Pas

this was the Snivvian word for "no." (HNN5)

Pasarian Memorial Atmospheric Reclamation Complex Project

located in the Bluenek Section of Coruscant, this atmospheric processing station was part of a planet-wide network of stations that maintained the air quality of the urban planet. Using sophisticated scrubbing systems, the Reclamation Project insured that chemicals were not allowed to build up in Coruscant's atmosphere, especially after the last area of arable land was covered with cityscape. When the Empire took control of Coruscant and began using the Bluenek Section for Imperial Intelligence operations, the organic staff of Pasarian was eliminated in favor of a droid staff. This allowed Emperor Palpatine to have complete control over Coruscant's atmopshere, giving him the ability to threaten the populace of the planet with a complete shutdown of the air quality systems. (EL2)

Pascwa

an alien race. (SWJ6)

Pash

this was one of the most common male names among the Corellian population. (GMR9)

Pasha

this title was used by certain royal families to denote a king or leader. (T15)

Pashi Noodles

a form of macaroni which was considered a delicacy, during the last decades of the Old Republic. (DH)

Pashie

this tree, native to the ocean world of Senali, produced a sweet fruit which was a staple in the diets of the Senali. (SP)

Pashira

this was one of the most common names used by the Farghul people. (UANT)

Pashkin Sausage

Haber Trell and Maranne Darmic were transporting weapons to the Alliance on Derra IV, concealed within crates of Pashkin sausage. (TFE)

Paskalian, Hola

this efficient and pro-active woman served as Raffin's second-in-command of the security forces on ESSION. She was the most porbable choice to replace Raffin, when he retired. (WS)

Paskla-class Vessel

this was a form of Chiss starship. It resembled a slightly flattened sphere in shape, and the interior of the ship was filled with small chambers for the transport of various goods. (SQ)

Pasmin

the natives of this planet were known for their weaving ability. They created wonderfully warm blankets and cloaks from material that was nearly weightless. (HP)

Pas-morri jurdi los tempas

this Snivvian phrase literally meant "The weather is not as deadly today." (HNN5)

Paspro-5

this was one of the many encryption sequences used by the smugglers of the New Republic. The first three letters in the decryption code were usk, herf, and enth. (SQ)

Paspro-9

this was one of the many encryption sequences used by the smugglers of the New Republic. (SQ)

Passar

this cranky, venom-drooling creature was often employed in the game of joom-ball, where a Passar would bubblingly foretell the future of the roller. (RP)

Passel Argente

this Old Republic Senator was one of the first to support Queen Amidala's vote of no-confidence in the abilities of Chancellor Valorum. A Koorivan male, Argente was a tall humanoid with scaly green skin that had yellow coloration. His appointment as a Senator stemmed from his position as the Magistrate of the Corporate Sector during the decades leading up to the Battle of Naboo. Despite his position, Argente hated the Republic, and was known for his corrupt nature. He was also quick to blame his peers for his own mistakes. He allied himself with Orn Free Taa and Toonbuck Toora in their opposition to Chancellor Valorum. In the years leading up to the Battle of Geonosis, Passel Argente was in control of the Corporate Alliance, and threw in his droid armies with Count Dooku and the Separatists. Just prior to the First Battle of Coruscant and the end of the Clone Wars, Passel Argente and the other leaders of the Confederacy of Independent Systems were whisked away to Utapau by General Grievous, in order to ensure their safety. *Passel Argente was portrayed by Stephen Boyle in Star Wars: Episode II - Attack of the Clones.* (YJC1, IG1, COD, SWDB, AOTC, VD2, LEV, SOJ)

Passenger Liner

any starship built to transport travelers throughout the galaxy. They cater to their clients' many needs, and often have bars, casinos, and viewports installed in them. (SWSB)

Pas'sic

this planet was the homeworld of the Vrassh race. (SOP)

Passik

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "golden" or "of gold". (GCG)

Passion-bud Vine

a plant native to the planet Bakura. (TB)

Pastav Rone

this being was a starfighter pilot who served the New Republic during the Yuuzhan Vong invasion of the galaxy. Rone was assigned to the Twin Suns Squadron, at Borleias, in the wake of the Battle of Coruscant, but was injured during the initial skirmish to retake the planet. Rone later returned to active duty. (EL1)

Pastebread

this was a pre-made bread dough which was popular with home chefs during the last years of the Old Republic. (HNN4)

Pastoral Collective

this group of environmentalists dedicated their time to preserving the beauty of Naboo's Lake Country, during the last decades of the Old Republic. (IWE2)

Patar

this frigid ball of methane ice was the seventh and outermost planet in the Demar System. (FBS)

Patch

another name for an interfacing system bridge. (SWJ10)

Patch

this bounty hunter was one of the Lieutenants in the Oquan, during the height of the Galactic Civil War. (GMR5)

Patch-4

this planet was used as a junkyard during the height of the New Order. The gunrunner Orion Ferret maintained a hidden cache on the planet, where he stored illegal goods that needed to be hidden from Imperial patrols. The four TIE Fighters purchased by the Alliance for the assault on Spindrift were hidden on Patch-4. The surface of the planet was covered with a runny, jelly-like substance which was formed from the various chemicals and organic material that was dumped on the planet over the decades. Orion Ferret took control of the planet during the New Order, placing several Watcher beasts on its surface to protect his cache of weapons. However, Luke Skywalker and Lando Calrissian, on a mission to purchase the TIE Fighters, discovered how to use a sonic pacifier to quell the Watcher Beasts. Knowing that they had been tricked by Ferret, they turned over the sonic pacifier to Serja Kesselrook, allowing the vagabond and his friends to take control of Patch-4 for their own use. (LTA5, MC59)

Patches

a derogatory nickname used by the agents of the Corellian Security Force to describe Zekka Thyne. (TFE)

Patchwork

this was the nickname of the astromech droid R2-X0, given to the droid by its owner, the Krish known as Maniac. (CRO)

Pateesa

this Huttese word translated into Basic as "friend." (GMR5)

Pateeso

this Huttese term roughly translated into Basic as "gambling" or "betting." (E1A14)

Path of Immortality

this was the name given to the walkway that led from the dormitories and main facilities at Colony One, on Ylesia, to the Altar of Promises. (TPS)

Path of the Hunt

this was one of the many religions that were worshipped by the Rodian people. (GMR5)

Pathfinder

this Vangaard scoutship was extremely well-armed for its size, affording a scout a great deal of protection in a compact starship. It was also one of the first ships of its kind to offer a hyperdrive and computer-assisted weapons, some 63 years prior to the Battle of Yavin. The needle-shaped fuselage measured 36 meters in length, with a long cockpit and a pair of front-swept wings at the rear. The Pathfinder required a single pilot to fly, and could transport two passengers along with 40 cubic meters - up to 100 metric tons - of cargo. It was hyperdrive-equipped and shielded, and was armed with a unique laser cannon set-up. The laser cannon could draw power from the shields, as the shields absorbed blaster energy from an attacking ship. This augmented the power of the laser cannon, but would overload the shield generator if

it took too many hits. This overload could be rectified by bringing the generator offline and recalibrating it, a relatively easy task to accomplish for a gunner. (GG8, AIR)

Pathfinder III

this Old Republic exploration vessel was responsible for locating the planet Yashuvhu and the mysterious human population which thrived on the planet. (WOTC)

Pathfinders

this branch of the Alliance's Special Forces unit specialized in the scouting and reconnaissance of unknown terrain. They were considered the 2nd Regiment of the SpecForces of the Alliance. (ROE)

Pathline Tapcafe

this tavern was located in cityblock Kesk-319 on Brentaal, at the intersection of Route 6903 and Citypath 515. Shortly after the Far Orbit was captured by mutineers, the Pathline was nationalized by Imperial forces on the planet when it was learned the crew of the rogue Nebulon-B frigate were headed there. (FOP)

Pathogen-Based Loyalty Enhancement Program

this Imperial research program was originally funded by COMPNOR. Its mission involved discovering a pathogenic disease that could continually shift its antigen needs, thereby making it impossible to eliminate. The disease could then be unleashed on rebellious worlds, and the Imperials could then arrive with the "cure," an antiviral injection that actually released new forms of the disease into the system. The goal of the program was to instill loyalty to the Empire by forcing people to accept the Imperial cure, making them dependent upon it for their very survival. The work of Doctor Fesjo Negleem eventually created the FNV-23 virus, which was successfully tested on the planet Sedesia. However, a team of Alliance agents managed to thwart Doctor Negleem's plans, and obtained complete documentation on the program. (SWJ6)

Patijak Sonn

this being was the author of *Kholemi Elaru*. (HNN4)

Patka

this Sullustan creature is hunted for its meat. (XWPA)

Patogga

this Huttese word translated into Basic as "pie." (GMR5)

Patot Panak

this flatbread was produced on Vorzyd 4, and was often served with cold meat. (TTW)

Patriarch

this was the title given to the leader of the Supreme Council on the planet Skye. The position of Patriarch was alternately chosen from the Highland and Lowland Clans, with each clan holding the position for forty-two years before turning control over to the other clan. (GMR1)

Patriim System

this star system was the site of the development of the Imperial weapons station, the *Tarkin*. (EGC)

Patriim System

the Empire constructed the huge weapons platform known as the *Tarkin* in this system, in the years surrounding the Battle of Hoth. (LTA3, MC51)

Patriot Fist

this *Recusant*-class light destroyer was constructed for the Confederacy of Independent Systems by a group of Quarren exiles on the planet Minntooin, during the height of the Clone Wars. The *Patriot Fist* was one of the many Separatist warships deployed to support General Grievous' forces during the First Battle of Coruscant. (X3)

Patrol Frigate

this Imperial starship was a basic Nebulon-B frigate which was outfitted to act as a deep-space probe ship. The patrol frigate was equipped with a tethered sensor array that trailed behind the ship. The crew complement of the patrol frigate was a mere 456 crewers and just 56 gunners, as much of the basic Nebulon-B design was mothballed for this modification. The array it towed was capable of detecting and intercepting the presence of a large warship passing through hyperspace in its vicinity, and it could even tap into hyperspatial communications. The patrol frigate was not equipped with any form of decryption software, and so any signals it received would have to be passed on for decoding. The patrol frigate was armed with 9 turbolaser batteries, 7 laser cannons, and 3 ion cannons, as well as a pair of tractor beam projectors. It could transport up to 400 troops if needed. (CTD)

Patrol XLS

this Imperial pursuit ship was part of the defenses of the planet Byss, during the rebirth of Emperor Palpatine six years after the Battle of Endor. It pursued the *Starlight Intruder* when it arrived, carrying the *Millennium Falcon* on its back. (DE1)

Patrol ZG7

this Imperial starfleet was under Vader's control during the occupation of Harix. (CSWEA)

Patron, The

this ancient Sith Lord was the primary rival of Lord Garu. He used Dark Side mercenaries to disrupt Lord Garu's plans. (DSSB)

Pattern Nen-Penth

this was the confirmation code phrase, issued in the form of a question to any being who identified themselves with the phrase "Besh-Senth-lsk-12". The pattern 1, 3, 7, 7 had to be given as the reply, or the original phrase was considered bogus. (GMR10)

Patunkin, Gerwa

this was one of the humorous names Garik Loran used for Lara Notsil, after she was mistaken for Edallia Monotheer by an old man on Coruscant. (SOC)

Pau City

this sinkhole city was ostensibly the capital of the planet Utapau, during the final years of the Old Republic. Like all such sinkhole cities, Pau City's upper levels were continually buffeted by the hyperwinds that scoured the surface of Utapau. These levels were set aside for population by large windmills that generated huge amounts of free power. Shortly after the First Battle of Coruscant, when General Grievous fled the Core Worlds and hid on Utapau, he established a base of operations in Pau City. The city then became a battleground when Obi-Wan Kenobi arrived to destroy Grievous, as the battle droids of the Separatists fought against the clone troopers who accompanied Kenobi to Utapau. More than half the city was damaged to destroyed in the fighting. (OWS, E3N)

Pau, Saulis

this former Imperial Army soldier became a bounty hunter after serving his time with Empire. He was one of the few Imperial hunters who operated out of Feris City during the last years of the New Order. (GG10)

Pau'an

this race of tall, gray-skinned humanoids was native to the planet Utapau. For many generations, the Pau'ans lived on the surface of the planet, separate from the Utai. They were eventually driven underground by the increasingly arid environment of the planet's surface. Although the Pau'ans made up just thirty percent of Utapau's population, their size and longevity gave them the ability to dominate the rulership classes of the planet. The average Pau'an had a lifespan of more than 200 years, and preferred to eat raw meat. Double rows of sharp teeth filled the upper and lower jaws of the average Pau'an, allowing them to rip apart their food. Interestingly, Pau'ans preferred the darkness of the underground cities, despite their natural history as surface-dwellers. Because of their long lifespans, the Pau'ans were often referred to as Ancients. The head of the Pau'an displayed evolutionary adaptations to living on the

planet's surface, including vestigial ear-disks that lacked lobes which might have been damaged by wind-blown sand. (OWS, VD3, E3N)

Pau'an

this was the name used to describe the various dialects spoken on the planet Utapau. Because there were many distinct dialects, the misinterpretation of Pau'an often resulted in conflicts between groups. (VD3)

Pauc'on

this barren, rocky world was the third planet in the Ralltiir System. It was orbited by two moons. (CCW)

Paulking XIV

a planet which is home to a species of fur-bearing fish, flying crabs, and talking algae. (LCM, GMR5)

Paulsen, Drake

this young smuggler, a native of the planet Socorro, began working with his father Kaine at the age of five. It was rumored that Drake made his first deal at the age of three, negotiating the exchange of goods between himself and Jabba the Hutt. Although the exchange was simply three blasters which Drake held for a basket of warm honeystix, Jabba was impressed with, and entertained by, Drake's actions. Jabba dubbed the young boy "the Little Prince of Socorro." Drake learned everything he could from his father, Kaine Paulsen, and Drake strove to ensure that his father's teachings and morals were never compromised. When Kaine was killed on Socorro, shortly after the Battle of Yavin, Drake took control of his father's businesses and expanded them rapidly. Drake also hunted down and killed his father's murderer, a Twi'lek member of the Black Bha'lir known as Izzat. This earned Drake a bounty on his head of over 100,000 credits. He was forced to lay low in Jabba the Hutt's court for a year before emerging as a free man. However, Drake never became a member of the Black Bha'lir, though he did get caught up working for Abdi-Badawzi. He later retired to Redcap with Toob Anchor. (SWJ2, SWJ12, BSS)

Paulsen, Kaine

known on Socorro as Chu'la, Kaine was a smuggler of some repute who often worked with Toob Anchor. Early in his career, Kaine was a gifted pilot who served the Black Bha'lir, and was referred to as the "Socorran Scourge" by many independent spacers. He married a young Socorran woman, and they would have lived together with a son if the wife hadn't died at childbirth. The infant, whom Kaine named Drake, was brought into the world by his father and a Coynite warrior named Tra'Parr'Sratt. It was Sratt who gave Drake the nickname Lom, which meant "freedom" in the Coynite language. Over the years, Kaine's smuggling activities attracted the notice of Abdi-Badawzi, who never failed to become angry with Kaine's independent streak. Eventually, the Twi'lek captured the thirty-five-year-old Kaine and held him captive, forcing Drake to take on a mission with Elias Halbert in order to free him. The mission went as planned, and Kaine was freed to return to his son. Kaine met his untimely death when he was killed by the Twi'lek Izzat on Thrugii, while trying to deliver smuggled supplies to the miners there. This left Drake to take over the smuggling business, having learned everything Kaine could teach him. (SWJ2, SWJ5, SWJ12, BSS)

Pav D'armon

a Mistryl guard and member of Manda D'ulin's team, she assisted Manda in trying to ascertain the necessary security for the Hammertong project. When the Imperials staged an ambush, Pav was killed, along with Manda, before Shada and Karoly could escape with the Hammertong. (TME)

Pavan, Jax

this young boy was the son of Lorn Pavan. After Lorn's wife, Siena, left them, Lorn took Jax to the Jedi Temple on Coruscant. Jax was sensitive to the Force, and Lorn hoped that he could enlighten his son's life through the Jedi training. Unfortunately for Lorn, the Jedi simply took Jax away and forbid him from seeing Lorn again until his training was complete. Before he was killed, Lorn programmed his protocol droid, I-5YQ, to return to Coruscant and look after Jax. I-5YQ lost portions of his memory in the confusion that followed Lorn's death, but eventually recovered enough to learn of his true mission. During the height of the Clone Wars, I-5YQ was able to return to Coruscant and locate Jax. (DMSH, MJH)

Pavan, Lorn

this Corellian man was a respected information broker until his life started falling apart. His wife, Siena, left him, and when he tried to help his son Jax gain entrance to the Jedi Order, the Jedi of Coruscant shepherded Jax away and forbid Lorn from seeing him. In despair, Lorn and his droid partner, I-5YQ, were left without any credits and forced to live in the bowels of the planet Coruscant, grubbing a life in any way they could. Lorn hated the Jedi with every fiber of his existence, and was loath to say anything good about them. He believed that his luck had changed when Hath Monchar agreed to sell him information about the impending Trade Federation blockade of Naboo, only to be thrust into the intrigues of Darth Maul and his master, Darth Sidious. Lorn managed to recover Monchar's crystal holocron with the information about the blockade, and was joined in his struggle by the failed Jedi padawan, Darsha Assant. Along with I-5YQ, they nearly survived to get off Coruscant. However, just as Lorn was starting to like Darsha, she was killed in battle with Darth Maul, providing Lorn and I-5YQ with a chance to escape. I-5YQ temporarily encased them in carbonite as Darsha set off a huge explosion, hoping to kill off Maul. Unfortunately, Maul survived. Lorn swore to hunt the Sith lord down, and nearly succeeded. Maul proved too much, however, and Lorn was forced to turn to the first person he recognized for help. To Lorn's dismay, this turned out to be Senator Palpatine from Naboo, who realized that Maul had not completely finished his quest for his alter ego, Darth Sidious. Palpatine turned Lorn over to Maul, who executed the human with a killing swipe of his lightsaber. (DMSH)

Pavan, Siena

this woman was married to Lorn Pavan, and fathered his only son, Jax. Siena walked out on their marriage shortly before Jax was taken in by the Jedi Knights. (DMSH)

Pavia System

this Tapani Sector star system was part of the holdings of House Cadriaan during the New Order. (LOE)

Pavilion

this planet's starports were notorious for the slave trade which passed through them. (SSR)

Pavillion

this was the largest of the underwater cities built by the Iskalonians on their homeworld of Iskalon. The city was destroyed when an Imperial missile was launched from the citadel on Gamandar, shortly before the Battle of Endor. The missile nearly hit the *Millennium Falcon*, which was carrying Lando Calrissian, Chewbacca, and Mone on a mission to infiltrate the Imperial citadel on Gamandar. The missile struck a remote section of Iskalon's ocean, and the Iskalon Effect took over swiftly, creating a huge tidal wave. The immense pressure of the tidal surge smashed much of the transparisteel that formed Pavillion's outer walls, flooding the city and forcing a complete evacuation of any non-Iskalonians. (MC74, MC75)

Pavo Prime

during the early years of the New Republic, this planet was known for its casinos. Han Solo once managed to break the bank at a Pavo Prime casino, and framed the set of thousand-credit chips he won as a souvenir. The planet orbited a huge blue sun, which provided plenty of light and warmth without much glare. (AFA, SWI67)

Pawa

this was the Huttese word for "power." (GMR5)

Pawalo District

the New Republic Intelligence agency maintained a backup computer system in this district of Coruscant's Imperial City, in the years after the Battle of Bilbringi. (CTD)

Pawei Juice

a tart drink. (BTS)

Pax Hustana

manufacturers of shipboard sensor arrays and subspace beacons. (SCRE)

Pax System

this star system is located between the Ropagi and Opiteihr Systems along the Enarc Run. (TSK)

Paxin

this human Alliance sympathizer worked with Palud on Vorzyd 5. The two were captured by Blackhole, along with Luke Skywalker and Leia Organa. They managed to escape from Imperial captivity, but Palud was killed during the escape. (CSWEA)

Paxxi Derida

this was the name of the Phindian pilot who was to transport Qui-Gon Jinn and Obi-Wan Kenobi from Bandomeer to Gala, where they would mediate a general election. The Phindian was quite rude, and it was possible that he only gave the name "Pilot" to insult them. Instead of transporting them to gala, however, Pilot faked a fuel leak and brought them out of hyperspace near Phindar. After a false battle with a pair of starfighters, Pilot landed the ship in Laressa and hoped that assassin droids would kill off the Jedi. Pilot fled into the city. He found the Jedi again and led to a small cafe' where he introduced them to his brother, Guerra Derida. There, Paxxi revealed that they had to fake the fuel leak in order to get past the blockade set up by the Syndicat, from whom he and his brother were fugitives. The brothers were part of a small group of freedom fighters who were working to overthrow the Syndicat, but they needed the Jedi's help and were afraid to ask. After gaining Qui-Gon's confidence, they were able to break into the Syndicat's stronghold and expose the vast stores of food and supplies being held there. Paxxi was injured in the battle which ensued, but survived. When their plans came to fruition and they were able to bring down the Syndicat, Paxxi built a monument in the center of Laressa from the assassin droids of the Syndicat. He claimed that the Phindians had to face their evil in order to conquer it. Years later, Paxxi and Guerra became the heads of their respective families, both of which were known for their large size. (HP, LOJ)

Pazaak

this card game was developed more than 4,000 years before the Battle of Yavin. The basic goal of pazaak was to try to get your own cards to total more than the total of your opponent's cards, while not going over a total of 20. A round of pazaak was called a set, and a player needed to win three sets to win a match. What made the game interesting to many beings was the cards used to play pazaak. The basic set of cards was called the Main Deck, and was readily available. Each Main Deck contained forty cards, numbered from +1 to +10. During game play, however, the exact value of a given card was randomly generated by a computer, so marking of one's cards was not only illegal, but fruitless. In theory, a being could draw +1 nine times in a row. In addition to the Main Deck, a Side Deck was also used in play. This Side Deck started out with ten cards, two of each numbered from +1 to +5. More cards could be obtained with values from +1 to +6, -1 to -6, or mixed cards that could be +/-1 to +/- 6, making for a huge variation in the totals one could have in a given hand. There was no limit to the number of cards in the Side Deck. However, certain cards were only available on certain planets, so travel was required in order to obtain them. Match play began with each player selecting ten cards for their Side Deck, then shuffling their Main Deck. Each round within a set, cards were played onto the table for each player, and the card's value was added or subtracted from the player's score as necessary. A player could stop at any time during a round or a set, although their hand was automatically stopped if they reached a score of 20 or were dealt nine cards. A set ended when both players stopped, or when one player's total exceeded 20. At the end of the set, the player with the highest total won the set, although a tie was not counted to either player's total. To win a match, a player had to win three sets. Many players maintained the number of "net wins" against other opponents, as a way to monitor how many matches they had won. By this count, match play stopped whenever a player won a certain number of matches overall. (GMR10, KOTOR)

Pazda Desilijic Tiure

this ancient, gray-bearded Hutt, distinguished by the green stripe running down his back, was Jabba's uncle. Pazda was outraged with Borge the Hutt for forming an alliance with the Yuuzhan Vong, and warned the younger Hutt that no good would come from any alliance with the invaders. (JE)

pazhkie Yuuzhan'tar al'tirrna

this was the term used by the Yuuzhan Vong to describe the mature dhuryam which would be installed on

the planet Coruscant, to Vongform the planet into a new version of the longlost planet Yuuzhan'tar. The name translated into Basic as the "World Brain of God's Creche". (T)

PB-950

a very old model Corellian Engineering Corporation patrol ship. They were first manufactured about 300 years before the Galactic Civil War, and were used by a great many systems to patrol and defend themselves. Production of the PB-950 was halted after the Clone Wars, when larger and more powerful corvettes were starting to be produced. The PB-950 measures 37 meters in length, and required a pilot, co-pilot, and two gunners to operate. The ship has a twin-hull design, with the central section divided into two decks. The upper deck contained the cockpit and weapons emplacements. The ship was capable of transporting up to 180 metric tons of cargo, and up to 8 passengers. The ship was armed with a single quad-laser cannon, a pair of ion cannons, and a concussion missile launcher. (SWJ9)

PBY-1457

the designation of the modified freighter Belindi Kalenda used to penetrate the Corellian defense network and land on Corellia, disguised as a trader whose hyperdrive malfunctioned upon re-entry of normal space near Corellia. (AC)

PC2

this was the model number Greff-Timms Industrial's Intimidator pulse-wave cannon. (TOJC)

PCap

this probe droid was captured by the Azzameen family, shortly before the Battle of Endor. (XWA)

PCBU

used by planetary police forces during the last decades of the Old Republic, this was a droid-piloted police cruiser that provided backup to organic police officers. It was originally developed to assist the Coruscant law enforcement agency, especially in areas such as the Crimson Corridor. It was armed with a pair of turret-mounted laser cannons and contained a collection of sensors, scanners, and disruptors. (DMSH)

P'Chek

this moon, which orbited the gas giant Denbalen in the Gorothe System, was the only one of the planet's seven moons to have an atmosphere. This atmosphere was more than 98 percent oxygen, and ruins on the moon's surface indicated that it supported an ancient civilization similar to that of the Twi'lek people of Ryloth. Most of these ruins were estimated to be more than a billion years old, allowing the moon to live up to its Gorothe name of "Mystery." (GSE)

PCTA

developed by Golan Arms, the PCTA was a personal combat threat analyzer. It provided an individual with the ability to scan a location for any potential danger. The PCTA used a variety of sensors to pinpoint the types and locations of any weapons nearby, and was programmed to analyze all variable and provide a threat assessment. (GFT)

PCW-876

this was a model of fusion cutter produced by Borallis Metalworking & Materials. (PSG)

PCW-880

this was a model of heavy-duty fusion cutter produced by Borallis Metalworking & Materials. (PP)

PD-0943

developed and produced by Zemphyr Defenders, Incorporated, this small canister was filled with a mixture of courent and ves gases. When sprayed in front of a being, this mixture effectively dampened or dispersed a blaster bolt, providing a measure of protection against being shot. The mixture cloud lasted for about a minute, in calm conditions, which was more than enough time to effect an escape. (GFT)

PD-28

this droid was owned by the evil Doctor Raygar, who badly mistreated it at every opportunity. It was PD-28 who helped Wicket, Teebo, Latara, and Kneesaa escape the evil plans of Doctor Raygar, and later helped them thwart Raygar's plans to steal the Sunstar. (ECAR)

PDA-2

this Trade Federation battle droid was a sub-officer in command of a detachment during the Battle of Naboo. (SON)

PDA6

this droid served Master Zorneth as a medical/repair droid. PDA6 also contained programming that forced him to destroy Zorneth's hidden savorium grove if the Ithorian was ever apprehended. PDA6 performed its duties to the letter when Plort attacked Zorneth's starship. PDA6 initiated the destruct sequence, consuming the savorium, Smiley, and Zorneth in the explosion. (DRO)

P'Dar'Ib

this was the Gorothite term for the local government of a given o'beki. The only o'beki which did not have a dedicated P'Dar'Ib was Graith; the P'Dar'Ken served as the P'Dar'Ib of Graith. Officially, each P'Dar'Ib was subordinate to the P'Dar'Ken, but power struggles often occurred. (GSE)

P'Dar'Ib'AI

this Gorothite term referred to the individual members of the local councils, or P'Dar'Ib, of the planet Goroth Prime. (GSE)

P'Dar'Ken

this was the Gorothite term for the planetary council which governed Goroth Prime. It was made up of the Rel'Kan, who served a five-year term, and twelve P'Dar'Ken'AI, each of which served a four-year term. (GSE)

P'Dar'Ken'AI

this was the Gorothite term for those council members who sat on the P'Dar'Ken. Each P'Dar'Ken'AI served a four-year term, although only half of the P'Dar'Ken could be up to re-election at any given time. There was no limit to the number of terms an individual P'Dar'Ken'AI could serve. (GSE)

PDC3141-02

this planetoid was found to microbial forms of life, shortly before the Clone Wars. The University of Sanbra, after discovering the microbes, petitioned the Old Republic to ban all dumping on the planet. This injunction forced the Trade Federation scow *Spotty Conveyor* to abandon its mission until a resolution to the issue could be found. (HNN4)

PD-series Protocol Droid

this protocol droid was produced by Cybot Galactica as a way to gain marketshare in the Lurian markets. Designed to appear similar in stature to Lurians, the PD series had advanced servomechanics that allowed it to move about on Lur's rugged surface. The delicate hands of the 3PO unit were replaced with heavy gripping unts, and the PDs were given bright coloration to make them stand out in the snowy environment of Lur. However, the Empire's subjugation of Lur forced the Lurians to reject the PD series, and Cybot Galactica was forced to dump the series onto the open market at wholesale prices. (EGD)

PDV

the PDV was an Imperial Intelligence Tech 4 message pod used by Sector Plexus. PDV stands for Plexus Droid Vessel, for these pods were manned only by droids. The standard "crew" consisted of a captain I2-AM3 (a modified R2 astromech droid), an I2-CG droid for storage and transceiving, and an analysis/encoding computer equipped with a TranLang III communications module. These ships were designed to send and receive Sector Plexus messages in a system, then jump to the next system. They never had a jump longer than a day, due to their efficient routing algorithms. (ISB)

PDW-50

this small, handheld device was produced by Aeramaxis during the height of the Galactic Civil War. Known as an ionic tingler, the PDW-50 emitted a small cartridge when fired at a target. These cartridges released a collection of plasma particles upon striking the target, forming a localized blast effect that rendered the target unconscious by "tingling" their nervous system with an energy shock. (GFT)

Peace

a city on the lawless world of Korbin. Like all Korbinite cities, it was jokingly given a happy name by the lawless inhabitants of the planet. Peace, along with Happy and Joy, were known as the Small-Timers, because they were less intense than Pleasant City. (PG2)

Peace Brigade

this group of dissidents was formed during the early stages of the Yuuzhan Vong invasion of the galaxy, some twenty-five years after the Battle of Endor. Originally the brainchild of Nom Anor and several others, the Peace Brigade maintained that the Jedi Knights and the New Republic were doing more harm than good in fighting against the Yuuzhan Vong, and advocated the formation of a peace treaty with the Yuuzhan Vong to end the hostilities. The Peace Brigade openly denounced the Jedi Knights, claiming it was their lack of compassion which destroyed Ithor and Obroa-skai. The Peace Brigade was known to have been providing information on planetary defenses to the Yuuzhan Vong, which they had gained from a source that had somehow infiltrated the highest levels of New Republic security. The group decided to prove their loyalty and worth to the Yuuzhan Vong after Reck Desh learned of Elan's seeming defection to the New Republic. The Yuuzhan Vong recognized the usefulness of the group, and executed all the Hutts on the planet Ylesia in order to turn the planet and its glitterstim operations to the Peace Brigade. Working from their new headquarters on the planet Ylesia, they began using credits generated by the sale of glitterstim to fund their operations and the build-up of their military. They used a high-level contact within the Republic to learn of her transport to Coruscant, and prepared to waylay the *Queen of Empire* in order to capture her and return her to the Yuuzhan Vong. The Brigade was unaware that Elan was acting with the knowledge of the Yuuzhan Vong, and their entire plan to eliminate the Jedi Knights was dashed when the Peace Brigade ambushed the ship. However, the leaders of the Peace Brigade were undaunted in trying to gain power. They insinuated themselves into the plans surrounding the reclamation of Duro's natural environment, manipulating various shipping companies into buying votes within the Duros High House. With the loss of Duro, the Peace Brigade tried to broker a cease-fire with the Yuuzhan Vong by agreeing to turn over the Jedi Knights to the aliens, believing that the only way to save the galaxy was to sacrifice the Jedi. The Peace Brigade went out of their way to locate Jedi Knights, and even tried to capture some beings who were merely Force-sensitive, in an effort to appease the Yuuzhan Vong. When a team of Brigaders tried, but failed, to capture the students at the Jedi praxeum on Yavin 4, the Yuuzhan Vong executed them as sacrifices to their gods. As the war dragged on, the Peace Brigade established a form of government on Ylesia, and attempted to create a naval fleet to augment that of their Yuuzhan Vong superiors. The desire of individual factions within the Peace Brigade to please the alien invaders left little time to actually develop their military, so the Supreme Overlord Shimrra appointed Thrackan Sal-Solo the President of Ylesia and the Commander in Chief of the Peace Brigade. (HT, BP, EVC, EVR, Y, UF)

Peace City

this was the name given to Ylesia's Colony One settlement, after the Peace Brigade took control of the planet and moved their "capital" to the city. Much of Peace City was given over to slave camps, although much of the city was set aside for the Yuuzhan Vong and the Peace Brigade government. (Y)

Peace Vote

this was the term used by Senator Viki Shesh and her supporters to describe the Appeasement Vote. (REC)

Peacebringer, Aron

this man was the Warlord of the Calian Confederacy, on the planet Shiva IV, during the height of the Galactic Civil War. His marriage to Alisande produced a number of children, although their first-born daughter died of a mysterious disease which Aron himself managed to survive. He was also the blood-brother of Keral Longknife, and worked with his T'Syriel brethren to forge a lasting peace between their

two peoples. However, both of them agreed that life on Shiva IV had been happier before the peace accord was signed, when small battles were easily won in comparison to the resistance of the Outcasts. Despite his given name and his work with Keral, Aron was known as a master swordsman who fought with an terrible ferocity that ensured none of his opponents survived a challenge. During a mission to investigate the fate of the city of K'avor, Aron and his companions located Leia Organa, who had crashlanded on the planet. Leia was in the sector to investigate the build-up of Imperial forces in the area, and her shuttle had been hit by a micromine. Aron found himself in love with Leia, despite his happiness with his marriage to Alisande. Alisande, for her part, acknowledged Aron's feelings, but never left his side. Shortly afterward, Aron and Leia were captured by General Sk'ar, who planned to destroy Illyriaqum in an effort to subjugate Shiva IV's population. They managed to escape, and with the help of Luke Skywalker and Chewbacca, they defeated Sk'ar and eliminated his threat. Aron finally was able to reconcile his love for Leia, and happily returned to Alisande's side. (MC53)

Peaceful Dawn Rally

this political gathering was staged regularly by the Neo-Fundamentalist Phlangites on Zaraksander, in an effort to sway the government away from the growing civil war and back to a simpler way of life. (GG10)

Peacekeeper

this was the title given to the primary law enforcement officers in each town found on the planet Beheboth. Despite their position, a Peacekeeper was delegated only certain rights by their speicif town charter, including - but not limited to - the ability to make arrests, organize posses, detain suspects, and perform other law enforcement activities as described in the town's bylaws. (PH)

Peacekeeper

this was a model of Imperial low-orbit patrol craft. (ML)

Peacekeeper

this Dreadnaught served as part of the command fleet used by Admiral Greelanx during the Battle of Nar Shaddaa. It was commanded by Captain Reldo Dowlis, who kept it in the battle with cunning and skill until the mounting damage became too great. Its starboard engines suddenly gave out, and it began tumbling toward Nar Shaddaa's shields. Dowlis's crew tried desparately to bring the engines back on-line, but only managed to propel it toward Nar Shaddaa. The Peacekeeper was utterly destroyed, and it took out a huge section of Nar Shaddaa's planetary shield with it. (THG)

Peacekeepers

this was the name given to those beings who were charged with maintaining peace and order among the survivors of the Outblund Flight Project. At the point when the Outbound Flight Project's remains were located by the Chiss, about eighteen years after the Battle of Endor, there were only eleven Peacekeepers - including Guardian of the People Jorad Pressor - active. Four were killed and two rendered unconscious when Bearsh and his Vagaari staged their insurrection aboard the *Outbound Flight*. However, the survivors managed to hold their own against the invaders after the various teams of outsiders - Luke Skywalker and his wife, Mara Jade Skywalker, Chak Fel and the stormtroopers of the Imperial 501st Legion, and Dean Jinzler and his Chiss companions - began to understand the Vagaari tactics and eliminate their threat. (SQ)

Peacemaker

this was a term used to describe a Jedi Knight who was dispatched to mediate a struggle between two parties. (TOJC)

Peacemaker

this New Republic Nebulon-B frigate was part of the force sent to liberate the planet Ciutric from the control of Prince-Admiral Krennel. It supported the flagship *Emancipator*, along with the *Pride of Eiattu* and the *Thunderchild*. It took heavy amounts of damage in the battle, and was left for dead. (IR)

Pear-fruit

the fruit of this plant had a teardrop shape: fat at the bottom and thinner at the top. (SL)

Pearl Island Casino

this casino was located on Pavo Prime, and was owned and operated by Ludlo Lebauer. The entire edifice was designed to give the impression of being inside a pearl, with majestic rooms and pearlescent wall colorings. The lobby was large and majestic, but retained a sense of intimacy. Within the Regal Suites, Lebauer kept ten rare, Alderaanian boas, until he was forced to return them to Leia Organa Solo. (SWI67)

Pech

this creature, noted for its glossy pelt, was native to the moon of Mina. The human population of the moon raised pechs for their hides, which were tanned and exported throughout the Moddell Sector of the galaxy. Wild pechs were a dangerous adversary, moving in packs of ten or more and hunting for warm-blooded prey. (GMR9)

Pече

this was one of the two largest agricultural centers found on the planet Krant. Like Thennes, Pече was protected by a token police force during the last decades of the Old Republic. (GBC)

Peck, Brion

this Alliance Commander was a noted commando whose origins were a closely guarded secret. Rumors surrounded him, claiming he was a terrorist on his home planet or a commando for some unknown military unit. Peck and his team were sent to Rafft shortly before the Battle of Yavin, to sabotage an Imperial garrison there. However, a homing beacon placed on their ship gave them away, and they had to be rescued by Dannen Lifehold. Commander Peck disliked Lifehold as if he were a common mercenary, mainly because woman he loved - Beka Lewis - had been killed by mercenaries several years earlier. (SWJ3)

Peckhum

this older, long-haired man was a freighter pilot who regularly ran supplies to Luke Skywalker's Jedi Academy on Yavin 4 during the early years of the New Republic. Peckhum was the owner of the battered old supply ship, the *Lightning Rod*. He befriended the boy Zekk, whom he discovered after a supply run to the devastated world of Ennth. He and took him in and cared for him, and eventually made Zekk his apprentice. When Peckhum discovered Zekk's affinity for the Force, he allowed the boy to join the Jedi Academy, and continued to make his supply runs. The New Republic realized that Peckhum's services to the Academy were invaluable, and so they gave him a newer supply ship to replace the aging *Lightning Rod*. He, in turn, bequeathed the old ship to Zekk, when the boy decided to strike out on his own. (HTF, LO, SHA, AQ)

Pecoppi Parrot

this brightly-colored bird was just barely sentient, and individuals could interact through a crude form of language. Because they were considered exotic pets by many wealthy beings, the pecoppi were often sold at animal shows, despite the prohibition on slavery during the Old Republic. (CCW)

PED-21

this personal distress beacon was developed for use by civilian travelers by Saladar Systems, during the height of the Galactic Civil War. It could transmit an SOS signal up to five light-years from a downed ship, and the signal was sent through normal communications frequencies. With some adjustment, the PED-21 could also transmit along Imperial or Alliance frequencies, provided the user knew what those frequencies were. (GFT)

Pedby Plumbing Supplies

this plumbing supply distributor was based on the planet Tarhassan, during the last decades of the Old Republic. (SWI73)

Pedd

this was one of the more common surnames used by the Duros people. Like all such names, Pedd was used only for official business, to indicate one individual from another when in the presense of non-Duros. This ancient name literally meant "farmer". (GCG)

Pedducian Warlords

this was the adopted name used by the leaders of the pirate group which operated out of Pedducis Chorios, during the early years of the New Republic. (POT)

Pedducis Chorii

this was one of three stars which serve as the primaries for the Chorios Systems. (POT)

Pedducis Chorios

one of the many planets in the Chorios Systems, Pedducis Chorios was a neutral planet in the Galactic Civil War. It was also the site of a pirate base during the early years of the New Republic. The pirates struck at any traffic in the system, without partiality to Moff Getelles, Loronar Corporation, or the Republic. In order to make themselves a better unit, they had hired former Imperial Admiral Daala, who had retired to the planet. (POT)

Pedetson

an Imperial cadet working for Virar Needa on OSETS 2771. (WG)

Pedna Scotian

this Chev female was a native of the planet Vinsoth, and served the New Republic's Rogue Squadron as Rogue Three during search for Warlord Zsinj. An albinoid in coloration, she was unaware of who her family was, having been raised as a slave. She was rescued from a Chevin mercenary group by Alliance forces during the Galactic Civil War. One of the pilots who rescued her was Will Scotian, and so she adopted the surname of Scotian in his honor. (SOC)

Pedna Scotian

the *Ultimate Alien Anthology* indicates that Pedna Scotian was a Chevin individual of some renown. (UANT)

Pedric

this given name was common human males across the galaxy. (GCG)

Pedrin, Niall

this Imperial Major was placed in command of the garrison on Hargeeva for two reasons: his loyalty and adherence to the New Order, and his knowledge of geology. He was a lifetime officer who hated individuality and variety. A short, stocky man, Pedrin was a fineness fanatic and was always meticulously groomed, further indications of his obsessive/compulsive personality. In his early career with the Imperial military, Pedrin served as the commander of an AT-AT platoon before he was chosen for the position on Hargeeva. He made sure that the Alliance didn't get a foothold in Arginall City, and was known to have kidnapped the relatives of suspected Alliance sympathizers and sent them to labor camps. However, he was unable to catch his greatest opponent, Stevan Makintay, nor could he break Ketrician Altroneel and make her reveal the location of Eyrie Base. He was scheduled to be demoted when Makintay captured him on Hargeeva, but the capture was part of Pedrin's master plan to redeem himself. He had placed a tracking device in his arm, which allowed his forces to track his location. His plan succeeded, but Pedrin himself was imprisoned on an Alliance penal colony. (SWJ8, SWJ10)

Pedrokk

this Hortek bodily organ is known as "the fighter's heart." (SOL)

Pedsten, Staive

this Corellian is famous on his homeworld as a Zoneball player. He held many of the sport's scoring records, and was even romantically linked to Leia Organa. (IJ)

Pedunky

this is a shortened form of the Hutt word peedunkel, and often has a gentler tone. (IS1)

Pee

this Huttese verb translated roughly into Basic as "is," or a present-tense form of "to be." (E1A14)

Peedunkel

a Huttese term of derision, this was the nickname used by Watto for young Anakin Skywalker, while the boy was owned as a slave by the Toydarian. It often described a being who had very little good luck, and translated into Basic as "punk." (TPM, E1A14, GMR5)

Peedunkey

see *Peedunkel* (GMR4)

Peel Rod

this was a specialized piece of sonic technology used to modulate the sound of a Dorenian Beshniquel, and musical instrument often used by jizz bands. (VD)

Peeper

this was Alliance starfighter pilot slang for a TIE/rc fighter. (SWJ10)

Peer Macrobinoculars

this was the brand name of a series of handheld macrobinoculars produced for civilian use by VidGraph. These devices were also referred to as snooper goggles, since they allowed enhanced vision in twilight and full-dark conditions. (ROE, AEG)

Peerce

this Skrilling was one of the six Jedi Knight who were hunted down and murdered by Aurra Sing. Like J'Mikel, with whom he was working at the time, Peerce was searching for Aurra Sing on Coruscant when he was attacked and killed. (HFAS)

Peerless

this *Imperial*-class Star Destroyer was one of the many ships that survived the Battle of Bastion. It later provided escort to the *Defiant*, after the *Defiant* was equipped with a gravitic amplitude modulator to jam the communications of a Yuuzhan Vong yammosk. (FH1)

Peet

Melina Carniss' co-pilot aboard the *Empress's Diadem*. (BW)

Peet, Mirash

Imperial Governor was forced to struggle against an ever-increasing pirate presence among the Induparan Crown Worlds, of which he was governor. (PP)

Peeve

this was the name of Slythor's AT-PV, a modified Imperial AT-AT walker salvaged from a battlefield. The Peeve had no legs, moving about on four large repulsorlift engines instead. The neck was fused into position, and the interior was gutted and refitting for use as a floating command ship. A small casino was also installed. Slythor installed the captain's chair from a *Victory*-class Star Destroyer for his throne. (OE)

Peez Bonko

this male Gran was a prisoner at the Oovo IV prison facility during the years surrounding the Battle of Naboo. Bonko was also the leader of a Gran supremacy group that attempted to forcibly enhance the standing and position of various Gran in the prisons. This didn't sit well with the non-Gran prisoners at Oovo IV, and word of Bonko's violence and hatred of aliens eventually reached the outside galaxy. A group called Freedom for the Incarcerated eventually decided to place a bounty on Bonko's head, in the event that he was ever freed from prison. The group didn't have to wait that long, as Jango Fett captured Bonko and claimed the bounty during his "rescue" of Bendix Fust. (BH)

Peg Shar I

this industrial world was a member of the Old Republic. (IWE1)

Pegasus

this Alliance warship was part of the small fleet known as the Pegasus Strike Force. (SWJ2)

Pegasus Strike Force

this Alliance Navy fleet was formed to harass Imperial forces, under the command of Admiral Berthogg and the *Behemoth*, in the Mid Rim near Orellon II. (SWJ2)

Pegg

this city, located on the planet Antared III, was the site of one of its major starports. (GMH)

Peggann, Lanni

this Alliance agent worked undercover on the planet Questal, keeping an eye on Moff Bandor. She was the Alliance's counterpoint to Ref Mawber. (GCQ)

Peggat

this was a form of hard currency used in the city of Mos Espa, on Tatooine, during the last decades of the Old Republic. A single peggat was worth about 40 dataries, or 10 truguts. *Note that peggats and wupiupi seem to be interchangeable, as the Official Star Wars Website (<http://www.starwars.com>) uses them both. Also note that Star Wars Insider magazine, issue 80, indicates that a peggat is worth just four truguts.* (IG1, OWS, SOT, SWI80)

Peggelar

this small insect, native to the moon Yavin 4, formed a pupa case around itself when the weather turned cold. During this stage, the peggelar metamorphosed into the rosewing, emerging from its cocoon in the spring. (BP)

Peh

this H'Kig glyph was considered too sacred to write out, and was often simply known as "p'," as in the planetary name J't'p'tan. The rough translation of the glyph to Basic yields "the eternal," one of the mystical references of the H'kig religion. (SOL)

Pehzehvar

this temperate world was the fourth planet in the Doornik-628 System. Also known as Doornik-628D, it was orbited by a single moon. (WOTC)

Pei

this Daan man was Leidra's father. He was a native of the Quadri sector of the northern section of Zehava. (UP)

Peirs

this planet was located just off the Triton Trade Route from Gandle Ott, in Kathol Sector. It was one of several planets which supplied natural ores and metals to the industrial world of Gandle Ott. (DARK)

Pek

this Sedrian was the leader of the city of Fitsay, and the son of the high priest Cardo. A priest in his own right, Pek believed that the Golden Sun was a gift to all Sedrians, a belief that went against his father's own beliefs. When a group of Alliance agents came to Sedri to rescue Mors Odrion, Pek believed that they were on the planet to help the Sedrians, not interfere with them. Again, this went against Cardo's belief, and Cardo ordered Pek to stay away from them. Pek, however, chose to do what he thought was right for the people of Fitsay, and led the agents to the Imperial garrison. They also discovered the location of Karak's base, and discovered the Fala was working with her father. After revealing that Karak and Commander Aban were working to claim the Golden Sun for themselves, Fala decided to move against her father and joined forces with Pek and the Alliance agents. They were able to defeat Karak by helping the Golden Sun scatter itself across the surface of Sedri, breaking Karak's power and leaving him defenseless. Pek and Fala agreed to work toward repairing the rift which had formed in Sedrian society, and eventually were married. (BGS)

'pek

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Epek clan. (GCG, WOTC)

Pekkie Blu and the Starboys

a musical group popular just before Palpatine became Emperor. (COJ)

Peko-Peko

this flying creature is native to the swamps of the planet Naboo. It has a 2.5-meter-long body, supported by two rear legs, a long tail, and a pair of leathery wings. Its front legs were located at the first joint of the wing, but are quite small and nearly useless. Its head is dominated by a large, thick lower beak, which it uses to dig for its food. The skin of the peko-peko was fairly toxic, and caused stomach pains and vomiting in many creatures which tried to eat it. The peko-peko was admired by the Gungan people for its beauty and its blood, which contains a powerful anti-venom. Many Gungans have captured individual peko-peko for display in their parks, as they were beautifully colored with indigo-sapphire plumage bordered with yellow. The blood of the peko-peko was discovered to be a powerful anti-toxin to the poisons formed from refined green glie. The peko-peko is known to be an excellent mimic, using its well-developed vocal apparatus to lure its prey closer. The Gungan people have a saying that goes, "If you see two peko-peko together, it is a good omen." (SW1, SON, WSW, SWDB)

Pekt

this Trandoshan was noted for his vehement hatred of Wookiees, even given his species' deep-seated hatred of their neighbors. He was schooled by his clan in the ways of slavery and hunting, and was even consulted by Bossk in the hunting and capture of Wookiees. Pekt was later recruited by the Empire, which needed a skilled bounty hunter to bring free Wookiees under control. During a mission in which Pekt and his mercenary Trandoshans captured an entire Wookiee village, a young Wookiee took Pekt in his arms and ripped off his arms. The Wookiee was executed for this, while Pekt returned to Trandosha to heal and regenerate his arms. When the Empire fully subjugated Kashyyyk, Pekt was called in to lead the effort to enslave the Wookiees and ensure a steady stream of labor for the construction of the first Death Star. (GB)

Pekz

this was a large, green-winged insect, native to the planet Ansion. (APS)

Pel

this young, female Vorzydiak was one of the original members of the Freelines. (TTW)

Pel Karmek

this Skakoan individual was noted in the histories of the planet Skako. (UANT)

Pelagar

this was the capital city of the planet Pelagon, and was situated on the largest single floating city on the planet. (LOE)

Pelagia Freedom Force

known to the Alliance as the PFF, this small group of rebel guerrillas was run by Zanthé Nadia. Despite its name and Nadia's heritage, the PFF was based on Nista. (LOE)

Pelagia Purge

another name for the Mecetti Purge. (LOE)

Pelagia Star

this massive starship was the flagship of the House Pelagia navy, until the Empire took control of the Pella System. It had been built in ancient times, and survived until it came up against a trio of *Imperial*-class Star Destroyers. It was never actually destroyed by the Imperial ships, but was nonetheless punished. The *Pelagia Star* was broken into a collection of debris and wreckage, and left to litter the spacelanes above Pelagon. Over time, the natives of Pelagon built the space station *Pelagia's Moon* from the wreckage. (LOE)

Pelagia's Moon

this was the name of the space station built from the wreckage of the *Pelagia Star*, in orbit around the

planet Pelagon. House Pelagon hoped one day to restore mobility to *Pelagia's Moon*, giving it a hyperdrive and creating a new flagship for their navy. (LOE)

Pelagon

this ocean-covered planet was the first world settled in Tapani Sector, more than 13,000 years before the Battle of Yavin. It was settled by the ships of the Pella Compact, which maintained government of the original colonies for a thousand years. Over the millennia, cities were built over the warm seas, and great continents were formed from manmade structures. Over time, the wastes of these cities began polluting the oceans, and by the advent of the New Order, the seas of Pelagon were unable to support life. As House Mecetti rose to power, power struggles led to the destruction of many of these cities, further littering the oceans with debris. There were rumors that the ruins of many floating cities were protected by the spirits of the ancient Jedi Knights. Note that the Players Guide to Tapani also refers to this planet as Pelagia. (LOE, PGT)

Pelagon Aquatic Components Corporation

based on the planet Pelagon, this manufacturer produced a variety of aquatic vehicles for use in the Tapani Sector of the galaxy. It was originally formed by a group of Sienar Fleet Systems engineers, lured to Tapani Sector by House Pelagia to begin creating all varieties of water craft. PACC managed to avoid the destruction of House Pelagia at the hands of House Mecetti, and allowed House Pelagia to remain viable. (LOE)

Pelagria

this New Republic troopship was carrying a hundred thousand troops to the Outer Rim when it was hit by one of the Galaxy Gun's missiles. Everyone on the troopship was killed. (EE, EGW)

Peldap

meaning "golden", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Pelegria

see *Pelagria* (NEGW)

Pelek Baw

this was the only permanent settlement established by the Korunnai of the planet Haruun Kal. It was located atop the Korunnal Highland, and served as the planet's capital city. During the Clone Wars, the Balawai leadership of Pelek Baw sided with the Separatists, a fact that rankled in the mind of Jedi Master Mace Windu. His anger was crystallized into action when it was discovered that the Separatists had placed their droid control unit deep beneath the city, in a secure bunker. From this location, the Separatists were able to defend their positions in the Al'Har System, until Master Windu and his ragtag Korunnai forces managed to breach the bunker and shut the system down. During the battle, much of the city was leveled by fire from both sides of the battle, and witnesses said it resembled the caldera of a volcano afterward. (SHPT)

Pelekotan

this was the Korunnai word for the Force. Roughly translated into Basic, it meant "world-power." To the Korunnai, it meant "jungle-mind." Many Jedi Knights found that individuals with strong connections to the *pelekotan* of Haruun Kal were virtually indistinguishable from the surrounding jungle, since their power was drawn from the life of the jungle itself. (SHPT)

Pelemax

this jungled planet was located in the Colonies Region, and was the homeworld of the Pelemaxian race. (COG)

Pelemaxian

this ancient race was native to the planet Pelemax. (COG)

Pelgrin

this Outer Rim planet was once the homeworld of the Pelgrin race, which died out millions of years before the Old Republic discovered the planet. By the time of the Battle of Yavin, Pelgrin was devoid of any form of life, its surface a barren wasteland. What was unusual about Pelgrin was the complete lack of fossil evidence, making investigation into the planet's history virtually impossible. (PJSB)

Pelgrin

this ancient race inhabited the planet Pelgrin, but died out millions of years before the planet was first discovered by the scouts of the Old Republic. From the archaeological record, Old Republic investigators learned that the Pelgrin were not a highly advanced race, but had the uncanny ability to duplicate advanced technology with limited means. In addition to steam engines and mechanical communication devices, the Pelgrin also created the clockwork computer known as the Oracle at Pelgrin. (PJSB)

Peli

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Peli indicated water, waves, or a flowing river. (GCG)

Pella Compact

this was the original council which governed the colony ships which settled the planet Pelagon, in Tapani Sector, more than 13,000 years before the Battle of Yavin. The Compact was the primary governing force of the original Tapani colonies for nearly 1,000 years, and initiated the first alliances with the Herglics. The Compact was dissolved when the Tapani Sector was fragmented during the Twelve Kingdoms Era. (PGT)

Pella System

this Tapani Sector star system was part of the holdings of House Mecetti during the New Order. (LOE)

Pellaeon, Gilad

the elderly Imperial Navy Captain in command of the *Chimaera*, Pellaeon took the remnants of the Imperial fleet and retreated from the Battle of Endor. Born on Corellia years before Anakin Skywalker, Pellaeon lied his way into the Judicial Forces when he was just fifteen. While serving aboard various starships with the Old Republic, he learned about the ebb and flow of political tides, and saw that the military was something of a constant. He developed a military sense that kept him in the background, making sure his troops were well-fed and respected, rather than bullying them into submission. After the death of Emperor Palpatine at Endor, Pellaeon had no desire to lead the Empire, but he felt it was his duty to keep the Imperial fleet together. Thus, when Grand Admiral Thrawn emerged from the Unknown Regions to take control of the Empire, Pellaeon was more than willing to turn the fleet over to Thrawn, despite Thrawn's obviously alien background. He served Thrawn well, respecting the alien's uncanny insights while providing tactical assistance when necessary. Following the death of Thrawn at the hands of his own bodyguard, Rukh, Pellaeon took Thrawn's remaining ships and fled to the Core Systems, where he came in contact with High Admiral Teradoc. The two marshalled a large fleet of *Victory*-class Star Destroyers, and rivaled Harsk for leadership of the Imperial forces for a number of years. When Daala showed up and tried to combine the strengths of the feuding warlords, Pellaeon sided with Daala, who only wanted to restore the Empire. The two of them arranged a summit of all the warlords on Tsoss Station, but were forced to poison them all when they failed to cooperate. Pellaeon became Daala's first officer, and was placed in command of the remaining seventeen *Imperial*-class Star Destroyers. He was to be the primary attack for that assaulted the Jedi Academy on Yavin 4. His attack was perfect, slipping into the system before the Jedi knew it. However, his Imperial conditioning failed to prepare him for the power of the Force. The Jedi, under the focus of Dorsk 81, used the Force to physically fling the entire Star Destroyer fleet out of the Yavin System, knocking out navigations and hyperdrives. Pellaeon was able to recover all his ships, as well as Admiral Daala's escape pod, before leaving to the system. After Daala's rescue, she resigned her command, and turned control of the Imperial fleet over to him. While he still had no desire to rule the Empire, Pellaeon felt that the situation was the Battle of Endor all over again. He took the fleet back to the Core Systems to regroup. Pellaeon assumed the position of Supreme Commander of the Imperial Navy, and worked against all odds to rebuild the fleet. He spent several years trying to overcome the problems with the cloaking device, and eventually tested the Computer Combat

Predictor. However, its inability to truly aid in a cloaked fight was the last straw in the back of the dwindling Imperial animal. He suggested to Moff Disra that the Imperial remnants should negotiate a surrender with the New Republic some ten years after Thrawn's death, hoping to obtain amnesty rather than execution. Although the majority of the Moffs were in agreement with the plan, Disra's own machinations kept him from wholeheartedly agreeing. Pellaeon began his attempts to contact the Republic by sending Colonel Vermel to meet with Garm Bel Iblis, but Disra captured Vermel before his message was fully delivered. Pellaeon, meanwhile, waited for Bel Iblis at Pesitti, where Disra sent Zothip and the Cavrilhu Pirates to ambush him. Pellaeon's forces dispatched the pirates, but continued to wait for Bel Iblis. However, Bel Iblis was on a mission to Yaga Minor, so it was Ghent who actually received the truncated message from Vermel. He brought the message to Leia Organa-Solo, who agreed to meet with Pellaeon. Their initial talks were tentative but promising, and both agreed to return to their sides and meet at a later date. Meantime, Pellaeon and Commander Dreyf discovered Disra's plans, and began to press the matter with the Moff. Pellaeon eventually won out over the renegade Moff Disra, and soon signed a peace treaty - later known as the Pellaeon-Gavrisom Treaty - with the New Republic. He assumed command of what became known as the Imperial Remnant, and maintained a distanced relationship with the Republic until the Yuuzhan Vong invaded the galaxy. Then, Pellaeon agreed to help the war effort during the Battle of Ithor, only to be recalled to Imperial space by the short-sightedness of the Moff Council. Pellaeon feared that the Moffs' decision to stay out of the fight - so long as the Yuuzhan Vong avoided the Empire - was the wrong thing to do, but his half-century of experience made him hold his tongue for several years. He worked hard to bolster the forces protecting Bastion, but the Imperials were no match for the surprise attack launched by the Yuuzhan Vong shortly after the Second Battle of Coruscant. Bastion and Muunilinst were lost almost immediately, and the destruction would have been worse if Luke Skywalker hadn't arrived on the scene. Pellaeon gladly accepted the help of the Jedi, who were searching for the planet Zonama Sekot, and was able to hold off the alien invaders long enough to evacuate the central Imperial systems. However, the *Chimaera* took heavy damage, and Pellaeon himself was nearly killed. Only the skilled work of the Jedi healer Tekli kept him alive. Once the Imperial Remnant regrouped at Yaga Minor, Pellaeon started his own recovery, and began training his forces with tactics developed by the newly-formed Galactic Alliance. Despite the fact that he was confined to a bacta tank, Pellaeon was also instrumental in helping Jacen Solo convince the Moff Council that it needed to adopt the Galactic Alliance's tactics in order to ensure the very survival of the Empire. When he was able to emerge from the bacta tank, Pellaeon once again took command of the Imperial Navy, and threatened to secede from the Empire if the Moffs didn't accept Jacen's offer to join the Galactic Alliance. Once the Moffs agreed, Pellaeon took the Imperial fleet and began to harass the retreating Yuuzhan Vong forces, hoping to defend the Imperial Remnant by joining the war effort to defeat the alien invaders throughout the galaxy. As the battle neared its conclusion, Pellaeon was appointed the commander of the Galactic Alliance's Fourth Fleet, and was instrumental in the final battle against the Yuuzhan Vong near Coruscant. In the wake of the Yuuzhan Vong surrender, Pellaeon prepared to return to the Imperial Remnant as its primary liaison to the Galactic Republic. Before he left, however, he found time to return the moss painting *Killik Twilight* to Leia Organa Solo. (HTTE, DFR, DFRSB, DS, SOP, VOF, DTR, FH1, UF)

Pellaeon-Gavrisom Treaty

this was the informal name given to the peace accord signed by Imperial Admiral Gilad Pellaeon and the New Republic Chief of State, Ponc Gavrisom, which effectively ended the struggle between the Empire's remnants and the Republic. (ECH)

Pellastrallas

this rocky, mountainous world was located in Agarix Sector. (COG)

Pellata Bird

a brightly-colored yellow bird native to Ithor. The Ithorians brought the pellata with them to Belsavis, where it also thrives. (COJ)

Pelles

this Imperial Moff was in control of the Torch Nebula. (GG9)

Pellias, Markren

this man was the planetary trade director of the planet Rhamalai, when the Empire subjugated the planet. He objected to the swift subjugation of Rhamalai, but found himself powerless to fight back. (SWJ13)

Pelnic Club

this chain of Outer Rim hotels is known for their courteous service and reasonable prices. (GG9)

Pelorus

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XVT)

Peltsic League

this government was the greatest rival of the Khil race, but its military was defeated in battle by the Belnar Sector Force. (AIR)

Peluchian Style

this fashionable way of trimming and dying an individual's eyebrows was popular among pirates. (OS)

Pelutt

this frozen, rocky world was the eighth and outermost planet of the Beshqek System, located in the Deep Core of the galaxy, before the world of Byss was destroyed. It was orbited by two moons. (PH)

Pelvic Servomotor

the mechanism that controls the legs of bipedal droids, giving them ability to walk. (SW)

Pemblehov District

located on the north side of the city of Talos, on the planet Atzerri, this area was filled with pornography, prostitution, and other outlets of physical pleasure. (SOL)

Pembo

this Alliance MC80a cruiser was operative during the height of the Galactic Civil War. (XVT)

Pembric II

one of the primary trade worlds of Kathol Sector, Pembric II was surrounded by an asteroid field. It was originally settled as a colony world, but had to be terraformed after a long history of meteorite bombardment. The colonization efforts were largely ineffective, although the planet developed into a perfect base of operations for a variety of criminals and gangsters, mainly because of its relative isolation behind within the asteroids. (DARK, KO, VOF)

Pembric Security Legion

this formerly honest police force was slowly corrupted by a variety of forces. By the era of the New Order, the Legionnaires of the force were nothing more than thugs in fancy uniforms. With the rise to power of the Bombaasa Cartel, the Security Legion was reformed to fight the growing rivalries criminal organization of the planet, but it allowed the Cartel free rein. For its freedom, the Cartel provided funding and support to the Legion, including the acquisition of several New Republic B-Wing assault fighters, which were modified to remove their shielding in favor of speed and maneuverability within the asteroid belt surrounding Pembric II. (DARK)

Pembric Security Legionnaires

this was the name of an individual member of the Pembric Security Legion, on the planet Pembric II. The guards of the force wore white uniforms, and were responsible for collecting the somewhat illegal fees for landing rights and other tariffs from visitors. (VOF, DARK)

Pemeter Scope

this medical instrument was useful for locating and repairing nerve damage. (MBS)

Pencael IV

a planet. (SWJ11)

Pend, Hexler

this man served the Naboo Royal Security Force as an officer during the Trade Federation's invasion of the planet Naboo. His unit, stationed at Keren, was forced to surrender to the Federation's battle droids when they blasted into his armory by ramming through its duracrete walls with an MTT transport. (NEGV)

Pendal

a planet. (AIR)

Pendari

this planet was the site of an Imperial shipyard during the Galactic Civil War. (GG11)

Pendarr III

a planet, and the base of operations for the Pendarran Warriors. (WBC)

Pendarran Warriors

this military group, led by Gendal Delan, worked side-by-side with the Jedi Knights and the forces of the Old Republic during the Clone Wars. When Emperor Palpatine rose to power, and ordered the extermination of the Jedi Knights, he included the Pendarran Warriors in his orders. Like the Jedi, the Pendarrans were slaughtered by Imperial troops. (WBC)

Pendarran's Revenge

this military organization was founded by Kolor Delan, after the death of his father Gendal at the hands of the Empire. They helped the Alliance several times during the Galactic Civil War, but suddenly turned against the New Republic shortly after the Battle of Endor. It was unknown who hired them to attack Republic forces. They were based in an abandoned Imperial garrison on the planet Shalm, in the Ganton Mountain. (WBC)

Pendath

this was one of the larger cities found on the planet Taanab. (TBSB)

Pendlestat

this shop, located on the *Kuari Princess*, rented out the services of expert in various fields. They did not, however, have anyone specializing in athletics or the use of the Force. The experts are a mixture of organics and droids, and are often infiltrated by Imperial Security Bureau agents searching the ship for Alliance supporters. (RM)

Pendor Gyrr

this Givin female was known as a misfit on her homeworld of Yag'Dhul. She used her innate abilities in mathematics to earn a less-than-reputable living in counterfeiting. She maintained a series of bases on prominent worlds like Ord Mantell and Bespin, ensuring that she had ready access to large flows of credits in which to insert her wares. (WBC)

Pendower, Maglenna

a native of Alderaan, this dark-skinned woman was once one of Leia Organa's lesser aides during the Galactic Civil War. She spent much of her time covering for Leia's activities with the Alliance, creating cover stories to feed to the Imperial Senate and the newsnets. With the destruction of Alderaan, Maglenna lost her father and two brothers. She held out a small hope that her younger brother was off-planet when the Death Star wiped it out, but she found it difficult to locate him. After enrolling in the Alliance's medical training program, she graduated near the top of her class, but was chastised by Leia, who thought Maglenna's skills as an undercover agent were more valuable than her field skills. Maglenna, however, wanted to be where the action was. Leia managed to get Maglenna a "safe" posting within the Alliance's Supply and Ordnance division, and Maglenna served under Colonel Stijhl at the Gelgelar Free Port drop point during the Galactic Civil War. She maintained her skills as a field medic, and proved her abilities in helping Ihvin Jayme revive Morgan Raventhorn after Morgan was electrocuted aboard The Maker. She later helped Jayme defeat the Doom Slayer droid which was discovered aboard The Maker. After T'Charek Haathi's team survived the attack of a Doom Slayer droid on Gelgelar, Maglenna agreed to join Haathi's team while Dren Nord left the team to work with Colonel Stijhl's team. Maglenna just hoped

that Leia wouldn't discover her new role before Maglenna could become a full-fledged Special Operations agent. (SESB, SWJ14)

Penetrator

this small, easily concealed blaster was produced by Luxan Personal Armaments, and was known for the high-powered bolts it could generate despite its size. Most of the models produced didn't even have stun settings or safety switches. The beams it created were small, and often cauterized the wounds they created as they penetrated flesh. (TFNR)

Penetrator

this *Imperial*-class Star Destroyer was built at the Kuat Drive Yards during the Galactic Civil War. (SWJ9)

Penga Rift

this Dobrutz starliner served as a Obroan Institute research vessel. It was dispatched under the command of Joto Eckels, who was in the midst of an exploration of the planet Hoth, when it was suddenly dispatched to Brath Qella. Kroddok Stopa had requested assistance from Eckels, since the *Penga Rift* was outfitted with many cold-environment exploration tools, where the IX-26 was not. However, Eckels and the *Penga Rift* were not able to arrive at Brath Qella before Stopa and his assistant, Josala Krenn, were killed in an avalanche on the planet. The *Penga Rift* was under the command of Captain Dolk Barjas, and measured 126 meters in length. The ship continued to serve the Institute until the Yuuzhan Vong invaded the galaxy. During the Vong assault which left Obroa-skai a devastated orb, the *Penga Rift* was holed and left for dead. (SOL, TT, HT)

Pengalan IV

this planet was the site of a battle, during the early stages of the Clone Wars. The Old Republic believed that the Confederacy of Independent Systems - also known as the Separatists - had created a munitions factory on the planet, and was producing diamond boron missiles at the site. Fearing that the advanced missiles would turn the tide of war to Count Dooku and the Separatists, a full platoon of clone troopers was sent out on the *Sea Legacy* to destroy the facility. However, the reports of the facility had been leaked by the Separatists in an effort to trap the Republic's forces, after the missile facility had been safely relocated. The plan nearly succeeded, but Republic forces were able to eliminate the missile factory before retreating. (SWI65, SWI73)

Penin, Rosh

this hot-headed young man was once a student at Luke Skywalker's Jedi *praxeum* on Yavin 4, who was trained by Kyle Katarn until he was captured by Tavion. Rosh and fellow student Jaden Korr had been searching for clues about the Disciples of Ragnos, and Rosh had been dispatched to Byss to investigate rumors coming from the planet. Tavion was able to intercept Rosh on Byss and corrupt him. Rosh was quickly seduced by the Dark Side of the Force and joined the Disciples of Ragnos. When he learned that his old friend Jaden was searching for him, Penin arranged to meet the Jedi Knight on Vjun. Accompanied by Dasariah and Vil Kothos, Penin confronted Korr on the remote world, but was unprepared for his abilities. Korr easily defeated the Kothos brothers, then took on Penin in a duel. Although Penin fought bravely, he was ultimately defeated by Korr. Tavion then entered the room, and used the Scepter of Ragnos to distract the Jedi and escape with Rosh. Shortly afterward, Penin sent a distress call to Kyle and Jaden from the planet Taspir III. Although Jaden thought it was a trap, Kyle quickly took them to Taspir III. There, Rosh appeared to have been coerced into following Tavion. It was Tavion's apprentice, Alora, who confronted Jaden with a choice: turn to the Dark Side by killing Penin for being a liar, or stand down and remain loyal to the Light Side. When Jaden chose to let Penin live, Alora became enraged enough to kill Penin before attacking Jaden. As Jaden fought and defeated Alora, Penin slumped into his Master's arms, but held on long enough to be transported back to Yavin 4 for treatment. Rosh eventually survived the attack, and returned to the Light Side of the Force. (JKA)

Penovia

this gas giant was the second planet in the Recopi System. It was orbited by fourteen moons. (CCW)

Pensin

this man was one of Drend Navett's associates in the Vengeance group. Pensin was present on Bothawui

during the riot in Merchant's Square, shortly after the revelation of the Caamas Document. He assisted Navett in starting the riot, and careful shooting made it appear that Han Solo was the shooter. He later worked with Horvik to deflect attention from Navett's efforts to take out the Drev'starn shield generator. Horvik and Pensin posed as the night clean-up crew at a Ho-Din cafe near the generator site. He later assisted them in digging out a tunnel to gain access to the power generators of the shields. Once Navett was in place and ready to take out the shield generator, Pensin accompanied Klif and Horvik on a sabotage mission. Disguised as New Republic technicians, they managed to get aboard the Predominance and make their way to a turbolaser battery. They killed their escort and managed to get eight shots off at the city of Drev'starn before being discovered and neutralized. (SOP, VOF)

Pent, Zegmon

this man, a native of the planet Corellia, was the leader of the terrorist group known as The Flail, shortly before the Battle of Naboo. He had been formerly trained in the Jedi Temple on Coruscant to be a secret assassin, although it was unclear whether he was sensitive to the Force. Nonetheless, Pent spent a good deal of time cultivating his "Jedi assassin" image, and even stole an imitation lightsaber from an independent technician to use as his weapon. Pent believed that the Senate was a corrupt body which was funded by corporate sponsors to ignore the common good, that Chancellor Finis Valorum was the root of the problem, and set out to rectify the situation. When a team of freelance security officers stopped the activities of The Flail, Pent declared that he would personally kill Chancellor Valorum in order to put a halt to the Senate's actions. He tried to escape by outflying the security team in an airspeeder, hoping to reach the Senate Chamber and kill Valorum himself, or die trying. In a desperate struggle, Pent drew his lightsaber and tried to murder Valorum, but was stopped by the actions of the security officers and Vinsoo Pah. Pent was taken into custody and imprisoned. (SWRPG)

Pentase, Nela

this woman worked for Karflo Corporation as an accountant. The scientist Trem DeSelvaine had a crush on her. It was believed that Nela was killed with the Polydroxol individual known simply as Polly escaped from DeSelvaine's research lab and killed all personnel. (SWJ12)

Pentastar Alignment

this galactic conglomerate was created from the various leaders of the Velcar Free Commerce Zone and led by Imperial Moff Arduus Kaine. The Alignment controlled a section of the galaxy named for it, and controlled all access to and from the planets, in conjunction with the Velcar Free Commerce Zone commissioners. The basis for the Pentastar Alignment was the former Imperial government of Emperor Palpatine, although it was warped to conform to Kaine's own vision of the Empire. Built from the outcome of the Pentastar Talks, the Alignment had two major factions, the Chamber of Order and Enforcement. The Order faction controlled the Politorate, Insurrection, Judgement, and Protectorate divisions. Enforcement controlled the regulation and enforcement of laws and public allegiance, and was in command of the Alignment's police force, the Pentastar Patrol. While essentially effective, the Pentastar Alignment remained Moff Kaine's personal agenda, and failed to stand up to the pressure of maintaining galactic control. Kaine eventually allied the Pentastar Alignment with Admiral Pellaeon and the Imperial Remnant. (SWJ3, ECH)

Pentastar Alignment Treaty

this was the document which was ratified at the conclusion of the Pentastar Talks, solidifying Moff Arduus Kaine's vision of the Pentastar Alignment as the new Imperial government of the Velcar Free Commerce Zone. (SWJ3)

Pentastar Patrol

this was the primary military force established as part of the Pentastar Alignment's Enforcement branch, and represented the most visible reminder of the Alignment's power. The Pentastar Patrol also consumed the majority of the Alignment's resources and personnel, having taken over the garrisons and outposts of the former Empire. Unlike the Imperial military, the Pentastar Patrol allowed non-humans to serve in its ranks, a move which was meant to make the Alignment seem more "friendly" to other species. This practice did not sit well with various members of the Alignment's command structure, as many of them were former Imperial officers. (SWJ3)

Pentastar Patrol Academy

this was the primary educational facility established by the Pentastar Alignment to train those beings who joined the Pentastar Patrol. (SWJ3)

Pentastar Talks

this was the series of meetings established by Moff Ardus Kaine, in which he laid out his plans for re-establishing Imperial control under the guise of the Pentastar Alignment. Working with various Imperial supporters and business leaders from the Velcar Free Commerce Zone, Moff Kaine hammered out the Pentastar Alignment Treaty, and installed himself as the head of the Alingment. (SWJ3)

Pentastar Trust and Safety Assurance Bank

this was the primary financial institution established by the Pentastar Alignment, in the wake of the Battle of Endor. (SWJ3)

Penumbra

this modified shieldship was owned and operated by Neen Niuv. It served as the criminal's base of operations during the early years of the New Republic, hidden within Hutt Space. The main cargo sections of the ship were modified for use as hangars, and Neen Niuv maintained a wing of eight I-7 Howlrunners as defensive fighters. Niuv also equipped the *Penumbra* with a limited hyperdrive system, giving him the ability to take the ship away from direct confrontation. (WOTC)

Penumbra Omen

located in space near the Naboo System, this region was originally designated by Imperial forces as D-512. Shortly after the Battle of Yavin, the name was changed to the Penumbra Omen, and all non-military traffic was restricted from entering the region. (SWGAL)

Penzak Kraal

this Yuuzhan Vong pilot and his clanmate, Charat Kraal, were on patrol over Borleias during the alien's invasion of the planet Coruscant. Unfortunately, Penzal Kraal was killed when Wedge Antilles and his small fleet arrived on Borleias and retook the planet as their base of operations. (EL1)

People's Inquest, The

this grass-roots organization was founded on Coruscant, during the years leading up to the Clone Wars. The People's Inquest was formed as a watchdog group to monitor the activities of the Jedi Knights, who were becoming increasingly insular and withdrawn from the public eye. They were eventually shut down by the Old Republic for a variety of reasons, including "inadequate licensing" and "signal purity violations". Supporters of the Inquest were arrested during protests outside the Senate Rotunda on the grounds of maintaining security, and many believed that the organization was doomed. However, founder Thrynka Padaunete managed to persevere, and eventually re-established a public infocache based on a remote Outer Rim world during the height of the Clone Wars. (HNN4, SWI71)

People's Liberation Battalion

this civilian military operation was created by Harran Estillo, who passed himself off as the returned Prince Harrandatha. The goal of the Battalion was to overthrow the yolk of Imperial control on Eiattu, as well as to unseat the Priamsta. (XWWP)

Pepah Blangko

this bounty hunter was active during the years following the Battle of Naboo. He was implicated in the distribution of illegal holograms with Gabo the Wicked, but never arrested. Despite his record, Pepah openly placed a bounty on the head of Boozoo "Bogey" Boga and his band of Galactic Radicals, after several of his own hunts were hijacked by Boga. (BH)

Peppel

it was on this planet, as far from Coruscant and Tatooine, that Boba Fett eventually caught Kardue'sai'Mallock, the Butcher of Montellian Serat. (TBH)

Pepper Fettle

the seeds of this plant were often ground up to make a pungent spice for flavoring food. (SWJ12)

Pepper Tea

a strong, stimulating variety of hot tea. (CS)

Pepper's Hope

this stock Ghtroc freighter was owned and operated by Margo "Pepper" Flarestream, after she removed herself from active duty with the Alliance's Starfighter Command. (CRO)

Pepper's Pax

this rought-and-tumble tavern was located on the planet Darlyn Boda during the height of the Galactic Civil War. Situated between a mortuary and a pawn shop, Pepper's Pax was considered the safest gathering place for criminals of all sorts. It was said that there were only two rules at Pepper's Pax: no fighting, and no sissies. To enforce this second rule, newcomers had to eat a mouthful of firespice vegetable pods. Pepper's Pax also served as a base of operations for some of the most reliable and accurate haruspexes on the planet. (WOA34)

Pera

this Verpine priest was considered the leader of the Sacred Way religion on the planet Aduba-3, during the years following the Battle of Yavin. He worked to ensure a good relationship with the various legitimate and illicit businesses operating on Aduba-3, but was not afraid to fight for his own rights. He belived that, for every sin, there was an equal and positive retribution. His seemingly endless mission was to convert the rabble that called Aduba-3 their home to the Sacred Way. The regulars were loyal to him because of his maintenance of the Spacer's Hill cemetery. (GMR4)

Pera

this term, from the High Galactic language, was used throughout the galaxy to indicate a male parent. (MC7)

Per'Agthra

this was the name used to describe the Queen Mother's castle, located on the planet Hapes. (CTD)

Peragus II

this unusual planet was located in a remote corner of the galaxy. Several years before the Great Sith War, it was first settled by the workers of the Peragus Mining Colony, who extracted all manner of gases and ores from the planet's crust and mantle. However, an explosion at the main facility caused incredible amounts of damage, and literally tore a hole in the planet's crust. This hole widened as the molten lava surrounding the core of Peragus II gushed into space. The lava eventually froze in the vacuum of space, creating a chain of asteroids that settled into a geosynchronous orbit around the planet. For many years, Peragus II bled lava into space, presenting a unique phenomenon to scientists. The miners of the Peragus Mining Colony eventually took up residence in the asteroids, since much of the material they were mining was now floating in space. (LAWS)

Peragus Mining Colony

this gas mining operation was established on the planet Peragus II many years before the Great Sith War. The independent miners of the colony supplied materiel to the Old Republic during the Sith War, until an explosion at the facility tore a huge hole in the planet's crust. Molten lava spewed out of the hole and into space, where it froze in the vacuum and created a large chain of asteroids. Once the Peragus Mining Colony recovered from the disaster, they moved their operations to the orbiting asteroids. (LAWS)

Peralli

this Mon Calamari worked as a pirate for the Feeorin Nym, during the height of the New Order. When Finn Darktrin recovered a map for Nym in exchange for passage to Corellia, Peralli was assigned to be their pilot, since Nym didn't trust Finn's abilities. However, upon reaching Corellia, their ship was apprehended by Imperial forces. In the brief firefight, Peralli's ship took damage while trying to reach the surface. He and Finn tried to keep the ship under control while Dusque Mistflieger strapped herself into the

passenger area. An explosion rocked the cockpit, seeming to come from inside the ship, and Finn was forced to land the ship himself. Peralli, he told Finn, had caught the explosion in the chest and died from his wounds. Later, after Finn revealed that he was actually an Imperial agent, he told Dusque that it had been he who killed Peralli, to ensure that the Imperials thought their ship had been destroyed. (ROD)

Peramis, Tig

this New Republic Senator from Walalla questioned the validity of Operation Hammerblow and the use of the Fifth Battle Group. He grew up during the early days of Imperial occupation of Walalla, and witnessed first-hand the atrocities committed by Imperial troops and leaders. This hardened his resolve to eradicate the Empire, and when the time came he became a governmental leader. His appointment to the New Republic Senate came a few months before Nil Spaar arrived on Coruscant. His experiences at the hands of the Empire led him to an alliance with the Yevethan against what Nil Spaar called "Leia Organa-Solo's personal ambitions." He was banished from the Senatorial chambers for his dealing with Spaar. Unlike other Senators who supported Spaar, Peramis remained on Coruscant to monitor the Republic's reactions to the Yevethan power plays. Using his contacts within the Senate to gather information. To this end, he got Senator Cundertol drunk and stole his Senatorial security cards. Using them, Peramis was able to enter the Senate building and access Cundertol's files. From there, Peramis obtained a wealth of information on the planned blockade of the Koornacht Cluster. Peramis quickly forwarded the information to Spaar. (BTS, SOL)

Perat

derived from the title perator, this was an Adumari coin which was minted with the image of a nation's perator on the obverse. Each nation had its own mintage of perats, but all were considered of more or less equal value. (SOA)

Perator

this was the title used by the Adumari to describe the leader of an individual nation or city. Each perator had to prove himself in combat, both on the ground and in space, before he could be considered for election to the post. By his mere presence in a room or at a gathering, the perator demanded full attention. However, he could lower the visor on his crown to indicate a distancing of himself from the crowd, thereby freeing those assembled from the need for attention. In this way, the perator could enjoy the gathering without affecting the behavior of the others. (SOA)

Perave System Starport

this ancient space station orbited the planet Arkania some 4,000 years before the Galactic Civil War. (TOJC)

Percifel

this was a common name among the Chev race. (UANT)

Percussion Cannon

this ancient form of weaponry employs a dense burst of sound waves, emitted from a tubular stock and aimed at a target, to cause damage. The sound wave strikes its target and sends intense waves of vibrations through it. (KO)

Pereg, Hunti

this bounty hunter was part of a group of hunters hired by Granta Omega to capture Obi-Wan Kenobi, Anakin Skywalker, and Wren Honoran on Ragoon-6, some five years after the Battle of Naboo. He was known to have never missed a target, ever, in his career. During the attempt to capture the Jedi, Hunti was incapacitated and then impersonated by Granta Omega himself, in an effort to lure the Jedi into a trap. (JQ2)

Peregrine

this was the name given to one of Garm Bel Iblis' Dreadnaughts, during the years before he rejoined the New Republic. It was one of several ships from the Katana Fleet that Bel Iblis managed to obtain over the years. It eventually became part of the New Republic's fleet. The ship remained as Bel Iblis' flagship, and was placed under the command of Admiral Vriss. (DFR, SOP)

Peregrine

this modified *Strike*-class cruiser was part of the Alliance's fleet, during the height of the Galactic Civil War. (XVT)

Peregrine 240

this was a model of swoop produced by Aratech during the last years of the Old Republic. These swoops measured 3.25 meters in length, and could accommodate a pilot and a single passenger. The Peregrine 240 could attain speeds in excess of 350 kilometers per hour under ideal conditions. *Note that this swoop is referred to as the Peregrine-340 in Star Wars Gamer, issue 4.* (NEGV, GMR4)

Peregrine, The

ths Peregrine was supposedly the ghost of a Corellian spacer, used as a story to scare young children. According to the stories, the Peregrine was cursed to roam the galaxy forever. (DFR, DFRC)

Peregrine-340

see Peregrine 240 (GMR4)

Peregrine's Nest

this was the name given to the last in a long line of Garm Bel Iblis' hideouts, established about two years after the Battle of Endor. His team set the base up with an eye toward striking out at Mon Mothma and the New Republic, rather than the Empire, based on Bel Iblis' fear that Mon Mothma would turn the Republic into a dictatorship under her sole command. Han Solo and Lando Calrissian were brought to Peregrine's Nest by Sena Midanyl, about five years after the Battle of Endor, after they discovered the relationship between Bel Iblis and Borsk Fey'lya. (DFR)

Perek

this pale blue-skinned humanoid made his home in a remote corner of the galaxy during the height of the New Order, earning a meager sum of credits as an artist. He remained aloof from the rest of the galaxy, preferring to work in solitude. Much of his artwork was created from the cast-off technology of a given society, and the battles of the Galactic Civil War provided him with a wealth of raw material. It also provided him with a vision of himself that was fed by his isolation, a vision in which he singlehandedly brought control to the galaxy. Using specialized droid "bugs", Perek was able to create a form of virus that spread through machinery, transforming it into a violent form of "artwork" that was controlled by Perek. In this way, he planned to take over the galaxy by turning every machine into a tool. These machines would then convert all living creatures into fuel, utterly subjugating the entire galaxy. Perek himself was discovered to be little more than a cyborged head attached to a mechanized frame. It was rumored that Han Solo defeated Perek during the early years of the New Republic, by hitting the mad artist with a Corellian spark grenade that disabled Perek's source of power and rendered Perek inert. (T19)

Peremptory

an *Imperial-I* class Star Destroyer, the *Peremptory* defeated the forces of the New Republic during the Battle of Storinal. This ship was later destroyed while trying to recover the Katana Fleet, after it was dispatched to fill a gap left by the absence of the *Chimaera*, which had been detained at Wayland by Joruus C'baoth. Using the slave-rigging systems of the *Katana*, Han Solo and Lando Calrissian managed to ram a Dreadnaught into the *Peremptory*, utterly destroying both ships. (DFR, ECH)

Perfect

an Imperial Corvette operative during the Galactic Civil War. (TIE)

Perfect Corellian Dinner Party, The

written by Lady Sera Tharen, this book described the requirements and necessities for hosting a high-class soiree. (EGA)

Pergallis, Tren

this Imperial Governor was placed in charge of the planet Stassia, during the height of the Galactic Civil War. He abolished the fifteen Head Clans which had controlled the planet, hoping that a single voice would help the Stassians accept the Empire. (SWJ6)

Pergitor

this planet, located in a star system of the same name, is found in the Minos Cluster. It was once a lush, tropical garden of a world, and it held a rich cache of rare and exotic minerals. The original settlers were employees of Jesa Corporation who came to Pergitor to mine the minerals. The planet's ruling class descended from Jesa Corporation's leadership. The mining operations continued to take material out of the planet's crust, until intense deep-bore mining by the Jesa Corporation resulted in a volcanic eruption which filled the atmosphere with ash for several years. The eruptions occurred about 100 years before the Battle of Yavin, and tons of toxic elements were expelled by the volcanos. These chemicals are now a permanent part of the atmosphere, and life on Pergitor has been nearly wiped out. The remaining natives must use gasmasks when travelling outside, and all buildings are built air-tight to keep the chemicals out. The average day on Pergitor encompasses 34 standard hours, and its year lasts 291 local days. (GG6)

Pergola's Bridge

spanning the Solleu River in the city of Theed, on Naboo, this bridge was built to take some of the traffic away from the more fragile Bassa Bridge. (IWE1)

Perhi

this surname was common among human settlements found throughout in the galaxy. (GCG)

Perhi, Dal

this Black Sun agent was dispatched to clean up the remains of Yanth the Hutt, after Darth Maul executed the vigo while recovering Hath Monchar's crystal holocron. He assisted young Obi-Wan Kenobi, who was searching for Darsha Assant, by providing information on Yanth's death. Obi-Wan single-handedly disarmed a group of thugs when he entered the bar, and his skills both amazed and frightened Dal Perhi, especially after Perhi learned that Obi-Wan was just a padawan and not a full Jedi Knight. (DMSH)

Periander Feedback Circle

this was a form of computer security system meant to emit a shrill humming noise whenever a being tried to infiltrate a computer. As the illegal slicer got deeper into a system, the noise grew louder and louder. Many computer slicers actually found the Circle quite useful, as it gave them an idea of how well a slicing operation was going. (GMR10)

Peridon's Folly

this planet was a toxic, highly-industrialized weapons depot used by blackmarket dealers to sell state-of-the-art systems. The surface of the planet was covered with industrial urban centers and sprawling manufacturing facilities, with the only natural areas given over to weapons testing sites. It was on this planet that IG-88B collected its first bounty, removing a competitor from the path of the dictator Grlubb. (TBH)

Perigen

a non-narcotic painkiller which reduces concentration as a side-effect. (COJ)

Peril

this Imperial *Lancer*-class frigate was part of the fleet which protected the Damorian repair yards near Esseles. It supported the Sodrab, shortly before the Battle of Endor. (XWA)

Perilious

this urban world was located in the Outer Rim Territories. During the time of the Clone Wars, Perilious was known as a hotbed of criminal activity, including a sizeable slave trade. (T17)

Perilix

this water-covered planet was the homeworld of the *Bivalva contemplativa*. (YDR)

Periphery, The

this disputed area of the galaxy separates the Outer Rim Territories from Hutt space. (GG12)

Perit

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "spear". (GCG)

Perit

this Mon Calamari was one of Prince Xizor's *vigos*, or one of his closest lieutenants. A former slave of one of Sienar Fleet Systems' executives, Perit learned the ins and outs of business and management while observing his master. Over time, Perit was given certain duties in the Sienar facility on Byblos, until he was suddenly reassigned to a master on Coruscant. That master turned out to be none other than Xizor himself, who had discovered Perit through the Mon Cal's infiltration of Sienar's datafiles. Perit eventually earned his position as *vigo*, controlling a wealth of technology and computer-related criminal rings. To many observers, Perit was the closest thing Xizor had to a friend. This earned Perit a measure of jealous from his fellow *vigos*, but Perit intimate knowledge of their business dealings kept most of them from trying to eliminate him. (SE, SESB, RESB)

Perithal VI

this planet is the site of an Institute of Starship Engineering campus. (GG9)

Perj

this was one of the many mining settlements, or o'bekis, established on Gorothe Prime. (GSE)

Perkell Sector

this area of galaxy, located on outer edge of the Mid Rim, contained a number of backwater industrial and agricultural worlds. (SWMW)

Perkell Sector

this area of the galaxy was known for its mines. (HR)

Perkell Sector Mining Fleecing

this was the name given to the widespread scam built up and executed by Janstren Brell and his Red & Black League. They took an untold number of credits from the mining corporations of Perkell Sector before being discovered. (HR)

Perlek

this mammalian scavenger, native to the planet Lok, was known for its mournful cry, often heard at night. (ROD)

Perlemian Standard Passport

this was one of the galaxy's most definitive forms of identification, used during the last decades of the Old Republic. (HNN5)

Perlemian Trade Route

one of two major trade spines servicing the galaxy, it runs from the Core Worlds out to the Rim territories. Along with the Corellian Trade Spine, the Perlemian Trade Route defines the section of the galaxy known as The Slice. It runs through Darpa and Bormea Sectors, and connects - in order - Corulag, Chandrila, Brentaal, Esseles, Rhinnal, and Ralltiir. (RPG, SWJ7)

Perlemian Wanderer

this was the name of Osaji Hux's personal transport ship. (WOA32)

Perma

this was the name given to the ring of permanent facilities which surrounded the Daya, at the Elrood Bazaar. (PG3)

Permacite

a building material. (HSE)

Permacrete

a building material. (TB, AC)

Permadome

this was a form of pre-fabricated housing facility that was created during the last decades of the Old Republic. (RCHC)

Permaglass

this was a form of high-strength glass-like material used in the construction of domes and skylights, during the last decades of the Old Republic. (LEV)

Permeles

this ball of frozen ice and rock was the eighth and outermost planet of the Essesia System. (CCW)

Permем

this permeable membrane was used in the creation of windows which went into tall skyscrapers. It allowed the windows to balance the effects of gravity while containing the interior air supply. (IWE1)

Permes

this was an Corellian term from the High Tongue that meant "permissable", in reference to the marriage of one family or clan to another. The system of what was *permes* and what was non-*permes* was something that many ekster individuals failed to grasp, even if they lived on Corellia. (MBS, MJH)

Permex

a building material. (HSE)

Permission Denied

this song, written and played by the band Red Shift Limit, was banned by the Imperial Board of Culture. It first appeared on the compilation *Thoughts from the Core*. It formed the second of duology of songs, preceded by *Permission to Think*. (GG9)

Permission to Think

this song, written and played by the band Red Shift Limit, was banned by the Imperial Board of Culture. It first appeared on the compilation *Thoughts from the Core*. It was the first of a duology of songs, followed by *Permission Denied*. (GG9)

Permlight

this was a form of emergency lighting system that maintained its own power source, providing lighting in those situations where a facility or starship lost normal electrocal power. (SQ)

Permondiri Explorer

a legendary lost starship, sometimes seen by spacers in the depths of space. It was crewed by 112 on a mission to explore and chart new star systems when it was lost following its maiden departure. (HSR, SWSB)

Pernam Minor

the planet on which Kassar Kosciusko saved the life of his friend, Meysen Kayson. (SWJ6)

Pernella

this planet, located in the Freeworlds Region of Tapani Sector, was part of a group known as the Three Ellas. Along with Dorella and Sorella, Pernella had a liberal government that was more receptive to smugglers and criminals than other worlds. (LOE)

Pernicar

this Jedi Knight was one of Lord Hoth's lieutenants, during the preparations for the Battle of Ruusan. Despite heavy losses, Pernicar was optimistic about the Jedi's chances of defeating the Brotherhood of Darkness. The son of a scribe, Pernicar wanted to follow in his father's footsteps as a youth, but his father sent him away to train with the Jedi at the first sign of his connection to the Force. Pernicar resented this

until he was old enough to understand his father's decision, a decision which his father believed would be the very best for Pernicar. Unfortunately, his father died before Pernicar could apologize for his mistrust. Pernicar himself died on Ruusan, in the initial wave of Sith attacks, before Lord Farfalla could arrive with reinforcements. (JVS)

Pernon, Gror

this elderly gentleman was the Grand Duke of Eiattu, and was Antbbianplourr's brother. He petitioned the fledgling New Republic and Rogue Squadron to allow Plourr to return to her homeworld and claim her place as the rightful heir to the throne. (XWWP)

Pernon, Rial

this young native of Eiattu was Gror Pernon's son. Rial was a full Count in the Eiattuan royalty, and was Plourr's second cousin. Once Plourr was returned to Eiattu, Rial assumed that he would be her future husband, since they had been betrothed as children. During the restoration of the Eiattuan monarchy, Rial flew his modified Z-95 Headhunter in battle with Rogue Squadron. (XWWP)

Perootu

this feline was domesticated, and was kept as a pet by many beings throughout the galaxy. (AOTCN)

Perosa

this thick-boled tree was native to the Forest Moon of Endor, and was used by the Ewoks for a variety of purposes. The thick, soft bark could be peeled off and cooked like meat, or it could be dried and used as a form of body armor. The sap, drawn from the tree's secondary bark layer, could be boiled down and reduced to form an effective adhesive. However, it caused severe allergic reactions in Kel Dor and Gand individuals. (GMR9)

Perosei

this man was a member of the Royal Naboo Security Forces during the rule of Queen Amidala. Shortly before the Battle of Naboo, Officer Perosei was held by the battle droid forces of the Trade Federation. He managed to escape when Panaka's forces liberated the soldiers in preparation for the assault on Nute Gunray. Perosei was a weapons expert, and could disassemble and reassemble a blaster in less than sixty seconds. (CCG15)

Perrinn Sector

an area of the galaxy. (PP)

Perris

this man served the New Republic Navy as the flight coordinator for the *Peregrine* after Garm Bel Iblis joined the New Republic. At the time of the Caamas Incident, Perris had achieved the rank of Commander. He later commanded the starfighters during the raid on Yaga Minor's Ubiquitorate station. (SOP, VOF)

Perrsta, Jonnas

this man was the Captain of TransGalMeg Industries' corporate security force in the city of Grig, on the planet Narg. He was part of the Farool brothers' plan to use Crying Dawn Singer in an attempt to discredit the Alliance, and held the Shashay at the TGM facility in Grig, on the planet of Narg. A short man with long blond hair, Perrsta became increasingly worried about his role in the plan, fearing reprisal from TGM's security force or the Empire itself. When Moff Nile Owen ordered him to move Singer to Toggeus and delay any Alliance rescue attempt, Perrsta quickly moved to comply. However, he was unable to contain them. (TA)

Perry

this man was one of the Peacekeeperrs who protected the survivors of the Outbound Flight Project, during the years leading up to the Yuuzhan Vong invasion of the galaxy. (SQ)

Perseverance

this *Carrack*-class light cruiser was part of the Old Republic's Home Fleet Strike Group Five, which

defended the planet Coruscant during the height of the Clone Wars. This ship saw heavy fighting during the First Battle of Coruscant, and was part of the main force that attacked the *Invisible Hand*. (E3N)

Persha

this female Fia was the primate of Al'solib'minet'ri City during the height of the Yuuzhan Vong invasion of the galaxy. She was assigned by Councilor Jobath to greet Leia Organa Solo and her husband, Han Solo, when they arrived at Galantos as part of a mission to being restoring communication to the galaxy. Persha was forced into the role because Jobath feared that the true reason behind the communications blackout - that the Fia had made a deal with the Yuuzhan Vong to eliminate the Yevetha - would be revealed. (FH1)

Pershon

this aging man was the loyal servant of the Hejaran family, acting as the butler and confidante to several generations of Barons. He held himself to blame when Lucian Hejaran passed away, having been unable to prevent the political intrigue which swept the Tapani Sector during the height of the New Order. When Lucian's heirs gathered to hear his will, Pershon was strangled to death by a pair of seeming invisible hands, since his neck bore no marks of strangulation. (TSIA)

Personal Data Assistant

any computer device which stored physical and personal information. Any of the information can be displayed quickly, usually in a holographic, head's-up fashion. PDAs, as they are called, are found most often in soldier and commando gear, as well as in starpilot gear. (DF)

Personal Profit

this modified YT-1330 freighter was owned by Chalmer Trillili. (OE)

Personal shield

a small shield generator that can surround an individual with a protective field. The generator is often hidden in a belt or other bodily device. These shields have two drawbacks. First, they are too small to allow sufficient power for long-lasting protection. Second, the shield tended to get hot very quickly, literally frying the user if they accidentally touched the energy barrier. (CPL)

PersonalAssistant-4x

this model of recorder rod was produced by TaggeCo for consumer use. It used removable storage crystals to hold up to 100 hours of information. (EGW)

Personalities in the News

this was one of the many newsfeed articles written by Pertaal Shenvehr. Like his other columns, it contained coded messages and phrases that allowed him to pass information to Alliance field agents. (CRO)

Personality Series Scanner

developed by zZip, this style of ChaumScanner was small enough to fit inside a brooch or pendant, allowing the wearer to detect the presence of poisons in food or water without obviously scanning the target. (CRO)

Perspik

this man was one of Imperial Lord Dixon's personal secretaries. (SWCP)

Persuader

this was a model of heavy stun gun produced by BlasTech. (WSV)

Persuader-class Droid Enforcer

this immense, treaded combat droid was produced by the Corporate Alliance during the years leading up to the Clone Wars. The main body of the droid was given over to handling the huge central tread, which ran from two small wheels at the front and rear to the massive drive wheel near the front of the droid. Two wheeled outriggers could be extended to provide stability when moving over rough terrain. Attached to

the housing that protected the drive wheel were two eye-like visual sensors that provided the *Persuader* with information about its surroundings. Tracking, sensor, and communications systems were located atop the droid's main body, while a homing laser and an ion cannon were mounted to each side. The *Persuader*-class droid stood 6.2 meters in height, not including the comm relay, and could attain speeds of fifty kilometers per hour. The Corporate Alliance developed the *Persuader* to act as a short-range reconnaissance drone, moving into enemy territory to gather information about troops strengths and terrain. Although first put to widespread use during the Clone Wars, these droids were originally used on missions where the Corporate Alliance felt it had to protect its assets or forcibly recover what it was owed. While the *Persuader* was quite effective in its mission profile, it could only be used on stable, open terrain. It could not maneuver in forested areas, and often fell through the surface of snow- and ice-covered worlds. (NEGV)

Pertarn

this dark-skinned man was a Colonel in the Alliance, and was in command of Rendezvous Point 4 on Edan II. When the Empire subjugated the planet, Pertarn developed a bold plan to destroy the Star Destroyer *Havoc*. (IAG)

Pertenax

this MC40a was part of the Alliance's fleet, during the Galactic Civil War. (XVT)

Perth

this was one of the most common male names among the Corellian population. (GMR9)

Perzome SoftWEAR

this corporation manufactures knowledge cartridges for use by cyborgs. (CFG)

Peshk

this Bothan name was given to newborn males. Translated into Basic, it meant "handsome." (GCG, WOTC)

Peshk Vri'syk

this Bothan male, a native of Bothawui, was a member of Rogue Squadron. He was killed by a shot from an ion cannon while defending the planet Borleias. (XWN)

Pesitiin

this gaseous planet, known for its intense atmospheric storms, was once the site of a Bosken & Bosken mine. Admiral Pellaeon had hoped to meet Garm Bel Iblis near Pesitiin, some ten years after the death of Grand Admiral Thrawn, in an effort to discuss a peace treaty between the New Republic and the remnants of the Empire. Pellaeon had sent Colonel Vermel to Morishim to deliver an invitation, but Vermel was intercepted by Moff Disra's forces before he could get off a garbled message to Rogue Squadron. The message was never completely understood, and so Bel Iblis never went to Pesitiin. Pellaeon did go, to wait for Bel Iblis, but was attacked by Cavrilhu Pirates. The pirate ships, operating under orders from Disra, were marked with Corellian Defense Forces insignia, hoping to fool Pellaeon into believing Bel Iblis was attacking. Pellaeon didn't buy the attack, recognizing several battle maneuvers that Bel Iblis would not have attempted. Unshaken, Pellaeon remained at Pesitiin, waiting for Bel Iblis while questioning the loyalty of Disra. (GG2, SOP)

Pesktada

this was the capital city of the planet Garqi, and the site of Garqi Ag University. (TFE, SWJ7)

Pesktada Xenobiological Garden

this was the foremost natural garden found on the planet Garqi, and it was located near Garqi Agricultural University. Corran Horn and Jacen Solo discovered that the pollen of the bafforr tree was deadly to the Yuuzhan Vong's vonduun crab armor here, after retreating to the gardens during an attack. The Ithorians had believed that the natives of Garqi held to the same basic beliefs of nature as they did, and allowed the bafforr to be transplanted on Garqi. Horn decided that this discovery needed to be kept from the Yuuzhan Vong, and had his teams burn down the sections of the garden containing bafforr trees.

Unfortunately, Shedao Shai eventually figured out why the gardens were burned. In retaliation, Deign Lian ordered the destruction of the planet Ithor. (DTR)

Pesmemben IV

a planet on which Lando Calrissian ran a lithium scam, covering the planet's sand dunes with lithium carbonate to con the Imperial governor into leasing the planet to Lando. (ROTJN)

Pessk Maseel

this was the name of a noted Clawdite individual in the history of the planet Zolan. (UANT)

Pestage

this re-christened *Victory*-class Star Destroyer was part of the fleet that invaded Kheedar and helped support the martial law instituted there. (GG9)

Pestage, Sate

Emperor Palpatine's Grand Vizier, Pestage had served Palpatine as a senatorial aide before becoming one of the Emperor's most trusted advisors. During the height of the Clone Wars, Pestage was the controller of the Galactic Senate's executive agenda. This allowed him to have regular contact with the Senators, and his powers of persuasion went a long way toward convincing uncertain Senators to support Palpatine's initiatives. He personally oversaw the preparation of Palpatine's food, tasting it for poisons. He scheduled all of Palpatine's meetings, held the Imperial Seal, and managed the Emperor's household. Many beings even rumored that Pestage was one of the first clones created from Palpatine's genetic material. While none of rumors ever proven false, Pestage's loyalty to the Emperor was without a doubt. For all his hard work, Pestage was presented with the stewardship of the Ciutric Hegemony by Palpatine himself. Historians of the Empire acknowledge the fact that Sate Pestage, for all intents and purposes, was running the Empire at the time of the Battle of Hoth. Pestage was also one of the few people who knew about the Eidolon project, and actually diverted funds from it to build a small retreat on Tatooine. He then hired Lirin Banolt to acquire artwork and antique weapons to furnish it. Banolt managed to steal the plans for - and location of - the Eidolon, and threatened to blackmail Pestage, but the wily Vizier had Banolt executed before any damage could be done. When the Emperor died at Endor, Pestage assumed control of the majority of the Empire's military, but his rule was constantly questioned by other Imperial leaders. When Pestage lost his holdings on Ciutric to Prince-Admiral Krennel, he fled to Axxila, hoping to evade Ysanne Isard. Pestage arranged to meet with Leia Organa, and the New Republic sent Winter to act as Leia on a diplomatic mission to Eiattu to cover the Axxila trip. He offered her the chance to take the planet Coruscant in return for his own safety. Leia agreed, and Pestage found a temporary safety. Pestage also helped Leonia Tavira flee from Axxila, ensuring that another ally would be available if he needed one in his struggle against Ysanne Isard. Isard was only marginally loyal to Pestage, and had suspicions of his meeting with Leia. Pestage also told Tavira about the Eidolon weapons cache, hoping she could recover anything which remained. However, he earned the enmity of Isard when he ordered Admiral Krennel to stand down in his assault on Axxila, after Soontir Fel issued an AT3 directive to break off the attack. Isard returned to the Imperial council and brought news of Pestage's treachery, and the council ordered him to be removed from power. He fled to Ciutric with the help of Leonia Tavira, and was held by Governor Brothic. However, a bribe kept Brothic from relaying word of his arrival to Isard, allowing the New Republic time to set up a rescue operation. Commando Team One, with the support of Rogue Squadron and Aggressor Wing, was able to liberate Pestage before Isard's forces could capture him. Pestage, however, had other ideas, and slipped away from the Republic agents and presented himself to Admiral Krennel. Krennel, however, desired more than the prestige of recovering Pestage. He killed Pestage by strangling him with his cybernetic hand. It was later revealed that Pestage had been cloned by Sarcev Quest. While the clone was killed by Krennel, the real Pestage retired to Byss to await the possible return of Palpatine's spirit. When this did occur, Pestage was there, ready to help the new-formed Palpatine regain his power and control. The true Pestage died, however, when Byss was destroyed by the Galaxy Gun. (DE1, DESB, XWBT, WG, XWM, XWMR, COD, GMR5, NEGC, JT)

Pestoriv Conferences

this series of meetings took place during the era of the New Order, and was one of the few such gatherings that were considered completely open and without prejudice. (SOP)

Pesttrak

this man was a member of the Naboo Royal Security Force, serving with then-Lieutenant Panaka under Captain Magneta. (GMR2)

Pet

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Pet Slime

this gelatinous lifeform was native to the planet Saclas, and was raised by farmers for sale as a kind of pet. During the early years of the New Order, pet slimes were popular among young Gamorreans. (AIR)

Petabys Station

this Rendili StarDrive FireStar defense station was purchased by the Rodian black marketeer Uopled. Uopled refurbished it, and turned it into the most successful of the illegal marketplaces of the New Order. It was located on the border of the Mid and Outer Rim Territories. Before Uopled obtained it, the station was owned by Golan Arms, and protected a mining outpost until the mines ran dry. (HAS)

Petahertz

this was a measurement of the frequency at which computer systems operated, during the last years of the Old Republic. As a reference, the AA-1 verbobrain operated at a frequency of seven petahertz. (MJH)

Petal Fever

this mild disease is common on newly-settled planets. It is not fatal if treated quickly. (POT)

Petchuk

this was the Old Corellian word for "animosity" or "bad blood." (SWJ2)

Petdur

codename of a group of Alliance Y-Wings assigned to attack Imperial outpost D-34, following the Battle of Hoth. (TIE)

Peterson's Guide to Droids of the Republic

this immense, multi-volumed guide was produced during the last centuries of the Old Republic, and contained a wealth of information on virtually every series and model of automaton ever produced. (YDR)

Peth

this is the sixteenth symbol in the Aurebesh script, and represents the Basic letter "p". (SWM)

Petition of the Two Thousand

this was the unofficial name used the Senators of the Old Republic to describe a petition started by Bail Organa and Mon Mothma to overturn some - if not all - of the emergency powers that had been granted to Chancellor Palpatine during the Clone Wars. The Senators who signed the petition - who included the original draftees Padme' Amidala, Fang Zar, Bam Breemu, Giddean Danu, and Chi Eekway - started the petition in an effort to restore democracy in the Republic without starting another war of separation. The goal of the petition was to make Palpatine realize that the need for emergency powers and extended control of the galaxy was no longer necessary. Initially, it was decided that the Jedi Order would not be consulted about the petition, because many signatory Senators were unsure of the true position of the Jedi. Although Palpatine agreed to hear the petition, he twisted its intentions when discussing it later with Anakin Skywalker. Palpatine told Anakin that the petition was not a call for a return to normalcy in the Republic, but the opening salvo in a Jedi-led plot to overthrow the Chancellor's office and place control of the galaxy in the hands of the Jedi Council. According to Palpatine, the Delegation of the Two Thousand that drafted and signed the petition was under the control of the Jedi Council's powers of persuasion. (IS3, E3N)

Petja

this man was one of Lord Hoth's primary aides, during the preparations for the Battle of Ruusan. An eager warrior, Petja was enamored of battle and enjoyed the grisly scenes which accompanied a Jedi victory over the Brotherhood of Darkness. Nevertheless, his resolve to serve Lord Hoth and the Light Side of the Force never wavered. As the battle turned to the Sith, Petja and many other Jedi took up bow and arrow to kill those bouncers who were being driven mad by the death toll. It was Petja who mistakenly killed Laa, an act which suddenly angered the young girl named Rain who had become friends with Laa. Reaching deep within herself to harness her anger, Rain was consumed by the Dark Side of the Force and used it to shatter every bone in Petja's body. (JVS)

Petor

a Nharwaak CR90 corvette destroyed during an Imperial raid on their hidden base. (TIE)

Petothel

this surname was common among human settlements found throughout in the galaxy. (GCG)

Petothel, Dalls

this man was Gara Petothel's father. An agent of the Empire's Intelligence agency, he married a fellow Intelligence agent, Edallia Monotheer. After Gara was born, both Dalls and Edallia were arrested and with funneling secret Imperial information to rebel forces on the planet Chandrila, and were executed. (SOC)

Petothel, Gara

this woman, a native of Coruscant and the daughter of two Imperial Intelligence agents, was lithely built and distinguished by a beauty mark on her right cheek. Her parents groomed her to become an Intelligence agent herself, but they were arrested for an unspecified crime when she was old enough to hate them and miss them at the same time. Since the Empire had been her life, she joined the Intelligence agency and rose quickly through the ranks. She spent a good deal of time in the guide of Chyan Mezzine, a New Republic Naval officer. Later, as one of the code slicers who worked on the Morrt droid deployment project, she was able to provide the Republic with the false information that led to the destruction of Talon Squadron. She also discovered the New Republic's base on Folor, but actually found the false beacons placed on the opposite side of the moon. This allowed the starfighters to scramble and get away before Trigit could attack. During the destruction of Trigit's command ship, the Implacable, Petothel used her slicing skills to gain entrance to Trigit's personal escape pods to flee the ship before it could take her with it. After escaping, she wondered at the reasons the Empire would condone the actions of a man like Trigit, who would willingly sacrifice his entire crew for a mission's outcome, especially if retreat would mean the chance to fight another day. After returning to Coruscant, she assumed the identity of Lara Notsil, which involved dyeing and cutting her hair as well as removing her birthmark. As Lara, she eventually gained a place in Wraith Squadron. The part of her that was still Gara wanted to use her new position to gain her a place with Warlord Zsinj, but after seeing the New Republic's actions from the other side, she decided to remain as Lara and break off all ties with the Empire. However, she re-used the Gara Petothel identity after she was exposed by Garik Loran's investigations and fled the Wraiths, in order to gain access to Zsinj and the *Iron Fist*. She claimed to be working for the Empire again, but instead managed to severely disable the *Iron Fist* before fleeing to Corellia and adopting the identity of Kirney Slane. (WS, IF, SOC)

Petrakis

this planet was the site of an Imperial base during the Galactic Civil War. (XW)

Petranaki

this was the ritualistic form of arena-based martial arts that was developed by the Geonosian race. It centered on the use of specialized weaponry - known as the petranaki array - which changed very little over the course of Geonosian history. (GORW)

Petrana-ki

this was the term used by the Geonosians to describe the gladiator fights that were used to settle disputes. Based on ancient tradition, the *petrana-ki* allowed an individual of a lesser caste to win their way

to fame or redemption. This tradition was broken by Hadiss the Vaulted, who used the *petrana-ki* as a way to dispose of his enemies and any being who opposed him. (SWI60)

Petranaki Array

this was the name given to the five traditional weapons used by Geonosian warriors who practiced the petranaki form of martial arts. The weapon in the array were the picador's spear, the confessor's whip, the petranaki scimitar, the caster's net, and the beastwarden's shield. (GORW)

Petranaki Scimitar

this was one of the five traditional Geonosian weapons that made up the petranaki array. The petranaki scimitar was a simple, curved blade, which was honed to razor-sharpness. It was generally considered the most useful and popular of the weapons in the petranaki array. Some warriors referred to this weapon as the butcher's scimitar. (GORW)

Petrax Historical Quarter

this was one of the oldest continually inhabited areas of the cityscape that covered the planet Coruscant, during the height of the New Order. Located north of the Imperial Palace, the Petrax Quarter was not immune to the continual, layered growth experienced on Coruscant, but excavations of its deepest layers has revealed a wealth of archaeological data. Most of the residents were human, and the inhabitants did little to promote its "historical significance." (CCW)

Petrivoor, Klendost

this was the alias used by Drenn, the Imperial spy known as the Wraith, during the time he spent on Sebiris researching new toxins and poisons. (DARK)

Petro

a hot-tempered Imperial officer on Cilpar, he detested Alliance pacifists. He had a special hatred of survivors of Alderaan. (XWRS)

Petro, Gyla

a biologist who studied the various plant forms on the planet Kashyyyk, Gyla Petro was one of the first xenobiologists to discover that the plantlife found in the lowest sections of Kashyyyk's jungle were able to communicate with each other, as well as with the Wookiees. Originally native to the planet Kalgo 13, Gyla was waylaid on Kashyyyk by an Imperial detachment that was trying to capture Wookiee slaves. She was rescued by Han Solo and Chewbacca, and helped them obtain orga roots for a Life Day ceremony. (EGC, LAT2)

Pets 'n' Pieces

located at 250 Pom Plaza, in the CoCo District of Coruscant's Galactic City, this was the largest pet dealership found in the planet during the last decades of the Old Republic. Their motto was "If you can't find it in our store, then it may find you!" Pets 'n' Pieces specialized in the sale, care, and maintenance of rare and dangerous creatures, and was even advertising the sale of sarlacc spores at one time. (HNN5)

Petson Lizzie

this small-time criminal made a meager living on the Outland Transit Station, during the years following the Battle of Naboo. (BH)

PetVac

this was a veterinary operation located in Lola Curich, on Lianna. (ML)

Pex, Tristan

this man, a native of the planet Chandrila, spent more than twelve years off-planet training for his career as the primary bodyguard to the planetary Governor. What Pex worked hard to hide was the fact that most of his career away from Chandrila was spent in the employment of the Benelex Guild, where he worked as a bounty hunter. During the early years of the New Republic, Pex was killed by Ratambo Gale, as part of a plot to rattle the confidence of Governor Jovive Centi. (CCW)

Pezzle

this man accused Lope of trying to welch out of a deal they had, during Lope's interview with Arwen Cohl. Pezzle and three of his goons tried to corner Lope, but Lope's swift gunslinging shot all four down before they could draw their own weapons. (COD)

PFG-700

produced by Hadrassi Emergency Medial Systems Technologies, this plasma protein synthesizer was created to provide a short-term source of blood plasma serums. It used local organic materials to synthesize the serums, which could sustain the life of a being until proper medical attention could be obtained. (GFT)

Pfistak

this man served as one of Imperial Lord Dixon's personal bodyguards. However, he was not stupid, and would surrender if he knew he was outgunned. (SWCP)

Pfith

this thistle-like plant was native to the Yuuzhan Vong homeworld fo Yuuzhan'tar. (SWI64)

PG-5

this was the designation of a series of gunnery droids which were prototyped by Industrial Automaton during the New Order. They were originally designed to augment the crews of Imperial warships with mechanical weapons, shield, and sensor operators. The PG-5 series was based on the P2 astromech design from IA, making it a large, bulky machine which was programmed to operate, repair, and maintain the ship's systems. However, these droids had to communicate via scomp link, limiting their usefulness in combat. Also, their programming was not voerly aggressive, so their ability to shoot down a target in battle was minimal at best. After the Empire rejected the prototypes it ordered from IA, the PG-5 series was discontinued. (FTD)

PG-7u

a short range primary threat analysis grid. (SCRE)

Pg'lax

this entrepreneurial Verpine established the Quick Pit docking bay service on the outskirts of Mos Eisley, on the planet Tatooine, during the early years of the New Order. Much of his day was spent moving from ship to ship with his crew, servicing his customers and gathering their docking fees. He was also vigilant about protecting his crews, and was not afraid to confront the private docking bay owners either verbally or with a blaster. Pg'lax himself was born in the Roche system, and was noted for his love of racing. He became one of the most successful crew leaders on the professional swoop racing circuit, and was on Tatooine when his success caught up with him. A group of rival crews waylaid Pg'lax and his team, sabotaging their starship and stranding them on Tatooine. A brief career as a mechanic at the Mos Espa Grand Arena was followed by another attempt to destroy his career, and Pg'lax fled to Mos Eisley. There, he discovered his niche as a starship servicer, and he eventually was able to earn enough credits to start the Quick Pit operation. (GMR7)

Pg'lax

this was acommon name among the Verpine race. (UANT)

PH-5s

a model of long-range phased tachyon array. (XW)

Phaa Anor

this Yuuzhan Vong, a member of the Intendent caste, was a creche'-mate of Nom Anor. During the early stages of the Yuuzhan Vong invasion of the galaxy, Phaa Anor served as a subordinate under his cousin, until Nom Anor began to fail in his missions. When the Executor fled Corsucant on a search for Zonama Sekot, he maintained a villip which communicated with Phaa Anor. Nom Anor hoped that Phaa Anor would relay the message that Zonama Sekot had been found, and would soon be destroyed. Phaa Anor

reluctantly agreed to bring the message to Supreme Overlord Shimrra, despite the fact that it might cost him his life. (FP)

Phaeda

this rocky, backwater planet was Kir Kanos' destination, after he fled Zaddja in order to escape the plans of Carnor Jax. It was a fairly obscure world, which suited the smugglers and thieves which inhabited it just fine. An Imperial garrison was placed there to ensure the locals remained quiescent, and it remained in place well after the Battle of Endor. Kanos was forced to kill several Imperial officers and a squadron of stormtroopers in order to gain his freedom. Colonel Shev, who witnessed first-hand the skills of Kanos, sought to capture him in order to secure a promotion. The planet has two moons, a larger brown moon, and a smaller green moon. (CE)

Phaeda's Hope

this Gallofree Medium Transport was part of the small group of New Republic ships stationed on the planet Phaeda. It was flown by Massimo, who delivered the ship to Wedge Antilles aboard the Lusankya after they defeated Colonel Shev and Commander Vivant. (CE)

Phahg

this Yuuzhan Vong word was used to indicate an individual's disgust at a given situation. (EVR)

Phalaf

this priest was one of Vetter Piin's chief aides. During an attempt to assassinate Chrysalla, Phalaf was captured by the Satab's guards and imprisoned. During the Satab's banquet to honor Han Solo's saving of Tieress Chrysalla, the Satab killed Phalaf by raising his metabolism with the Shadeshine and aging him until he died. (LTA5, MCA2)

Phalanx

a Habeen CR90 Corvette, this ship was one of the original CR90s produced. The Habeen used the outdated ship to protect their hidden research base. (TIE)

Phalanx

this New Republic Majestic-class battle cruiser served under the Fifth Battle Group. It suffered major damage during the unsuccessful blockade of Doornik-319. It was attempting to recover a damaged E-Wing fighter with one of its tractor beams, when it took a direct hit to the bow. The first fourteen decks were damaged. (SOL)

Phalanx Decode

this was an Alliance encryption algorithm. (HAS)

Phaldri Nex

this Twi'lek once served as Ema Slake's manager, but retired from the entertainment business. He initially denounced O'lif Khaz, after it was alleged that the Kubaz stole some trophies from Slake's estate on Oseon 5631. Later, however, Nex provided information to the authorities that helped implicate Sosten Freet as the real thief. (GMR5)

Phalla

this man was known at the Q'Maere Research Facility as the "patient facilitator," a position which gave him plenty of leeway to torture his patients as he saw fit. To visitors and his fellow doctors, Phalla was a polite and cheerful fellow, with a cherub-like face and intense passion for his work. (KR)

Phanan

this surname was common among human settlements found throughout in the galaxy. (GCG)

Phanan, Ton

this native of Rudrig was a pilot with the New Republic, and he was one of the original members of Wraith Squadron. Ton was the only son of parents who had him late in life, and they both died before he finished his education. e served as a doctor aboard an Alliance medical frigate during the Battle of Endor, but his

ship was hit by a barrage of Imperial laser fire. A structural beam fell on him, causing massive amounts of damage to his skull. As a result, he wore a prosthetic headgear that covered most of his face, but his remaining blue eye and flowing moustahces gave him the appearance of an Imperial warlord. The prosthetics were necessary because Ton was allergic to bacta. He served as Wraith Squadron's medical officer. During the battle which resulted in the destruction of the Implacable near Ession, Phanan's X-Wing took a hit and he was forced to eject. Shrapnel from the explosion perforated his spleen, and he spent some time on Borleias recovering. Once again, he was unable to receive bacta treatments, and his recovery was slow. He eventually rejoined the Wraiths, and was instrumental in the early stages of the hunt for Warlord Zsinj. However, during the Hawk-bat raid on the Imperial garrison in Hullis, on the planet Halmad, Ton was shot down in his TIE fighter by an Imperial pilot. His landing was too hard to pull out of, and he suffered massive internal injuries in the crash. He was rescued by Garik Loran, who managed to avoid Imperial patrols to get them closer to his own ship. However, before they could escape the planet, Ton died of his injuries. As he was requested, Face burned Phanan's body, leaving nothing but ashes for the Imperials to find. In his will, he left Face a large sum of money, payable only if Face had the large scar on his face surgically removed. If the scar wasn't removed, the money went to Loran's arch-nemesis, Tetran Cowall. (WS, IF)

Phanlanx

this was the based form of military unit which made up the Chiss armed forces. Each of the twenty-eight Chiss colony worlds was required to send a complete Phalanx to Csilla, where they were integrated into the Army and Navy controlled by the Nuruodo family. (GMR5)

Phantasm

this was the name of Xaverri's personal starship. (THG)

Phantele

a Ripoblus shuttle operative during the Sepan Civil War. It was used to transport Ripoblus diplomats to Sepan 8 for negotiations with the Dimok in which they agreed to fight together against the Empire. (TIE)

Phantom Laser

this Mrlssti technology was used by commandos and other warriors. Essentially, the phantom laser was a weapon which emitted a blast of light like a normal blaster, but the light was harmless to living tissue. (XWM)

Phantom Menace, The

this was the title of Episode I of *Star Wars*, as supposedly documented in the *Journal of the Whills*. (TPM)

Phantom Project

the codename of the Mrlssti project to develop a working cloaking device for the Empire. It was developed by Rorax Falken and the Mrlssti students working for him, and was essentially a smoke-screen designed to swindle the Empire out of every credit it would pay. Funds for the Phantom Project were diverted to other research under Falken's control, a fact that went unnoticed under Palpatine's reign. Following the death of Palpatine at Endor, the remnants of the Empire began demanding results from Falken, who had suffered a breakdown upon learning of the use of his work in the construction of the Death Star. Gyr Keela, who succeeded Falken as President of the Academy, was unaware that the Phantom Project was a faked, and attempted to deal with the Empire. He decided to gain every credit possible by putting the Project up for bids to the New Republic and the remnants of the Empire. Wedge Antilles became the Republic's representative in the negotiations for the Phantom's plans, opposite his old nemesis Loka Hask. The proposed design of the Phantom Project was unique in that it required very little energy to maintain the cloaking effect over an entire ship. It also had the ability to resist the effects of a gravity well projector. The falsehood of the Project was revealed when Rogue Squadron defeated Loka Hask and discovered - from Falken's students - that the project was not real. However, it did lead to the discovery of the gravitic polarization beam. (XWPA)

Phantom TIE

see V38 (ECH)

Pharine Delta

this wide delta formed the mouth of the Pharine River, where it emptied into the Tsilor Sea, just north of New Plympto's capital city of Phemiss. (CCW)

Pharine Sea

located on the planet New Plympto, this body of water formed one of the boundaries of the city of Phemiss. (CCW)

PharmCorp

this was the largest corporation based exclusively on the planet Nubia. PharmCorp produced a wide variety of agricultural and pharmaceutical products. Unknown to most Nubians, PharmCorp was actually owned by Prall the Hutt. (CCW)

Pharnas

one of the two moons of Kerest colonized by the Kerestians. (GG12)

Pharos

one of several medical frigates used by the Alliance during the Galactic Civil War. (SWJ10)

Pharple

this avian creature, native to the planet Lok, was often found in large flocks. (GQRG)

Pharynx Tube

a musical instrument used by the Kamarians. (HSR)

Phase 3

this exo-shell deflector shield generator was adapted for ground vehicle use by Rothana Heavy Engineering, and was first used on the TX-130 *Saber*-class fighter tank during the Clone Wars. The Phase 3 could absorb incredible amounts of incoming fire, but had to be taken briefly offline to recharge. The modified Phase 3 units installed on TX-130 tanks were exceptionally quick to recharge, but required that the tanks employ augmented hull plating. (OWS, WOTC)

Phateem

this planet served as the site of the Jedi Order's Halls of Knowledge, during the height of the Old Republic. (PJSB)

Phazer

a Nharwaak CR90 corvette group that tried to interrupt the negotiations between Admiral Zaarin and the Habeen, in which the two sides were solidifying a deal to trade hyperdrive technology. (TIE)

Ph'dan

a M'haeli youth who hung around with N'ton. He and N'ton were among the few who realized that Ch'no could read the time-streams correctly, while the other elders scoffed and ridiculed him for taking in the human child, Mora. Ph'dan and N'ton were among the first H'drachi to join the Alliance. (ROC)

Ph'dan

a M'haeli elder, who was the father of the youth R'dan. He was captured by Governor Grigor and forced to reveal the location of Ch'no. He also betrayed Mora to Grigor, telling the Governor about her true identity. (ROC)

Phecnacine

this was a powerful animal tranquilizer that was developed during the height of the New Order. (GQRG)

Phedroi

this alien, easily distinguished by his mucous-lined nasopharynx, joined up with Vol Hamame after the human left Big Gizz's swoop gang. They went into the information business, primarily stealing what he couldn't obtain himself in the city of Mos Eisley. The last job they took came as a result of Dengar's trying to alert Kuat of Kuat that Boba Fett was still alive. Hamame and Phedroi figured that they could kill the

armored bounty hunter and reap a nice profit for delivery of his body. However, Fett and Dengar managed to elude them long enough to get a signal to *Slave I*. Hamame and Phedroi pinned the bounty hunters down in a small desert cave, but Fett brought his ship from orbit to land on top of them. (MA)

Phelar

this was one of the largest cities found on the planet Eriadu. (HNN4)

Phelar Port

this spaceport was located in the city of Phelar, on the planet Eriadu. Shortly before the Clone Wars, the Jedi Knights established a starfighter base at Phelar Port, in an effort to bolster security in the Seswenna Sector. (HNN5)

Phelarion

the Lady Tarkin maintained Imperial control of this world after the death of her husband, the Grand Moff Tarkin. She controlled a megonite moss mining operation there, providing a source of explosives for the Empire, in memory of her husband. (CSWEA)

Phelleem Sector

this area of the galaxy was known as the home of the ancient Kashi Mer dynasty. (TOJC)

Phelly

this Imperial Navy Lieutenant served as a helmsman aboard the *Lusankya*, under the command of Jaak Drysso during the Battle of Thyferra. (BW)

Phemis

this planet was believed to have been the only source of rubat crystals, which could be used by the ancient Jedi Knights in the construction of a lightsaber. (KOTOR)

Phemiss

this was the capital city of the planet New Plympto, nestled between the Tsilor Sea and the Pharine River. Much of the city's roadways were connected in an intricate, circular network that meandered around the living quarters of the native Nosaurians. Offworlders were advised to leave the driving to the natives when they visited Phemiss. (CCW)

Phemiss Bridge

this was one of many bridges leading into the city of Phemiss, on the planet New Plympto. This was the main bridge used by the Nosaurian race. (CCW)

Phemiss Low Port

this was the best of the three spaceports found in the capital city of Phemiss, on the planet New Plympto. A collection of shanties was established on the outskirts of the spaceport, built by clanless Nosaurians who turned to panhandling to earn a living. (CCW)

Phenaru Prime

a mythical world created to help Rogue Squadron plan its second attack on Borleias, the name was intended to throw off any Imperial interception of the plan's details. Phenaru Prime was given an asteroid belt and new land/ocean configurations to further mask it from Borleias. (XWN)

Phenets

this surname was common among human settlements found throughout in the galaxy. (GCG)

Phenets, Lee

this man was a Cloud City maintenance specialist whose job, under Lando Calrissian, was to keep the city running smoothly. He was one of the few humans on the station to be respected for his work by the Ugnaughts. (CCG5)

Phennir, Turr

this Imperial Navy officer commanded the 181st Imperial Fighter Group in the period after Soontir Fel

defected from Imperial service. He had admired Fel, and had been Fel's wingman during much of their campaign against the Alliance and the New Republic. Phennir joined the Empire shortly after his older brother was shot down and killed by Wedge Antilles during the Battle of Yavin. Phennir was later chosen for the 181st by Fel himself, and was promoted to Commander after his personally killing four Alliance transports in the ambush at Derra IV. Phennir was given command of a squadron in the 181st, while Fel was promoted to Colonel and command of the entire group. Phennir held little loyalty to Sate Pestage, and hoped that Fel would leave Imperial service to form his own group of Imperials. Phennir planned to defect with Fel, but was left out of the Baron's plans entirely. This left Phennir with a deep hatred of Fel. He became the more decorated Imperial pilot in the wake of Fel's disappearance, and was nominated to represent the Empire when the planet Adumar chose to become part of the galactic community. He found himself working against Wedge Antilles and the pilots of Rogue Squadron while on Adumar, but had no qualms about shooting down every Adumari pilot who challenged him. In the civil war which broke out as a result of Cartann's claim to be the seat of Adumar's world government, Phennir and his pilots sided with the nation of Cartann. However, they were all shot down by Wedge and his pilots, who were flying for the Yedagonian Confederacy. Phennir managed to survive, and fled back to the Agonizer. When the Star Destroyer returned to Adumar to take the world from the Republic, it met with serious resistance from a massed Republic defense fleet. Phennir was shot down in battle, and was left to freeze in space until a rescue could be mounted. (SOC, SOA, CCG11)

Pheron, Tazur

this man was an official Knight who served House Mecetti in the Tapanu Sector of the galaxy. Sir Pheron was the grand-nephew of Lord Bode' Leobund XI himself, and was known as a courageous - if not reckless - soldier and protector. (TSIA)

Phibian Beer

this was a popular beer that was brewed during the Clone Wars. (MBS)

Phidna

this Geonosian parasite was cultivated by the Geonosians in hydroponic gardens, where the parasite thrived but could also be controlled. The exertions of the phidna were mixed with powdered stone to create a kind of concrete, which was used by the Geonosians in the construction of their hive spires. (VD2)

P'hiili

this was an aquatic creature that was once native to the planet Yuuzhan'tar. The p'hiili was distinguished by its shrill cry, and was often kept in ponds or moats outside a residence as a kind of organic alarm system. P'hiili would eat just about anything that came into their reach, a trait which made them useful as guards. (FP)

Phil-fiber

this material was used to make inexpensive clothing and other textiles. The organic nature of phil-fiber meant that, if not properly cared for, it could become rotten and unravel. (EVR)

Philinda

this attractive woman was part of a Cularin delegation to Uffel, some years after the Battle of Naboo, which traveled to the moon to see the droid production facilities there. Philinda drew the attention of Jedi Knight San Herrera, who followed her every move, much to the dismay of his partner, Nia Reston. (WOTC)

Phindar

this planet was the homeworld of the Phindian race. Very few off-worlders visited the planet, which suited the Phindians just fine. (HP)

Phindar

this was another name used to describe the members of the Phindian race. (HP)

Phindar Spaceport

this was the primary spaceport found on the planet Phindar, during the last decades of the Old Republic. The native Phindians proclaimed that the spaceport was the "Gateway to the Outer Rim." (YDR)

Phindian

this race of tall, mournful aliens has fair skin and long, rubbery arms. Phindians were distinguished by their eyes, which were yellow with red streaks. They are native to the planet Phindar, and are sometimes referred to as Phindar. They are a race of isolationists, preferring to remain on Phindar and keep other peoples off their planet. However, they realize that interstellar trade is good for their planet, and suffer through it. As a people, Phindians maintained strong family ties, and could be stubborn in virtually any aspect of their lives. (DR, HP, UANT, YDR)

Phindian

this was the spoken language of the Phindian race, consisting of soft sibilants and long vowel sounds. (UANT)

Phineas, Milo

this former Imperial Navy Captain retired from active duty and joined the Corporate Sector's own naval fleet. He served under Commander Baruche Sloane, counterpointing Sloane's own icy demeanor. A short, stocky man, Phineas always wore a disarming smile which belied his cold, calculating mind. He uses this trait to gain the confidence of those he's investigating, then he arrests them. (TSK)

Phin-Mar, Ermin

this Old Republic explorer and archaeologist was the first individual to discover the Oracle at Pelgrin, some 3,000 years before the Battle of Naboo. Phin-Mar's initial work on Pelgrin led to the assertion that the device was used as an astronomical computer that could help the extinct pelgrin race predict certain future events. Thus, the device became known as the Oracle. Phin-Mar assumed that the Oracle was operated by dozens of Pelgrins, but no amount of effort on the exploration team's part could make it work. Only the presence of several Jedi Knights, most notably Shannur Darkstar, brought to light the Oracle's true source of power. (PJSB)

Phiris

this temperate world was the sixth planet in the Empress Teta System, and was orbited by two moons. (PH)

Phizbin

this simple game was favored by starship pilots. (SWJ4)

Phizbin Marsh

this was an artificial marsh, created on the Ugnought Surface as a reminder of the marshes of the planet Gentes. It was located near the primary city of Ugnorgrad. (PH)

Phizz

this was a soft drink favored by the youth of the galaxy, during the height of the New Order. (T15)

Phlac-Arphocc Automata Industries

this manufacturer of combat droids produced the Tri-fighters, along with Colla Designs, used by the Confederacy of Independent Systems during the height of the Clone Wars. Phlac-Arphocc also produced the superdense, radioactive fuels used by HMP droid gunships and other Separatist vessel. (X3)

Phlegmin

Porcellus' kitchen boy while he worked in Jabba the Hutt's palace. Like Ak-Buz, Porcellus found Phlegmin dead in the kitchens of an unknown cause, although Porcellus feared that it had something to do with fierfek brought on by his hatred of Jabba. (TJP)

Phlik

this Shistavenan wolfman lurked in the Mos Eisley cantina some years after the Battle of Yavin. He was

secretly recruiting Alliance agents when he met Garve. Garve's delivery of Imperial prisoners - liberated from the Jellyfish Cove penal facility - gave Phlik a large number of recruits to process. (SWG4, TMEC)

Phlog

this race of giant creatures inhabited the Simoon desert on Endor's forest moon. Normally peaceful, the phlogs became dangerous when disturbed. They once tried to chop down the father trees of the forests to build a new castle, but were driven away by Wicket, Kneesaa, and their friends. (ECAR)

Phloid

this shy, squat man served as the computer technician of the Q'Maere Research Facility, during the time Moff Sarne used the facility as a penal colony. (KR)

Phlors Regina

this gas giant, the twin of Phlors Rex, was the seventh planet of the Axum System, located in the Core Worlds. It was orbited by 15 moons. (CCW)

Phlors Rex

this gas giant, the twin of Phlors Regina, was the sixth planet of the Axum System, located in the Core Worlds. It was orbited by 18 moons. (CCW)

Phluche Maltrid

this stooped Herglic was distinguished by his eerie, wandering stare. He made a modest living renting hydrobikes in the resort community of Le Yer, on Abregado-Rae, during the New Order. (ND)

Phluche's Hydrobike Rentals

this small business was owned by Phluche Maltrid, and provided tourists with transportation between Phyrstal Island and Le Yer, on the planet Abregado-Rae. (ND)

Phlut Design Systems

this weapons development corporation was based on Muunilinst during the last decades of the Old Republic. Shortly after the Battle of Naboo, PDS tried to secure a huge loan from the InterGalactic Banking Clan for the development of a battle droid it hoped to sell to the Trade Federation. When PDS defaulted on a payment, the IBC foreclosed immediately, taking possession of all the corporation's assets. The new battle droid design, known as the IG Lancer droid, was eventually provided to the Trade Federation. (SWDB)

Phlynne, Hallyn

this Imperial Navy Captain commanded the *Guardian*-class customs ship *Interceptor*, patrolling the Elin Roe System during the height of the New Order. A businesslike officer whose demeanor was anything but rude, Phlynne had a single weakness: pretty women. (SWJ2)

Pho

this was the name of a family that was native to the planet Corphelion. In reality, the Pho family was a carefully constructed set of aliases developed for Jedi Masters Jai Maruk and Maks Leem, and their Padawans, Tallisibeth Enwandung-Esterhazy and Whie Malreaux, during their secret mission to Vjun at the height of the Clone Wars. According to their background history, the Pho family was traveling back to Corphelion for the wedding of a cousin. (YDR)

Pho Ph'eah

a planet, homeworld of the Pho Ph'eahians. It is a world of varying terrain and little warmth, for it orbits a long distance from its sun. It is warmed by active geothermal energy. (HSR, CSA)

Pho Ph'eahese

this was the native language of the Pho Ph'eahian race. In its spoken form, Pho Ph'eahese was a sophisticated language made up of squeaks, squeals, and barks. The written form consisted of intricate characters used to represent spoken syllables. (UANT)

Pho Ph'eahian

a blue-furred, four-armed race native to Pho Ph'eah, the Pho Ph'eahians evolved from mountain-dwelling hunters. The Pho Ph'eahians contacted the Old Republic several millennia ago, offering to share their technology. They had developed nuclear fusion and limited spaceflight capabilities on their own, and quickly availed themselves of the Republic's technology. The average Pho Ph'eahian was impeccably clean, as they believed that their bodies were sacred manifestations of their spirit. As a people, Pho Ph'eahians were outgoing and cheerful, and loved to be the center of attention. (HSR, CSA, EGA, UANT)

Phoah-Kingsmeyer

manufacturers of shipboard shield projectors and shield screen controls. (SCRE)

Phobium

a metallic alloy based on the ore chanlon, phobium was used to coat the power core of the Death Star. Much of the phobium mined during the construction of the second Death Star came from the planetoid Dor. *Note that The Glove of Darth Vader claims that phobium was mined directly from the planet Gargon.* (GDV, LOE, GMR9)

Phobos

this was a common name given to male Duros children. The name Probos came from the term meaning "inspiring". (GCG)

Phoebe

this Hiromi served as an Ensign aboard Hookyr the First's flagship *Kuratcha*, during Operation Glorious Destiny - the attempted subjugation of the planet Zeltros shortly after the Battle of Endor. After Hirog's efforts resulted in the capture of the royla kitchens on Zeltros, Ensign Phoebe took command of the operation but found no victory in sight for the Hiromi. Her communications back to the *Kuratcha* suggested that the Hiromi break off their invasion of Zeltros and find another - less populated - world to invade. (MC104, PH)

Phoebos

this being is generally considered the father of modern pod racing. A mechanic by trade, Phoebos was credited with being the first to attach repulsor-equipped cockpits to jet engines to create an incredibly fast racing machine. These machines eventually became known as Podracers. (X1, SWK)

Phoebos Memorial Run

this pod racing event, which took place in tandem with the Vinta Harvest Classic, was named in honor of the founder of modern pod racing, Phoebos. It was held on the planet Malastare, and was considered one of the most demanding races on the professional circuit because of the complete variety of terrains it covered. (ETM)

Phoebus

a planet. (T15)

Phoedris Bos

this Nalrithian was Cypher Bos' eggmate, although Phoedris Bos joined the Alliance. He often worked with the Chadra-Fan Baajik, since he was stationed on Ord Mantell. However, Baajik sold Phoedris out to his eggmate brother, who was trying to hunt down Han Solo. Cypher Bos killed Phoedris in combat, then assumed his identity in order to infiltrate an Alliance mission to Ord Mantell in order to get close to Solo. (RMOM, SWG5)

Phoenix

an Imperial modified CR90 Corvette assigned to defend the Habeen research base against any Nharwaak assault. (TIE)

Phoenix

an Imperial freighter captured by Keyan Farlander on a solo mission designed to help him come out of the shell he formed after losing a number of wingmen in battle. (XW)

Phoenix Hawk-class Light Pinnace

this small transport ship resembled the *Firespray*-class patrol craft, but actually pre-dated that craft. Designated the S40K, the *Phoenix Hawk*-class pinnace was one of the first ships designed and built by Kuat Systems Engineering, during the years leading up to the Clone Wars. These craft were designed to carry a small group of individuals across large distances of space. The designs goals were admirable: create a transport craft that was affordable by all classes of society, bringing space travel to as many beings as possible. However, in order to accomplish this goal, KSE cut as many corners as possible to keep costs down. Accommodations within the *Phoenix Hawk*-class were cramped at best, and there were few amenities to be had for refitting the ship. Compounding these problems was the ungainly appearance of the *Phoenix Hawk*-class pinnace, which resembled an overweight version of the *Firespray*. It measured 19.2 meters in length, and could accommodate up to four passengers. It required a pilot and co-pilot to operate, and was armed with a pair of heavy blaster cannons and two light ion cannons for defense. (WOTC, SOG, JT)

Phoenix II

this plasma disruptor was produced by the Drever Corporation during the last decades of the Old Republic, as a tool that was marketed to customs agents and law enforcement agencies. The Phoenix II used a beam of plasma energy to alter the molecular structure of a material, essentially breaking its chemical bonds and "disintegrating" it. The Phoenix II was primarily designed to break through locked doors, allowing access to hidden compartments and rooms where contraband might have been hidden. Soldiers and mercenaries who discovered the Phoenix II began to use it for offensive purposes, prompting Drever to develop the DN Bolt Caster. (LAWS)

Phoenix Plasma Punch

this plasma cutter was one of Drever Corporation's most successful products. It employs a circular stream of plasma energy to cut holes in nearly any material. It is extremely effective and reliable as a tool, but has a limited range of operation. Thus, unlike other plasma cutters, its use as a weapon is minimal. The Phoenix Plasma Punch could have been even more popular, but Drever didn't widely market it. (GG9)

Pholikite

this ore was mined by a colony of Andalese and Morath settlers on the planet Elcorth, before the Yevethan Great Purge wiped out the settlement. (TT)

Phon

this was a Yuuzhan Vong measure of distance. Although its exact distance was not known, a phon was believed to be a measure of a kilometer or more. (EVR, UF)

Phonane Mimesis Studios

this company specialized in the creation of animatronic puppets and other forms of modeling. They were quite skilled in recreating the human form, and were called upon by Khoss of Knylenn to create the intricate life-support system which housed the long-dead Knylenn elder. (SLS)

Phond

this was one of the many crystals used by the ancient Sith Lords in the construction of a lightsaber. It was believed to have given the wielder the ability to cause more damage to an opponent with each blow from the lightsaber. Phond itself was the unusual amalgamation of rare impurities from the production of alloys, bonded together during a random series of events. (KOTOR)

Phontos

this Ithorian infochant worked from an apartment in the Grill section of Shulell, on Lan Barell. He maintained a tropical garden in his luxurious apartments, and always conducted his business within the apartment. Rumors abounded that he was a fugitive from Imperial justice, but Phontos remained mute on his origins. (PSG)

Phootie

this Pho Ph'eahian and his Kitonak partner were a comedy act which performed during the Clone Wars.

They arrived on the planet Haruun Kal on the *Halleck*, along with Mace Windu, who was traveling to his homeworld to locate Deppa Billaba. (SHPT)

Phorliss

a planet on which Mara Jade posed as a serving girl in a cantina. She had fled to the planet after escaping from Ysanne Isard, shortly after the death of Emperor Palpatine. (DFR)

Phoros

this temperate world was the seventh planet in the Empress Teta System, and was orbited by a single moon. (PH)

Phosflea

this small, glowing gnat was native to the planet Kashyyyk. The Wookiees captured quantities of these insects and kept them in mesh containers. If properly cared for, the phosfleas provided a free, non-polluting light source. The phosfleas were usually caught with a special pheromone-based lure. They gave off a pinkish light. The body of the phosflea was elongated, and protected by a hard, chitinous shell that made them exceptionally durable insects. (DK, GMR4)

Phosflea Lantern

this was the term used by the Wookiees to indicate a lighting instrument that used live phosfleas as the source of the light. (GMR4)

Phosovane Salts

this substance is used as a base for creating painkillers, and was created on Attahox. Much of the exportation of phosovane is controlled by the Exalted Torcaine. (CSWDW)

Phospha

this substance is used by detonation experts. It ignites on impact, and can be used to trigger larger explosives. (CFG)

Phosphor Bug

a small creature native to Belsavis, these nocturnal insects give off bio-luminescent light. (COJ)

Phosphura Belt Nebula

the mysterious space station Zirtran's Anchor suddenly reappeared near this nebula, after disappearing from the Besberra System, during the height of the Galactic Civil War. The nebula glowed with an eerie green, and was wracked with electromagnetic storms. (SWJ5)

Phosphura Belt Pirates

this group of highly-organized pirates patrolled the Phosphura Belt Nebula, during the height of the Galactic Civil War. Based on the Zirtran's Anchor space station, the Pirates controlled the section formed from the hulk of the *Rusted Cutlass II*. The gang was originally formed by Arvo Norstrag, who set forth their Buccaneer Code for all future leaders to follow. (SWJ5)

Photo-lipids in Brazened Fatty-Acid Sauce

this is a favored meal of the Ugor race. (SH)

Photon Darts

a bar game which uses light projectiles thrown at a target. (TSK)

Photon Drive

developed by Renatta Racing Systems, this propulsion system was used on their incredibly fast needle ships. Powered by the highly-efficient Tobal lens, Renatta's photon drives used packets of light to drive the ship. (TG)

Photon Spider

this immense arachnid evolved on the planet Varl, after the Hutts destroyed the ecosystem and left it for dead. Measuring up to four meters across, the photon spider was covered by translucent, chitinous armor

that was virtually impenetrable. It used each of its twelve eyes to locate prey. The most distinguishing feature of the photon spider was the natural energy it could unleash through its spinneret, which earned it the name photon spider. The arachnid could fire a bolt of energy that could stun a bantha into submission, and it used its legs and its ability to contort its body to aim the spinneret at a target. (TF)

Photonic Beam Generator (PBG)

the device used by laser weapons to generate coherent packets of destructive energy. (SWSB)

Photoplate

a palm-key device used to lock prison cells. They can only be opened by a guard whose palmprint has been encoded into the plate. (SME)

Photoreceptor

the optical systems that make up a droid's eye(s). (SW)

Phototropic Shield

a shielding system that uses transparent materials such as transparisteel, and turns them into light filters. Phototropic shields absorb or disperse incoming light above a certain brightness, thus allowing the individual using the material to not be blinded by large amounts of incoming light. (SWN, MC2)

Phracas

this planet is located in the Core. (SOL)

Phraetiss

this planet was the sight of a botched smuggling operation where Lando Calrissian first encountered Niles Ferrier, about 5 years before the Battle of Endor. (DFR)

Phraig

this hardy grass was grown on a number of agricultural worlds. It provided a great deal of nutrition, and was often boiled to create an oatmeal-like mush. (BP)

Phreet, Dipligonai

this was one of the humorous names Garik Loran used for Lara Notsil, after she was mistaken for Edallia Monotheer by an old man on Coruscant. (SOC)

Phrenbi

this Corellian sport was popular among the Whiphids who lived and worked on the planet Neftali. Each phrenbi match involved four teams, each trying to get a large ball or rock - known as a b'rrsk - into an opponent's goal, known as a g'rile. Loosely translated, the term phrenbi meant "to decapitate." Each team starts with 15-20 players, but the physical nature of the sport meant that casualties were inevitable. Once unable to continue playing, a phrenbi player must leave the field of play and could not return or be replaced. Different formats have teams paired against each other, or players using banthas as mounts and moving the b'rrsk about with long sticks called urran. In the basic sport, a phrenbi match is divided into three 30-minutes periods. If more than fifteen injuries result in dismissed players, the match is called on account of attrition. (BSS)

Phrik

this metallic alloy was first created during the Clone Wars, when it was used to create the powerful force pikes used by General Grievous' IG-100 MagnaGuard droids. Phrik was produced when phrikite mineral was refined with tydirium. The alloy was resistant to the energy of a lightsaber, though not as strong as cortosis ore. Years later, use of the phrik alloy was essential in Rom Mohc's Darktrooper program, which mined the component resources from worlds in the Gromas system. Kyle Katarn was able to obtain a piece for analysis by the Alliance, discovering that phrik was extremely light and durable. (DF, LOE, LEV, SWMW)

Phrikite

this rare mineral was mined almost exclusively on Gromas 16, and was the primary component used to create the phrik alloy. (SWMW)

Phrusaani

this Chevin operated the Docking Bay bar on The Life level of Vergesso Base, during the height of the New Order. He usually played music by Figrin D'an and the Modal Nodes, since they were his favorite jazz band. (SPG)

Ph'ton

this Bith served as a Jedi Master during the height of the Clone Wars. Some two year after the Battle of Geonosis, Master Ph'ton was placed in charge of the mission to ensure Alderaan's freedom, after a small fleet of Separatist warships arrived in the Alderaan System. Master Ph'ton was somewhat dismayed when Flynn Kybo stole a Delta-7 interceptor and fled from Alderaan, fearing that the young Padawan had turned to the Dark Side of the Force. Master Ph'ton was unaware that Kybo had actually left the Jedi Order to hunt down General Grievous. (SWG)

Phu

this planet was located on the inner edge of the Colonies Region, and was the homeworld of the Phuii race. (IWE1)

Phuii

this was a race of tall, duck-billed humanoids which were native to the planet Phu. (IG1, IWE1)

Phulik

this Imperial Navy Captain defected from service to join Prince-Admiral Krennel in the Ciutric Hegemony. Phulik commanded the *Interdictor*-class cruiser *Binder* during the blockade of Liinade III, in an effort to bring New Republic ships out of hyperspace before they could deliver supplies to the planet. (IR)

Phuna, T. Lund

the constable and local law officer working on Oseon 2795 when Lando Calrissian stopped there. Phuna was employed by the Administrator Senior of Oseon to keep an eye on the mining operation. He was a chain-smoker, and slightly obese. When Lando started winning more than Phuna cared to lose, he tried to plant a cheater in Lando's clothing, but he was caught by Arun Feb. (LCM)

Phuur Arm

this section of the Yuuzhan Vong worldship *Baanu Miir* became unbearably cold shortly after the rikyam of the worldship began to die. While the Toohi Sector was filled with noxious fumes, as the rikyam began venting half-digested waste into the area, the Phuur Arm's life support systems failed from the outermost point inward. This displaced a number of Shamed Ones who had been working on the ship. (EVR)

Phwoar

this was a Mandalorian expletive. (RCHC)

Phyll

a leafy, plant-like alien Lando Calrissian cons into a sabacc match at Teguta Lusat. (LCM)

Phylon Freight

manufacturers of star freighters. (XW)

Phylon Transport

manufacturers of tractor beam equipment. (SCRE, EGW)

Phylus Mon

this Chevin criminal was hired by Rufus Trammel to serve as his boss on Genarius, during the years following the Battle of Naboo. Many minor underworld criminals feared that Mon would move in and begin a new branch of his slave trade in the Cularin System. They were worried that this would cut into the

profits of Nirama's own slaving organization, and set off a war between the largest criminal organizations in the Cularin System. (LFCW)

Phyrstal Island

this small piece of land was part of the Le Yer resort community, located on the planet Abregado-Rae. It was known as a haven for eccentric arists and entertainers. (ND)

Physical Calculus

this is the ancient Elomic art of logical problem solving. A balance table and a set of colored, hemispherical weights is used to determine which of two arguments is more valid. The balance table floats above a small repulsorlift pylon. The use of physical calculus can be modified by weighting the table in specific ways, depending on the individual circumstances of the situation. (TT)

Physical Force

this was the facet of The Force which allowed a Jedi to use the Force to manipulate objects around him. This facet complimented the Living Force, which connected a Jedi Knight to the living beings which surrounded him, and the Unifying Force, which focused on the future and its bearing on a Jedi's place in the present. It was this aspect of the Force which garnered the most attention during the training of most Jedi during the last decades of the Old Republic, a trend that mvoed the Jedi farther and farther away from understanding exactly what the Force was. (TPM, JQ3, PJSB, JQ7)

Phytosus Moss

this form of moss, which was native to the planet Gorothe Prime, was considered a delicacy by the Gorothe people. (GSE)

Pi T'Egal

this Old Republic Senator was known as a friend of the Jedi Knights. He was appointed to lead the committee which was formed to investigate the death of Bruck Chun at the Jedi Temple, on Coruscant, when Vox Chun demanded in inquest. (JAD)

Piani

this female Ryn served as the communications officer at the Settlement Thirty-two refugee camp on Duro, during the Yuuzhan Vong invasion of the galaxy. She and her family had been transported to Gyndine, shortly before the Vong attacked that world, and Piani's mate had been left behind. She did not know if he survived or not. (BP)

Pic

this Dark Jedi was Gorc's twin, but only in the genetic sense of the word. Where Gorc was a massive humanoid measuring more than two meters in height. Pic was a spindly creature barely over a meter tall. Where Gorc was strong but slow, Pic was quick and agile, prancing around and toying with an opponent until Gorc can step in and deliver a huge blow. When they're not in battle, Pic usually hangs from Gorc's shoulders. Gorc and Pic were defeated by Kyle Katarn during the search for the Valley of the Jedi. (DF2)

Pica Rim Pipeline

this underwater transportation system was located on the planet Albrae-Don. The Justice Action Network attacked the Pipeline, bombing out some 4,000 kilometers worth of track in protest of the execution of Earnst Kamiel. (SWJ10)

Pica Thundercloud

a green, alcoholic beverage which is sipped, rather than mixed or swilled. (TME)

Picador

this was the term used to describe the caste of wingless Geonosian drones who were employed as prison guards and animal controllers. Picadors were revered in that they maintained the collection of unusual beasts used in gladiator-style executions, such as acklays and nexu. The picador caste was unique in that a Geonosian from any other caste could become a picador if they could prove themselves in the battle arena. (AOTCN, VD2)

Picador's Spear

this was one of the five traditional Geonosian weapons that made up the petranaki array. The picador's spear was essentially a static pike with a piercing tip, and was usually thrust at an opponent rather than thrown. Often, the picador's spear was equipped with a small power source to create an electric charge, which was useful in stunning an opponent. (GORW)

Picavil

this city, located on Elshandruu Pica, was the site of the planet's primary starport. (BW)

Pich

this man was one of Coh Veshiv's personal aides. (FOP)

Pickaxe

this mining transport ship, captained by Calquad Domine', remained parked at the Kwilaan starport on Naboo, shortly before the onset of the Clone Wars, in protest of the closing of many Naboo starports to miners and their ships. The *Pickaxe* and her crew were members of the Naboo Moon Mining Union at the time, and were angry that the planetary government was favoring refugee ships over local mining concerns. (HNN5)

Pickers

this man was one of the many sargeet farmers who suffered through the economic hard times that befell the planet Dagro, during the height of the Clone Wars. His friend, Kirlan Swens, asked him to be part of a farm "chain" that Obi-Wan Kenobi could use to reach Vale City without being spotted, when the Jedi Knight was on Dagro to investigate the possibility of a Separatist base on the planet, some two years after the Battle of Geonosis. He agreed to be one of the farmers who helped Obi-Wan and his Padawan, Anakin Skywalker, located and destroy the last crawl-carrier before it could eliminate a village. (SWI76, SWI77)

Picodroid

this was a term used by the engineers at Cybot Galactica to describe their droid-brain technology. (MJH)

Picutorian, Vensell

a Senex lord for a number of years, he served on the Imperial Senate in Leia Organa's early years as Senator. When Roganda Ismaren began asking for support in recovering the Eye of Palpatine, Picutorian began suggesting that the Senex Houses enter a combined alliance with the Ismaren's Empire, rather than selling out entirely. (COJ)

Picutorion

this planet was the site of a protracted battle during the Galactic Civil War. During the battle, Bevven and Drost were persuaded to sacrifice Ganig and Stecker because of their suspected sympathy for the Alliance. Mar Barezz was the ISB agent who suggested that the Imperials be allowed to die. (ISB)

Pierce, Tagg

this Alliance Lieutenant was dishonorably discharged from active duty because of gross insubordination. Tagg himself claimed that he simply grew tired of fighting for the Alliance and struck out on his own. Eventually, he formed the Laramus Base Irregulars from a nucleus of anti-Imperial soldiers. He was known for his lack of regard for his line officers. (GG9)

Piercer II

the lowest-grade computer spike produced by MicroThrust, the Piercer II has an extremely limited duration of efficiency. (CFG)

Piercer IV

a low-grade computer spike manufactured by MicroThrust. (CFG)

Piercer V

a medium-grade computer spike manufactured by MicroThrust. (CRO)

Pierceskimmer

this large, fishlike predator was believed to have originated on Drexel II, although it can be found on many aquatic worlds across the galaxy. Pierceskimmers are solitary hunters which may gather in small packs to kill large prey. The average specimen measured some 18 meters in length, although individuals of 20 meters or more have been sighted. The most distinguishing feature of the pierceskimmer was the serrated spike that grew from its snout, which could measure over five meters in length and was used to pierce and cut through its prey. Two rows of dorsal fins rose from its back, and its tail was evolved into a paddle-like lobe instead of a crescent. Pierceskimmers were known to kill their prey and then consume only a few bites worth of flesh, leaving the rest of the carcass for aquatic scavengers. (ANT)

Pieteron, Cris

this young Imperial officer was the tractor beam controller aboard the *Chimaera*, during the reign of Grand Admiral Thrawn. Some five years after the Battle of Endor, he was at the controls when the *Chimaera* intercepted Luke Skywalker's X-Wing fighter. Pieteron was able to lock onto the small ship, but lost control of it when Luke managed to stop suddenly and fire a pair of proton torpedoes into the beam. His commanding officer, Ensign Colclazure, explained to Thrawn that Pieteron's training hadn't taken the maneuver into account. To show his displeasure with Colclazure's laxity in training, Thrawn had his bodyguard, Rukh, execute Pieteron on the spot. (HTTE)

Piett, Firmus

this Imperial Naval officer had a spotless, highly-commended career in the Empire. A native of Axxila, Firmus Piett gained experience with the Imperial Navy by being posted to his homeworld's anti-pirate fleet. He gained promotions and respect despite the fact that he was born in the Outer Rim, and not the Core Worlds. His leadership was evident even then, as Axxila's sector was quickly free of illegal activity. He was promoted to the rank of Captain, and was first assigned to work under Admiral Griff aboard the *Accuser*. When Griff was killed at Yavin and was replaced by Admiral Ozzel, Piett took over as Captain of the *Executor*. During the Battle of Hoth, Piett was promoted to Admiral aboard the *Executor* by Darth Vader after Ozzel failed to meet the mission objectives as defined by Vader. Piett was killed during the Battle of Endor when the *Executor* was disabled and crashed into the second Death Star. *Piett was portrayed by Kenneth Colley in Star Wars: Episode V - The Empire Strikes Back and Star Wars: Episode VI - Return of the Jedi. Piett was also portrayed by David Rasche in The Empire Strikes Back Radio Drama on National Public Radio.* (ESB, ESB, MTS, ROTJ, NEG, TCG7)

Pifgah

this Ansionian expletive was used whenever an individual was frustrated with a situation. (APS)

Pifgot

this Ansionian expletive was used whenever an individual was frustrated with a situation. (APS)

Pig Trough

this was the nickname given by New Republic starfighter pilots to the huge natural fissure found near the base on Folor. It was somewhat anomalous, given Folor's stable tectonics, to find a trench like the Pig Trough, because it runs for several thousand kilometers northeast of the base before turning to the northwest for an even greater distance. The New Republic used it for pilot training runs. (WS)

Piggies

this was the term used by the miners of the moon Tilnes to describe the Caarites they discovered living below the moon's surface. (WOTC)

Piggy

a nickname given to Jek Porkins, as well as Voort saBinring. (SW, WS)

Piggy and the Orbing Nasties

this was one of the loudest, most obnoxious musical groups ever to evolve on the planet Cularin. (WOTC)

Pii

this older, red giant star was the central body of the Pii System, located in the Arkanis Sector of the

galaxy. It was surrounded by seven planets, with two asteroid belts littering the system with debris. The first belt was located between the second and third planets, which the second and larger belt was located between the fifth and sixth planets. (SWJ6)

Pii I

one of the two inner-most planets in the Pii System, Pii I was a scorched ball of rock. (SWJ6)

Pii II

one of the two inner-most planets in the Pii System, Pii II was a scorched ball of rock. (SWJ6)

Pii III

this world, like its neighbor Pii IV, was owned by the Greel Wood Logging Corporation and Meysen Kayson. Pii III produced the best grassland scarlet greel wood, which grew in the drier atmosphere on the planet. Pii 3 was once the site of the seventh Duro Relocation Colony, but it was eventually abandoned. The average day on Pii III lasts 18 standard hours. Its year lasts 352 local days. Pii III and Pii IV were known in the Arkanis Sector as Teeda's Eyes. (SWJ6)

Pii IV

this planet was located in the Pii System, which was part of the Arkanis Sector of the Mid Rim. It was owned by Meysen Kayson and the Greel Wood Logging Corporation, which produces much of the galaxy's supply of greel wood. It was a cool, moist world with mountainous terrain. Its day lasts an average of 21 standard hours, and its year lasts 361 local days. This planet produces the band scarlet greel wood. Along with its neighbor Pii III, these worlds are known as Teeda's Eyes. (SWJ6)

Piimi

this *Strike*-class cruiser was part of the Alliance's fleet, during the height of the Galactic Civil War. (TIE)

Pika

a fruit tree that grows in the oases on Tatooine. (COJ)

Pika Oasis

this freshwater oasis was located on the planet Tatooine, between the Jundland Wastes and the Mospic High Range. (IWST)

Pikach

this was a valuable gemstone found on the planet Ansion. (APS)

Pikatta Pie

this was a delicious desert served on the planet Teyr. (EGP)

Pike

a Ripoblus assault transport operative during the Sepan Civil War. It was used in the Sepan battles against the Empire. (TIE)

Pike, Dux

this Epicanthrix fighter was skilled in the martial art of *teras kasi*, during the last decades of the Old Republic. Unfortunately for his wife and twin daughters, Dux Pike was killed just before the Clone Wars in a tournament on Bunduki. He was defeated by Phow Ji, who used a shenbit stonecrusher blow to eliminate Pike. (HNN5)

Pike, Zan

twin sister of Zu Pike, Zan is distinguishable from her sister because she has two green eyes. Like her sister, she is completely amoral but has no criminal record. She is highly-skilled in the Bunduki art of *teras kasi*, and is available to the highest bidder. Prince Xizor secured her services in his hunt for Luke Skywalker. She was twenty-six standard years old at the time. Later, the sisters worked for Spinda Caveel, trying to recover the human replica droid Guri. However, as the stakes for recovering Guri grew, the sisters opted to get out while the getting was good. Later, the sisters worked for Spinda Caveel, trying

to recover the human replica droid Guri. However, as the stakes for recovering Guri grew, the sisters opted to get out while the getting was good. (SE, SEE)

Pike, Zu

twin sister of Zan Pike, Zu is distinguishable from her sister because she has one green eye and one blue eye. Like her sister, she is completely amoral but has no criminal record. She is highly-skilled in the Bunduki art of teras kasi, and is available to the highest bidder. Prince Xizor secured her services in his hunt for Luke Skywalker. She was twenty-six standard years old at the time. Later, the sisters worked for Spinda Caveel, trying to recover the human replica droid Guri. However, as the stakes for recovering Guri grew, the sisters opted to get out while the getting was good. Later, the sisters worked for Spinda Caveel, trying to recover the human replica droid Guri. However, as the stakes for recovering Guri grew, the sisters opted to get out while the getting was good. (SE, SEE)

Piker

this was the name given to one of the primary players on a chin-bret team. Pikers were responsible for vaulting across the playing field to return the opposing team's serves. (TCD)

Piket Longhorn

this immense herbivore was native to the planet Dantooine, where it spent most of its time grazing in the savannahs that covered much of the planet. Piket longhorns were distinguished by several unusual features. First, the average specimen stood more than five meters in height, although much of that height came from the piket longhorn's tremendous neck. Its body was oddly quite short and stout, and was supported by four thick legs. Their fur was colored to provide them excellent camouflage when lying in the grass. The head of the piket longhorn bore the creature its name. The skull was elongated and covered with horns. Although not normally aggressive, a rogue piket longhorn would always defend his right graze. (ROD)

Pikil, Atresh

this young, black-skinned girl was a student at the Jedi Temple on Coruscant during the last years of the Old Republic. At the height of the Clone Wars, she was just twelve years old. (YDR)

Pikkel Sisters

this was an alias used by the Pike sisters, during the time that they operated for Spinda Caveel. They were responsible for the theft of the droid Doc from Massad Thrumble, but were unable to defend Caveel against Guri's attempt to rescue Doc. (SEE)

Piknab

this name, which meant "clever", was common among Gungan males. (GCG)

Piknab Carsels

this male Gungan left Otoh Gunga and the planet Naboo to seek his own fame and fortune. He never returned to his homeworld, eventually learning how to fly a wide variety of starfighters and starships. For his twenty-sixth birthday, Piknab obtained a loan from Riboga the Hutt and purchased his own starship. He defaulted on a couple of payments, and Riboga's thugs cut off his haitu in order to motivate him to pay off his loan. Piknab then found himself indentured to Riboga, and forced to pilot ships in the Cularin System. Even after Riboga retired to Nal Hutta, Piknab remained on Generius and worked for the gas mining operations there. (LFC)

Pikobi

this web-footed, bird-like lizard was native to the swamps of the planet Naboo, where it hunted for smaller prey. Resembling an ostrich, it used its sharp beak to spear its prey. The wide, webbed feet of the pikobi were used for running, and were sometimes employed when hunting, to shade the water during the search for food. Unlike most reptilians, the pikobi had external ears. The tail of the pikobi could be shed if the creature was attacked, and it would grow back later. (GF, WSW)

Pil Diller

this planet is the homeworld of mournful singing fig trees. (DA)

Pilba

this was a common name among the Em'liy race. (GMR1)

Pilba Dalohog

this Em'liy was one of the only known members of his race to leave his homeworld of Shalyvane and travel across the galaxy. His own ingrained xenophobia was met head-on by prejudice during his travels, and he nearly returned home because of loneliness. However, he chose to keep traveling, hoping to bring the rest of the galaxy more of the truth behind the Em'liy's existence. (GMR1)

Pile

this was the Imperial Navy slang term for an Alliance Y-Wing starfighter. (SWJ10)

Pilgrim

one of the former names of the Koqus Starliner *Star Morning*. (SOL)

Pi-Lippa

this being was one of Shmi Skywalker's owners. Pi-Lippa taught Shmi various technical skills, including how to clean and store computer components for eventual re-use. Pi-Lippa had promised to free Shmi, but she died before enacting the paperwork which would make her a free woman. Thus, Shmi's rights were passed down to one of Pi-Lippa's relatives, and Shmi remained a slave. (IG1)

Pill, Jeff

this youth was one of Geordi Hans' friends in Mos Eisley, and was also a member of the Farns. Pill was an unmotivated youth. (GG7)

Pillage

this pirate ship was the lead craft in Larken's small fleet. (SWJ5)

Pillaging Villagers One by One

a brutish ballad often sung by stormtroopers. (COJ)

Pillar of Fire

this was one of two rune-covered obelisks that were presented to apprentices of the Sith academy on Korriban, during the decades leading up to the Great Sith War, as part of their final test. After defeating several terentatek beasts, the apprentices found themselves in a chamber with the The Pillar of Fire, which stood opposite the Pillar of Ice. Sith apprentices had to choose one to help them cross a pool of acid in order to reach their last challenge. (KOTOR)

Pillar of Ice

this was one of two rune-covered obelisks that were presented to apprentices of the Sith academy on Korriban, during the decades leading up to the Great Sith War, as part of their final test. After defeating several terentatek beasts, the apprentices found themselves in a chamber with the The Pillar of Ice, which stood opposite the Pillar of Fire. Sith apprentices had to choose one to help them cross a pool of acid in order to reach their last challenge. (KOTOR)

Pillbug

an oblong, flexible, segmented insect. (ROM)

Pillel-dice

this was a simple game played in many taverns across the galaxy during the last years of the Old Republic. (BF6)

Pillik

an Omwati youth who did not "survive" Tarkin's forced education. Tarkin used Pillik as an example to drive the other youths: he had his *Victory*-class Star Destroyer fire on Pillik's village, destroying it. He warned the others that their failure would result in similar results. (JS)

Pillman

manufacturers of small-scale propulsion units, such as the single-shot engines used in emergency life pods. (SCRE)

Pilot

this green-skinned being, distinguished by the cranial horn that grew from his head, was a noted bounty hunter who plied the blood trade during the years leading up to the Battle of Naboo. Pilot was part of an unlikely group that was put together by Magus to hunt down Talesan Fry, after the young boy discovered their plans to assassinate twenty galactic leaders at a conference on Rondai-2. While on Rondai-2, the bounty hunters found themselves pursued by the Jedi team of Qui-Gon Jinn, Adi Gallia, Obi-Wan Kenobi, and Siri Tachi. Pilot and Magus managed to secure Talesan and fled to the roof of the Ulta Center, hoping to reach an airspeeder and escape. However, Magus had plans of his own, and they involved survival at any cost. Just as the Jedi reached the speeder and tried to take Taly from Pilot, Magus gunned the engine of the speeder and took off. Both Pilot and Taly fell from the roof, although Taly was rescued by Siri Tachi. Pilot, unfortunately, fell to his death. (SOJ)

Pilot

see Paxxi Derida (HP)

Pilotbrain

this was the name used by the Yuuzhan Vong to describe the organism which controlled the operation of one of their coralcraft. Each pilotbrain was linked telepathically to a specific pilot from its "birth", so that the Yuuzhan Vong's mental imprint was a form of key that would restrict access to the coralcraft's controls. The pilotbrain was linked to its pilot via a cognition hood, which relaying information almost simultaneously between pilotbrain and pilot. (T)

Pilot's Guild

this association of starpilots was established to create and uphold a set of laws that governed the use of outerspace as a travel medium. They oversaw most aspects of space travel, including education of new pilots, for which they produced a book from which new pilots learn the basics of space flight. After the institution of the New Order, the Pilot's Guild was disbanded by order of the Emperor himself. Those members who chose to defy Imperial mandate and continue the work of the Guild retreated to a deep-space navigation station on the outskirts of the Endor System. (HSL, SWGAL)

Pilotta Thranta

once native to the planet Alderaan, the pilotta thranta was made extinct with the destruction of its homeworld. It was the second-largest of the four major subspecies of thranta, rivalled only by the great thranta. Its skin was black on the dorsal side of its body, and white on the underside. The nose of the pilotta was short and pointed, and the rudder-like tail had three lobes instead of the four found on the common and balana thrantas. The tail had two horizontal lobes, with the third lobe rising above them. Trained pilotta thrantas carried passenger transports hung from their bodies. (WSW)

Pilum

a Ripoblus assault transport operative during the Sepan Civil War. It was used in the Sepan battles against the Empire. (TIE)

Pilus

this man was a regular patron of Didi Oddo's café, some twelve years before the Battle of Naboo. He had made a fortune smuggling spice in the Quintus System. (DH)

Piluvian Salamander

this unusual amphibian was known for the way it swarmed in congregations that were as chaotic as they were intense. (MJH)

Piluvian Salamander-storm

this was the term used to describe a congregation of Piluvian salamanders. (MJH)

Pimbrellan League

this cluster of star systems is located at the end of the Sebiris Run. The League consists of three primary worlds - Dolstan, Bresan, and Swedlan - and the many systems which lie between them. These three worlds are the only habitable worlds in the League's domain. The Pimbrellan League was formed by the followers of Pinacism. (KO)

Pin Money

a bounty hunters' term used to identify a small-time criminal who has engaged in illicit activities for many years, but only commands a small bounty. (GG9)

Pinacism

this belief was brought to the galactic forefront by the founders of the Pimbrellan League. Pinacists claim that those beings who sit back and watch the events of the galaxy unfold around them will eventually emerge to pick up the pieces and take control of the galaxy. The Pinacists were one of the few groups in the Kathol Outback who took an interest in what was happening outside the Marcol Void and the Kathol Rift, and arranged with a group on Gandle Ott to have a courier droid dispatched once a week with the latest news. The Pinacists believe that a great Event will take place, that will signal them to return to the galaxy and begin their work. Many believed that the Galactic Civil War was this Event, but most leaders believed it was just a minor blip. (KO)

Pinani

this Melida woman was the wife of Quintama, and a warrior in her own right. She was the daughter of Bicha and Tiraca, and was killed in a battle to retake the city of Bin shortly after the Twenty-First Battle of Zehava. (DOD)

Pincer

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XVT)

Pincer Loader

see IW-37 (VD3)

Pincer Maneuver

an evasive maneuver in which two ships, being pursued by a third, split up and fly in opposite directions around a larger cover object, often a support ship. The pursuing third ship, momentarily without a target, is then forced to pick between the two targets. The target that is not followed then swings around and destroys the pursuer. (HTTE)

Pinch Beetle

this insect, native to the planet Haruun Kal, was discovered to have a wealth of culinary possibilities by the Kubaz, during the last decades of the Old Republic. (SHPT)

Pinchers

this Cavrilhu Pirate was stationed on Wistril, and made a regular supply delivery run to the Kauron System base. Luke Skywalker incapacitated him in order to assume the identity of Mensio and infiltrate the Kauron asteroid base. Pinchers used a highly-modified Y60 cargo hauler to make the run. Luke used a Jedi healing trance to knock Pinchers out, then pulled details on the cavrilhu base from his mind in order to make his entrance much simpler. (SOP)

Pinett

this moon, located in the Elrood Sector of the galaxy, was located near several prominent spice routes which connected the Mid and Outer Rim Territories. Two spaceports services all sorts of traffic to Pinett during the height of the Galactic Civil War. When two factions - the Jon-Tow Economic Development Group and the Corsignis Property Alliance - blockaded the moon in an effort to force each other out of business, the general population of Pinett were forced to exist with minimal food and medical resources. The efforts of the Pinett Freedom Force proved only slightly effective. (WOA25)

Pinett Freedom Force

this protest group, formed by Daetan Taakses, tried to force both the Corsignis Property Alliance and the Jon-Tow Economic Development Group to call off their blockades of the moon Pinett before they caused serious economic damage. Founded when Taakses staged a hunger strike and went to the media with it, the Pinett Freedom Force began marching on the landing fields of both Oscum and Beliarr, hoping to block the ships of either faction from landing. The work of the Pinett Freedom Force was instrumental in getting the two sides to sit down together and work out a plan to solve their problems, allowing the blockade to be dismantled and shipping to return to the moon's surface. (WOA25)

Pingil

an obscure language. (AIR)

Pingpear

this oblong fruit grew on the planet Zonama Sekot, and was edible to most humanoid races. It grew on a low tree, and was crowned with serrated leaves. (FP)

Pink Conch

this was one of the many submersible transport businesses operating on Pavo Prime during the early years of the New Republic. It offered a limited number of private compartments aboard each transport, as well as a large amount of common space. (SWI67)

Pink Lizard Thunderbolt

this alcoholic concoction is similar to an Elshandruu Pica Thundercloud, and is named for the indeterminate species of small reptiles that created it. (GG9)

Pink Sky Casino

a luxurious hotel and gaming establishment located on Ord Mantell, the Pink Sky Casino was named for the wondrous cloudcover coloration found on the planet. (SL, SWDB)

Pinkish Salamander

see **Mucous Salamander**. (WSW)

Pinks

a name given to a pinkish algae that lives in the atmosphere of the planet Bespin. This form of floating algae is so prevalent in the gas giant's atmosphere that it gives the planet a pinkish color when seen from space. (GG2, ISU)

Pinnacle

any small fighter craft used to quickly intercept a target. (HSR)

Pinnacle Base

this was the site of a former Alliance base, used while the Empire re-emerged (following Thrawn's rise to power) and possessed Coruscant. It was located on the fifth moon of Da Soocha. (DE1)

Pinnacle Moon

another name for the Da Soocha 5. (DE1)

Pinnix, Blizz

this retired speederbike racer owned and operated The Pits, a bar and restaurant complex which catered to the swoop racers and gangs on the planet Stend VI. A veteran of over forty years of racing, Pinnix was an enigma because he always wore a full-face helmet, and no one had ever seen his face. He cast an imposing figure when he made his way through the bar, always dressed in impressive racing armor. In his wake follows speculation on his age, sex, and species, although most agree that Blizz was a male human. Whenever he raced the private swoop course on the grounds of The Pits, he rode his ebony swoop, the Black Raptor. (WSV, BSS)

Pinnoc

this species of tree was found in the subarctic forests of the planet Troos. (COG)

Pinook Fighter

this was a model of small, versatile starfighter. (XWA)

Pinot, Ledd

this man was one of the prison guards known as the Helmet Squad, working at the Oovo IV prison facility during the years leading up to the Battle of Naboo. Pinot was part of a large internal smuggling operation that ensured the inmates had all manner of articles that were otherwise prohibited at many prison facilities. Compounding this fact, Pinot was skimming profits from the smuggling operations, fueling his own illicit desires. This was discovered by several prisoners who were eventually released from Oovo IV, and related to several prominent Hutt crimelords. This led to a bounty being placed on Pinot's head, which Jango Fett claimed during his "rescue" of Bendix Fust. (BH)

Pip

this battled P2-series droid worked with Baffle to overthrow the Salliche Ag Corporation's ban on droids. Pip later helped Han Solo locate Droma, after the Ryn was arrested for conspiracy in the forging of documents used by Tall and Short. (JE)

PIP/2

this was the designation of a series of systems control droids produced by Genetech Corporation during the early years of the New Republic. The PIP/2 was developed to replace organic workers at control boards and computer monitoring stations. It was a spindly droid with telescoping legs, allowing it to be adapted to fit in an number of configurations. Its small head contained a collection of visual sensors and interface jacks, and its eight articulated arms were given a wide range of motion. Unfortunately for Genetech, the PIP/2 was a commercial failure. Promoted as virtually glitch-proof, the PIP/2 was discovered to be excellent at single-threaded tasks, but quickly ran out of processing power when faced with excessive inputs. Genetech responded by upgrading as many PIP/2s as it could, and the upgrades were solid in their execution. However, public perception had soured to the PIP/2, and the line was discontinued. (EGD)

Pipefighter

this was the term used by the New Republic to describe the unusual fighters developed under Operation Starlancer. Each pipefighter was roughly triangular in shape, made up from tubular sections cobbled together on Borleias. Each pipefighter was loaded with sensors, and was designed to attain a specific, mathematical point in orbit around Borleias in order to gather intelligence. At each end of the tubes on the pipefighter was a laser emitter, which resembled a weapon in form. However, instead of sending out short, coherent bursts of energy, these emitters sent out a meter-thick beam of continuous red light. In total, four pipefighters were built, and worked in unison to create an incredible light show. The beams eventually converged to a single beam emitted by Starlancer Prime, which Starlancer scientists calculated to reach Coruscant. It was sufficiently weak to not cause much damage, but it was enough to convince the Yuuzhan Vong that the pipefighter was a superweapon. In reality, the beam which reached Coruscant was fired from a Star Destroyer hidden at the edge of the Coruscant System. Later, Danni Quee allowed Tam Elgrin to steal information about Starlancer, which showed the lambent crystals were being grown in immense sizes to serve as focusing crystals for the pipefighters. This forced the Warmaster Tsavong Lah to dedicate a large fleet to destroying the Republic's base on Borleias, while allowing the remnants of the New Republic's Advisory Council a chance to regroup elsewhere. (EL1, EL2)

Pippa Rosheed

this famous doctor taught at the Sperinad University on Esseles. (SWJ8)

Pir Cuvin

this Umbaran served as one of Ghez Hoka's Lieutenants, on the planet Qiilura, during the last years of the Old Republic. When Cuvin suddenly came up missing, Hoka assumed that he had deserted the police force and had run to the Republic's forces on Qiilura. Hoka ordered his troops to capture Cuvin on

sight, and bring him in for interrogation. After his capture, Cuvin was summarily executed for his betrayal. (RCHC)

Piracy Scouring

this was the term used to describe the military action which was sponsored by Delephran, to eliminate the pirates who were plaguing the Vexta Asteroid Belt during the last years of the Old Republic. The effort attracted the attention of the newly-formed Imperial war machine, which eventually usurped control of the Delephran militia. (SWJ3)

Piranha Beetles

a species of blue, predatory insects native to Yavin 4, piranha beetles lived in a hive which was governed by a queen. Food was captured and returned to the hive at the direction of the queen, and was later distributed to the entire population of the hive. Piranha beetles were extremely efficient hunters, and could carve up their prey into manageable pieces with their sharp mandibles. Swarms of piranha beetles patrolled the jungles of Yavin 4, constantly searching for unsuspecting prey. *Note that The Wildlife of Star Wars indicates that piranha beetles were a purple-red color.* (COTF, EGA, WSW)

Pirate

one of SoroSuub's racing swoops, Fargus Deel used to ride one. (DFRSB)

Pirate Droid

this was the generic term used to describe any automaton which was used to board a starship and steal its wealth. These droids were often equipped with cutting lasers for breaching another ship's hull, as well as blaster weapons to subdue any opposition. (KB)

Pirate Gull

this species of ocean-going bird was native to the planet Vjun, and was named for the fact that it was usually found in flocks trailing the pirate ships that patrolled the Bay of Tears. (YDR)

Pirate Queen of Ando

see Pyash Yopayomba (PH)

Pirate's Shadow

this asteroid field was located in the Corellian Sector, and was named for the fact that it provided a number of hiding places for various smugglers, pirates, and other criminals. (SWGAL)

Pirdia

this ringed gas giant, the third planet in the Tyrisu System, was blue-green in coloration and was orbited by eleven moons. (SPG)

Piret Mubikai

this was a Skrilling individual, distinguished in the history of Agriworld-2079. (UANT)

Pirgi

one of the New Republic security officers killed in the stormtrooper raid on Talasea. (XWN)

Pirik

this planet, the primary world in the Pirik System, was a hotbed of rebellious activity during the Galactic Civil War. (SWJ10)

Pirin

this planet, located in Locris Sector, was the site of Kontag's corporate headquarters. (GG10, LOJ)

Piringiisi

a hot spring of caustic, green mud found on the planet Sullust. The Sullustans hold the springs in reverence, and often extend a visit to the springs as a gift. A small settlement grew up around the springs. (XW, EGP)

Pirisi Stone

this carving was made by the people of Tirahnn as a sepulcher stone, which adorned the gravesites and crypts of their dead. (WOA32)

Pirkha

this was a Noghri measurement of an area of land. (DFR)

Pirki nuts

legumes that are usually served charred. (TB)

Piroket

this planet is the site of a Bothan shipping company during the Galactic Civil War. It is located near Tatooine. (TME, SWJ3)

Pirol-5

this planet was the site of an Imperial factory farm in the Koornacht Cluster until it was razed by the Yevetha during the Great Purge. (BTS)

pirr

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "builder", "forger", or "trader". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Pirralor

a planet. (WBC)

Piscator

this huge, fish-like creature was native to the planet Alluuvia, where it lived in deep caves and tunnels. The piscator was attuned to the Force, and could read an attacker's mind and discover its darkest fears. The piscator, which was almost three meters in length and propelled itself with eight short tentacles, fed on the attacker's fear and grew stronger from it. (OE)

Pisces Base

a floating city on Calamari. (GDV)

Pison

this Herglic term was originally used to indicate a bully or thief. After the rise of Emperor Palpatine, it found prominent use as a term to describe any Imperial official. (PGT)

Pison-pakk

this Herglic phrase was coined during the New Order, and could be used to indicate either the planet Coruscant or any Imperial sector capital world. (PGT)

Pit Droid

this is the generic term used to describe any small droid which works in a multitude of capacities in vehicle repair shops. Created on the planet Cyrillia, most pit droids are very small in stature (similar to the E-series of household droids), with flat, bowl-shaped heads and a single optical unit mounted on the nose. When not in use, pit droids were designed to collapse into a compact form when hit on the nose. Another jab at the nose would reactivate the small droid. *Note that issue 6 of the Star Wars Kids magazine claims pit droids were manufactured by Serv-O-Droid.* (SW1, OWS. SWK)

Pit of Wind

this section of the Game Chambers of Questal is a vast, deep cylinder, across which span a multitude of thin platforms at varying heights. The objective of the chamber is to make it across one of the platforms. At the bottom of the cylinder are several metal spikes, pointing straight up. To make matters worse, an intense wind whistles through the cylinder, buffeting anyone attempting to walk across. (GCQ)

Pit Worm

see Garbage Worm (RHD)

Pit, The

this area of scattered asteroids is located at the end of the Kessel Run. Although the Kessel Run is more dangerous, more ships are lost in the Pit because many pilots breathe a sigh of relief that they've passed beyond the Maw. They let their reflexes down just when they enter the asteroids. The asteroid field was strewn through the green, wispy arm of a nebula, much like Smuggler's Run. (THG, RD)

Pit, The

this bar and restaurant, located in the main concourse of Elrood Starport, was an anomaly among spacer establishments in that it had a relaxed, professional atmosphere. (PG3)

Pit, The

this was the name of an abandoned, offshoot tunnel located within the Spice Mines of Kessel. It was here that particularly recalcitrant prisoners were taken for solitary confinement. (PH)

Pit, The

this large junkyard was located on the outskirts of Coronet's Blue Sector, on the planet Corellia. It was here that many crimelords eliminated any troublesome individuals, since bodies were rarely ever found beneath the junk. It was said that there were more "organic drop-offs" at The Pit than there were actually deliveries of garbage. (CCW)

Pitann

this harsh, desert world is one of the member worlds of the Kathol Republic. Much of the planet's economy is based on the mining operations which cover the landscape, and the settlers of Pitann are often suspicious of outsiders. Pitann has a short day, which lasts only 12 standard hours. However, its year consumes 841 local days. (KO)

Pitareeze Cruiser

a sleek, light cruiser designed by the Baron Pitareeze. The ship was never built, though, for the Baron's partner, Olag Greck, stole the plans for it. He then tried to sell a shoddy version of it as his own. When the ship failed, he blamed the failure on the Baron. This cruiser was going to be the first to use the MT-5 hyperdrive unit. (DRO)

Pitareeze, Baron

Nak's grandfather, the Baron Pitareeze was a native of Kalarba. He designed the Pitareeze Cruiser, but his association with Olag Greck meant that the Cruiser would never be built. Greck stole the plans and tried to sell the ship as his own, and when it failed, he blamed it on the Baron. Since then, the Baron has tried to recover his pride and the rights to the cruiser. (DRO)

Pitareeze, Jarth

Nak's father, and partner with his wife, Meg, in a growing travel guide business on Kalarba. When C-3PO and R2-D2 were jettisoned by IG-88 and land in a pond near their picnic, Jarth and Meg decide to hire the droids as helpers. (DRO)

Pitareeze, Meg

Nak's mother, and partner with her husband, Jarth, in a growing travel guide business on Kalarba. When C-3PO and R2-D2 were jettisoned by IG-88 and land in a pond near their picnic, Jarth and Meg decide to hire the droids as helpers. Meg is the daughter of the Baron Pitareeze. (DRO)

Pitareeze, Nak

a young boy on Kalarba, Nak is the grandson of his town's baron. He is fairly adept at robotics, and when his grandfather becomes the owner of C-3PO and R2-D2, he has many adventures with them. He helped put Vuldo in jail for building illegal blasters by reviving a huge maintenance droid and destroying Vuldo's secret workshop. (DRO)

Pit-boar

a savage, pig-like creature with sharp tusks. (ROTJN)

Pitch-and-Toss

a casino game of skill and chance. (SL)

Piton

this planet was the homeworld of the Piton race. (CT)

Piton

this race of humanoids was native to a planet of the same name. They were as thin as reeds, hairless, and had pale, translucent skin and white eyes. They spent their entire lives underground, which caused much of their natural pigment to be genetically bred out. (CT)

Piton, Booton

this heavy-set woman lived with her friend, Nardi Shodu, in the undercity of Coruscant during the years leading up to the Battle of Geonosis. (OWS, SWI75)

Pits of Plooma

Han Solo was near this deep space formation when he witnessed an Lthorian herd meet while on a smuggling run. (COJ)

Pits, The

this cantina was located on the planet Stend VI. There were two entrances to The Pits: via The Hive, and walking in through the door. Over time, as swoop gangs took hold of Stend VI's culture, those who walked into The Pits were considered "ants," something to be stepped on and swiped away. The main building was low to the ground, and housed the entertainment areas. The Hive, a honeycombed column, rose above the bar itself, providing places to park swoops and other vehicles. The lowest sections housed the bar and restaurants themselves, as well as repair facilities. Owned and operated by Blizz Pinnix, there was a section of The Pits dedicated to the trophies and awards he had won over his forty-year career. Adjacent to The Pits were two facilities: Kuda's Compound, which provided sales and service for repulsorlift vehicles; and the Raptor Run, which was a swoop racing course designed by Pinnix himself. (HAS, WSV)

Pits, The

this swoop racing course was developed by Blizz Pinnix, and was submitted to the governing body as a site for qualifying races during the height of the New Order. (BSS)

Pitta, Danetta

one of the Imperial Grand Admirals still in power after the death of Emperor Palpatine, Pitta was born to a family which had a number of non-human ancestors. He knew of a Borneck and an Etti in his bloodline, but he kept this fact a secret as he rose to power. He committed himself to the protection of the ideals of Human High Culture, and constantly scrutinized the pedigrees of the officers who served him. Pitta's main contribution to the Imperial war effort was the acquisition of slave labor, and he was believed to have depopulated entire planets of alien beings in order to satisfy the Empire's need for cheap labor. In the wake of the Battle of Endor, Pitta went rogue and bribed the Corellian diktat into allowing him to serve as the protector of the Corellian Sector. He commandeered a torpedo sphere as his flagship, but was later killed by Grand Admiral Grunger during the Battle of Tralus. (ECH, SWI66)

Pittin

this was a species of small, domesticated creatures used as pets. The original homeworld of these creatures has been lost in the millennia since they were first tamed. They were used primarily as pest-catching predators, especially on those planets where droid pest-removal units were impractical. (COJ, SWJ14)

Pivar Spinner

this component of a holoprojector consists of an optical lense which is rotated at high speeds to keep the focused image from becoming distorted. (CFG)

Pix

this young girl was the Padawan learner of Jedi master Tyr, during the years leading up to the Clone Wars. Before she could be tested for elevation to the rank of Jedi Knight, Pix found herself on Thustra with Master Tyr, trying to peacefully force the Sephi to lay down their weapons. The Sephi wanted no part of the Old Republic, and launched wave after wave of suicide attacks on the Jedi and their clone troopers reinforcements. After a suicide bomber killed Master Tyr and Master Tyffix, Pix and her fellow Padawan Cal were stranded on Thustra. She was able to make a call for help to Coruscant, which was answered by Jedi Master Yoda. Yoda feared that the additional troops that accompanied him would ensure the Sephi would side with the Separatists, so he took Cal with him to discuss the situation with King Alaric. Pix was left in command of the clone troopers under Commander Clutch, with orders not to do anything until Yoda returned. She remained true to these orders until she was approached by Navi, the Senator of Thustra. Navi, working for his own goals, told Pix that Alaric had executed both Yoda and Cal, and then provided her with the coordinates of Alaric's palace. She acted as she believed any Jedi would have in the face of Yoda's death, launching an all-out assault on Alaric's palace. Although the attack was successful, it simply was part of Navi's plot to discredit the Jedi and the Republic. She survived, however, and accompanied Yoda back to Coruscant to expose Navi as a traitor to his people. (J5)

Pixelito

this city was located on the eastern continent of the planet Malastare, and was the home of a contingent of Dugs. Like many cities on Malastare, the Dug population was forced out by the growing Gran population. (TPM, IG1, NEG)

Pixelito Art Guild

this was the largest and most prosperous of the artists' guilds that were formed on the planet Malastare during the years leading up to the Battle of Naboo. As such, the Pixelito Art Guild was the most vehement opponent of the Anti-Artist Federation, and the Guild often placed bounties on the heads of the Federation's leaders to try and put an end to their attacks. (BH)

Pixelito Grand Council

this was the primary governing body of the city of Pixelito, on the planet Malastare, during the last decades of the Old Republic. (BH)

Pixelito Puppeteers Union

this was one of the many artistic guilds that were formed on the planet Malastare during the last decades of the Old Republic. The guild catered to the continued development and promotion of puppeteers and their acts. (BH)

Pixolga

this Dug was a member of the Anti-Artist Federation on the planet Malastare, during the years leading up to the Battle of Naboo. A bounty was placed on his head by the Pixelito Art Guild in connection with the "malicious and unfounded" accusation that the painted pawprints of domesticated nexu were not art. This series of accusations ended up costing several artists and the Guild a large sum of credits, which they hoped to take out of his hide. Jango Fett claimed the bounty during a mission to Malastare to meet with Sebolto, during his search for the Bando Gora cult. (BH)

Piyanzi

this province of the planet Ansion was known as the meeting place for many Alwari merchants. An annual trade fair was in Piyanzi, where everything from foodstuffs to weaponry could be bought and sold. (APS)

Pizztov

this man was something of a loan shark and a fence in the city of Bidamount. Pizztov once managed to acquire several holograms of early events from Boba Fett's life, including a holo which supposedly portrayed Fett with Sintas and their child, and threatened to auction them off to the highest bidder at the

Eport facility if Fett didn't meet his demands. He left a series of clues as to his whereabouts, and was eventually confronted at Bidamount by both Boba Fett and Sintas. Using any bystanders he could to shield himself, Pizztov tried to escape but was eventually shot down and killed by Fett. (T7)

PK-4

this Trade Federation droid worked aboard Nute Gunray's command ship during the blockade of the planet Naboo. It resembled a small humanoid, and despised protocol droids. (IS1)

PK-8f

a model of short-range primary threat grid. (XW)

Pkihantri

this planet was the site of an Alliance base, until the Empire managed to infiltrate it using an SB-20 espionage droid. The base was destroyed shortly afterward. (GFT)

Pkneb

this dessert delicacy was often served caramelized. (TME)

PK-series Droid

this series of small, humanoid droids was produced by Cybot Galactica to perform much of the manual labor required by the Neimoidians. (IG1, OWS)

PL/1G

BlasTech's grenade-launching adapter for use on projectile weapons. (ISB)

PL-1

this designation was created for a specialized X-Wing part, shortly after the Battle of Endor. When Rogue Squadron resigned its commission to battle Ysanne Isard at Thyferra, the New Republic was unable to directly supply them with X-Wings. However, they managed to sell off a number of X-Wings as broken surplus because they lacked PL-1s. This was a bookkeeping ruse, though, because PL-1 actually referred to the pilot of the craft. (BW)

PL-37

this Trade Federation protocol droid was assigned to Lord Toat on the planet Maramere, during the years following the Battle of Naboo. PL-37 was destroyed by Sol Sixxa and his pirates, and the droid's dismembered body sank to the bottom of the ocean. The head was recovered some months later by the Feeorin mercenary Nym, and it was made to talk by the Bith Jenkins. PL-37 revealed only the barest hint of the experimental cloaking device being developed on Maramere before burning out completely. (CRBN)

PL-8 Piercer

this was the name of the medium concussion missile manufactured by the Corellian Engineering Corporation during the height of the New Order. (LOE)

Plaan

this Weequay served as the chief of security at the Esau's Ridge base on Tholatin, during the early stages of the Yuuzhan Vong invasion of the galaxy. His group of smugglers found that they could make a living by charging refugees of Yuuzhan Vong attacks for transport to other worlds, only to show up shortly after the Yuuzhan Vong attacked again. Plaan later found work as the mate aboard the *Sweet Surprise*, and he used his position to store a cargo of four voxyn in the ship's holds. The plan was to deliver the beasts to Coruscant, but the ship was destroyed before it could land. (JE, SBS, NJOSB)

Place of Beginning

this is one of the Qella names for their homeworld, Brath Qella. (TT)

Place of Bones

located near the former Western Sea, this area of the planet Coruscant was terraformed by the Yuuzhan Vong to served as a burial ground for the great beasts of their bio-engineered military forces. (UF)

Place of Hierarchy

see Square of Hierarchy (UF)

Place of Kastays

this ancient temple, located in the jungles of the planet Aaris III, was built to hold the information gathered by Kastays to document the history of the ancient Aaris civilization. It was here that Kastays tried to withhold the power of the Plaque of Victory, but Kastays and his team were unable to prevent the civil war which tore apart the ancient Aaris. The temple eventually decayed, but was later discovered by Doctor Lancer Brunou and Imperial research team MS-133. They also found the Plaque of Victory, but were unable to decipher the various pictographs which adorned the walls of the temple. (DARK)

Place of Sacrifice

see Square of Sacrifice (UF)

Place of Sickness

this was the term used to describe the chamber set aside in every Ewok village for use by the tribe's healers. These healers used herbs and other natural medicines to cure the illnesses of their tribe. (IWST)

Place of the Dead

this location was found on Coruscant - after it was remade into a simulacrum of Yuuzhan'tar by the Yuuzhan Vong - near the Temple of the Modelers. (UF)

Placid-class Freighter

this was a small, personal-use freighter that was manufactured during the early years of the New Republic. (GMR9)

Plaekite

this material was used in the construction of high-strength containers and vessels, including the casings of comlinks. (DMSH)

Plaeryin Bol

this organic innovation was created by the Yuuzhan Vong. The bol itself was a small, sphere-shaped creature that strongly resembled the normal Yuuzhan Vong eyeball. In place of a pupil, it had a mouth which could spit a venomous glob. Whenever a Yuuzhan Vong removed an eye as a show of devotion, it was often replaced with a plaeryin bol. The mouth could be agitated to spit its venom with a twitch of an eyelid. (VP)

Plagen

this unusual planet is part of the Pax System. The world has high plateaus which are covered with grasslands and lakes, while the lower plains are parched and dry. It is the native planet of the Chikarri race. (TSK)

Plague

this Marauder-class corvette was owned a mercenary group which tried to bring down Twin Suns Transport Services and the Azzameen family. The corvette was destroyed by the Alliance in an attack on the mercenary base. (XWA)

Plague Bomb

this was the generic term used to describe any explosive device which, when activated, released a virus, plague, or other biological contaminant into the atmosphere. (LTA2)

Plague Group

this was the local name given to the workers at the Scohar Xenohealth Institute. (WS)

Plague Wasp

this deadly insect was native to the planet Delphon. (MCI1)

Plah

this is a lifeless moon orbiting Tibrin. (GG4)

Plains Bol

this species of bol, native to the planet Dantooine, was often found in large herds. These bols could be tamed and kept as livestock, and were considered a source of milk to most settlers. (GQRG)

Plains Panther

this feline predator was native to the planet Froswythe. It was hated by the many ranchers and farmers of the planet, since it regularly attacked their herds of banthas and nerfs, taking young animals that served as the basis for future generations. (WOA20)

Plaitfruit

this sweet-fleshed fruit was distinguished by its golden skin. (SQ)

Plakhmirakh

this Noghri worked for Talon Karrde as a bodyguard some ten years after the death of Grand Admiral Thrawn. Plakhmirakh served as a protector to Moranda Savich. (SOP)

Plako

this Chikarri was a mechanic on this homeworld of Plagen, and talked with a pronounced lisp. He was also an inventor, and discovered a way to modify an ore locating sensor to search for gemstones. He placed this ore locator on his ship, the *Tasty Acorn*, and set out to find the legendary *Fool's Gold*. He found the ship, but the *Tasty Acorn* suffered a malfunction and had to be docked for repairs. Plako then hired a group of adventures to locate the ship for him. The Chikarri split the profits from the sale of the *Fool's Gold's* precious cargo equally with the adventurers, after they all managed to escape from Bruce Mercy and his pirates. (TSK)

Plan

this common Zabrak surname meant "scout". (GCG)

Plancke, Parq Yewgeen

this man, a manager of the Imperial Bank of Coruscant during the early years of the New Order, was summoned when Han Solo tried to withdraw a large sum of credits from the account of Jenos Idanian. A chubby man with pink skin and a balding head, Plancke was forced to detain Han after receiving word that Hal Horn had placed a hold on Idanian's accounts. Han became desperate, and took Plancke hostage while trying to escape. A detachment of stormtroopers apprehended him, but succeeded only in shooting Plancke while Han escaped in a turbolift. Plancke did not survive the shooting. (TPS)

Plandl Horn

this was a large, flat horn used as a musical instrument. (VD)

Planeeto

this Hutttese word translated into Basic as "planet." (GMR5)

Planet 4

a planet in the Bakura system, this gas giant was used by the Ssi-ruuk as a launch site. Note that The Truce at Bakura Sourcebook claims that the unnamed planets were numbered 5 through 8, and names the fourth planet Arden. (TB, TBSB)

Planet 5

this rock-and-ice covered world was the fifth planet in the Bakura System. (TBSB)

Planet 6

an ice world in the Bakura system, originally attacked by the Ssi-ruuk but left alone when no human life was found on it. (TB)

Planet 7

this rock-and-ice covered world was the seventh planet in the Bakura System. (TBSB)

Planet 8

this rock-and-ice covered world was the eighth planet in the Bakura System. (TBSB)

Planet Dreams, Incorporated

this small business worked from a headquarters on Bespin's Cloud City, providing terraforming services to corporations and exploratory groups. The corporation eventually branched out into the entertainment business, turning unsettled by habitable planets in the Greater Javin to resorts. (CCG5, WOA34)

Planet of Crystal

this is another name for the planet Tasariq. (SWJ15)

Planet of the Amazons: The Tale of the Pirate Ship Mourning Glory

this series of memoirs, written by Grov Bricker, documented the treatment of the Corellian pirate and his crew after they were captured by a group of Hapan women, shortly before the Battle of Yavin. It was generally considered that these memoirs were written to appeal to popular notion that the Hapan women were "amazons", rather than an actual recounting of the pirate's experiences. It became one of those books that was wildly popular and remained on the best-seller lists for many months, although no being would admit to actually owning a copy. The portrayal of the Hapan female soldiers as cruel, militaristic beings was eventually refuted, after Leia Organa set out to Hapes to discuss an alliance with the Queen Mother during the early years of the New Republic. (PH)

Planetary Communications Commission

this governmental body monitored all communications systems on the planet Draenell's Point. (GMK)

Planetary Cultures

this was one of the many exhibit wings found in the Galactic Museum on Coruscant. (CCW)

Planetary Fighter

this was a starfighter design which was developed and manufactured by SoroSuub Corporation during the height of the New Order. In its stock form, the Planetary Fighter was armed with a pair of laser cannons and two concussion missile launchers. (XWA)

Planetary Pioneers (*)

the name given to Luke Skywalker's class of students at the New Academy for Space Pilots. (MM)

Planetary Poker (*)

a card game played by R2-D2 and Chewbacca. (MRR)

Planetary Repulsor

the huge, underground repulsors used to move the various planets into the Corellian System eons ago. The primary minds behind the Starbaster plot learned that they could use the repulsors as weapons, and destroyed the Bakuran destroyer *Watchkeeper* by activating the repulsor and smashing the ship with it. (AS)

Planetary Safaris

this Imperially-chartered corporation specialized in hunting expeditions to exotic worlds. Some 20 years before the Galactic Civil War, Planetary Safaris discovered the planet Barab I, and organized hunting trips to hunt the Barabel race despite the fact that the Barabels were obviously intelligent. The Barabels fought back, and were eventually recognized by Captain Alater as a sentient species. (GG4, WOTC)

Planetary Security Forces

near the end of the Old Republic, it was recommended that each member world form its own Planetary Security Force, in order to ensure that the planets were protected while ensuring that the Republic's forces were not stretched too thinly. Many planets, such as Corellia, took this matter seriously. This led to the creation of CorSec - the Corellian Security Force. (HNN4)

Planetary Trade Directorate

this as the first global government established by the Cherishites who settled the planet Rhamalai. It was first developed to facilitate a fair trade and barter economy. (SWJ13)

Planet-borer

this was a huge vehicle developed by Imperial engineers for excavating through a planet's crust. The immense cutting head of the planet-borer could chew through rock and stone, allowing Imperial ground forces to create tunnels and passageways with relative ease. (SWELM)

Planet-hopper

a term used to describe any small starship used to make runs between planets in the same system. (POT)

Plank Gas

a chemical weapon that was highly corrosive, plank gas was used in many chemical-loaded grenades during the height of the Galactic Civil War. (ISB, AEG)

Planka

this MC40a was part of the Alliance's fleet, during the Galactic Civil War. (TIE)

Plansa

meaning "thinking", this name was common among Gungan females. (GCG)

PlanSec

see Tarhassan Planetary Security (SWI73)

Plaque of Victory

this odd, triangular ingot of metal was discovered by Imperial research team MS-133 four years after the Battle of Endor. It had been hidden within the confines of the Place of Kastays, on the planet Aaris III, for many centuries, after it was recovered by an ancient Aaris military force. It had been turned over the Kastays, whose team tried in vain to prevent it from tearing apart their civilization. The Plaque itself was not native to Aaris III, but had been transported to the planet millennia before the rise of the Aaris civilization. It fed off the life energies of organic beings, and tried to kill any living thing it encountered. It did not actually try to kill them itself, but amplified the suspicious nature of the beings which touched it, in an attempt to have them destroy themselves. While the Plaque's effect was strongest when in physical contact with a being, proximity to the artifact also strengthened a being's fear of its companions. After the Plaque had been discovered by Lancer Brunou and team MS-133, the crew of the *FarStar* was forced to jettison the Plaque into space in order to defeat its evil influence. (DARK)

Plaristes

this philosopher wrote a wealth of treatises on sentience and intelligence during the decades prior to the formation of the Old Republic, more than 25,000 years before the Galactic Civil War. Among his most enduring treatises was *Of Minds, Men, and Machines*, in which he argued convincingly that automatons would never achieve true sentience, despite the regular and impressive technological advances in artificial intelligence. However, over the ensuing millennia, many of his postulations were proven wrong. (OWS)

Plarx

this Frezhlix led an assault force against the Sif'krie race shortly after the revelation of the Caamas Document. (SOP)

Plasarmor

this material was used to create the armor worn by Imperial stormtroopers. (SL)

Plasboard

this is a building material made from a combination of wood, paper, and plastic. (TBH)

Plasburst Cannon

this form of starship weapon shot bursts of plasma energy at its targets. (SWJ12)

Plascloth

this material was woven from specially-formulated plastic fibers, and resembled thick cloth. It was used to form the wings of paragliders and other similar vehicles. (SESB)

Plasfoam

this incredibly strong, yet lightweight material was often formed into bricks and used in buildings. It had excellent insulation properties, and resisted moisture and the elements. (SL)

Plasform

a lightweight material used in food packaging. (HSL)

Plash

manufacturers of self-molding contour chairs. (SOP)

Plashi

meaning "laughter" or "humorous", this was a common female name among the Mon Calamari race. (GCG)

Plasma Ball

this Yuuzhan Vong weapon was similar in many respects to a magma missile. A sphere of pure plasma energy, the plasma ball was one of the primary weapons of the coralskipper which were developed after the initial stages of the Yuuzhan Vong invasion of the galaxy. One of the things that made plasma balls an effective weapon was that they continued to erode the surfaces they hit against, even after the initial blast had passed. Thus, any hit from a plasma ball was potentially deadly. These weapons were fired from Yuuzhan Vong vessels by specialized volcanic cannons. (SBS, EL1, GMR8)

Plasma Bomb

this form of explosive was used by the Bartokks. (E1A4)

Plasma Cannon

a crude weapon which expels a packet of ionized plasma gas at its target, most of the known versions of plasma cannons came from sources outside the known galaxy. The first recorded sighting of a plasma cannon occurred when the Charons first made an attempt to enter the galaxy from Otherspace. Decades later, a new form of plasma cannon emerged, this time in the arsenal of the Yuuzhan Vong. The Yuuzhan Vong yaret-kor plasma balls that caused initial damage upon detonation, but which also continued to eat away at any surface which the energy came in contact with. (OS, EL1, NEGW)

Plasma Cut

manufactured by BlasTech, this portable plasma torch was used to open a hole in a starship's hull during a boarding action. (PP)

Plasma Eel

this Yuuzhan Vong grenade was a bioengineered creature whose body was mostly active plasma. The plasma eel resembled an amphistaff in shape, and could be wrapped around a warrior's arm for transport. Then thrown, however, the plasma eel became as rigid as a spear. The plasma inside the eel's body quickly built up energy, and the entire creature exploded upon impact, causing large amounts of damage. After the hostilities between the Yuuzhan Vong and the Galactic Alliance were resolved, and the Yuuzhan Vong were allowed to live on the planet Zonama Sekot, they found that plasma eels and many other bio-

engineered weapons simply reverted to their animal forms and fled into the forests. This was one way in which Sekot forced the Yuuzhan Vong to give up their lust for war and embrace a more enlightened existence. (NJOSB, UF)

Plasma Forge

this huge device was used on starships and in refineries to create replacement components from raw materials. (BI)

Plasma Fuser

a tool which uses plasma gas to cut through materials or fuse them together. (ISU)

Plasma Grenade

an explosive device which used ionized plasma gas to create a localized detonation. (MTS)

Plasma Mine

this incendiary explosive was used during the era of the Great Sith War, and employed a mixture of chemicals to generate a burst of intense energy and heat over a wide radius. (KOTOR)

Plasma Saw

a loud, noisy tool that uses ionized plasma gas to cut through materials. (JS)

Plasma Scourge

this Old Republic weapon was an experimental bombing system that deployed a series of plasma warheads across a wide space. The plasma scourge carpeted its target with plasma energy, indiscriminately destroying huge areas in its blast. (STF)

Plasma Torpedo

a projectile weapon that uses ionized plasma gas to create an explosion. (COJ)

Plasmaberry

this fruit is a favorite delicacy on Dreffon IV. (GMH, POC)

Plasma-burn Tape

similar to detonite tape, this explosive tape is used to explode doors and panels. (SESB)

Plasma-hardening

this manufacturing process is used to create stronger blast armor and plating. It allows normal blast armor to withstand the effects of a thermal detonator at close range. (GMH)

Plasmar

this amoebic race, native to the planet Y'nybeth, is transparent. (POT)

Plasmating

this was a process developed by the Trade Federation, during the last decades of the Old Republic, in which materials were created in such a way that they were reduced to their constituent atoms when damaged. In this way, special diplomatic packages and delivery vessels could be formed to open only with the proper identification - keycodes, biometrics, etc. - and if the package was ruptured or forced open, the contents would plasmate, rendering them useless. (YDR)

Plasmold

this special plastic was used as a spray-on form of insulation, which it conformed to the shape and texture of any surface before expanding. (IWST)

Plasspecs

this form of glasses used molded plastic lenses to help adjust a being's sight. (SWJ12)

Plast

a lightweight, multi-purpose material. (COJ)

Plasteel

a building material. (CPL)

Plastene

a sturdy material used to make anything from drink cups to work clothes. (COJ)

Plastex

a durable, clear material. (EGD)

Plasticel

a durable, lightweight polymer produced by the Gungans to make a variety of items. The Gungans placed strands of plant material inside the plasticel to form words, and then used the plasticel for tickets and vouchers. (E1A12)

Plasticene Thermite

this grey-white gel was moldable into a variety of shapes, allowing it to be placed in a variety of locations and applications. It burned quickly when lit, destroying whatever material it adhered to. It was also durable when formed and dried, and could be used to form trapdoors in a pinch. (ROE)

Plasticine

this durable material was once used as a form of paper, but was reserved for those documents that were preserved in libraries and record halls because of its longevity and price. (GMR7)

Plasticoat

this material was used to cover and protect electronic devices. (JAF)

Plasti-coat

this strong, plastic-based material was often used to form body armor. (JH)

Plasticrate

any form of plastic-based carrying container. (JH)

Plasticrete

a building material which uses crushed stone and plastic polymers to create strong yet flexible structures. (SE)

Plastidroid

this was a specialized form of espionage and combat droids produced by Cestus Cybernetics during the height of the Clone Wars, based on the JK-series of biodroids. In their inert form, plastidroids were amorphous bundles of technology. Hidden within their shells was a collection of magnetically encoded components which, when activated, moved into position to form limbs, weapons, and other implements. These components were made of metal and plastine, and were designed to connect in a myriad of ways. The filmy skin of the plastidroid conformed to whatever new shape the droid assumed, keeping the internal components protected and lubricated. When fully assembled, a plastidroid stood more than five meters in height, and moved about on specialized treads. (TCD)

Plastifibe

this tough, plastic fiber was used in the manufacture of scrub brushes and exploratory agitators. It was effective in removing debris, but the fibers themselves did little damage to the underlying surface material. (SBS)

Plastiform

a packing material that is blown into a package. It surrounds the contents of the package, keeping it safe from jolts and jars while in transit. The Gamorreans are fond of eating it as a snack. It was also used to create the clear, bubble-shaped visors for environment suits. (TJP, GOF9)

Plastihead

this was smuggler slang for any thick-headed individual. (TG)

Plastiment

this was a form of adhesive used during the last decades of the Old Republic. (TG)

Plastine

a substance used to create vacuum-seal storage pouches, plastine was originally created as a shapeless covering for the plastidroids produced by Cestus Cybernetics. These droids were developed during the height of the Clone Wars, and the plastine sacs that held their components ensured that the plastidroids could assume any shape required to fulfill their missions. (IJ, TCD)

Plasti-pak

a recyclable material used to carry food on trips. (RASB)

Plastisheet

this was a form of flimsy that was produced during the last years of the Old Republic. (MJH)

Plasti-shroud

this protective covering is used to store anything from containers and boxes to swoops and starfighters. It provides a defense against rain and other elements. (GCQ)

Plastiskin

this synthetic flesh is used by actors to modify their appearance. (GMS)

Plastisteel

a dense, nearly indestructible material. (GG4)

Plastiwrap

this strong, lightweight material was inexpensive to mass-produce, and was used to create trash bags and other storage devices. (MBS)

Plasto

an inexpensive material used in packaging. (SE)

Plasto-cast

a form of quick-drying material developed by SyntheCure, plasto-cast was stored in spray canisters for use in the field. When sprayed onto a broken limb, plasto-cast could be molded into a cast and used to immobilize a broken limb. (FOP, GFT)

Plastoid

a thermoformed material often used in battle armor. It also has more mundane uses, such as in tabletops. (SW, GOF8)

Plastone

this material was formed from a mixture of dense plastic and stone, and was used in the formation of buildings. (SWJ14)

Plastopress

this injection-molded, plastic-like material is used in a number of industrial and construction formations. (POT)

Plastron

the material that was used to built the center section of the droid Bollux. (HSE.)

Plat Dromma

manufacturers of large-scale targeting computers. (SCRE)

Plat Hovath

Plat Mallar's father, he was a droid mechanic on Polneye. (BTS)

Plat Mallar

a Grannan from Polneye who fought against the Yevethan invaders during the Great Purge. He was training a group of youths in the TIE Interceptors when the attack came, and he quickly took control of one of the old fighters. He was able to destroy a Yevethan TIE Fighter before he was intercepted by an *Imperial*-class Star Destroyer. He turned tail and fled into the stars, where he tried to reach someone who could help his people. The Interceptor was later picked up by a New Republic prowler ship and brought to Coruscant. Mallar was sent to the New Republic Fleet Infirmary, where he came under the attention of Admiral Ackbar. Ackbar recognized the potential in the youth, despite the severe exposure to deep-space cold and lack of nutrition. Mallar recovered, and became one of the key witnesses against the Yevetha. He wanted nothing more than to join the Republic's Navy and fly a starfighter against the Yevetha, and Ackbar spearheaded Mallar's acceptance into Naval training. Ackbar also personally oversaw Mallar's early training, placing him in simulations against Yevethan starfighters in order to temper Mallar's hatred while honing his skills. When the orders came that the Republic was blockading the Koornacht Cluster, Mallar was placed on active duty. He was tapped, along with several other pilots to fly recon duty to survey Yevethan forces in the Cluster. Mallar never got a chance to fly, though, as others with more experience were sent out first. Instead, Mallar drew escort duty for the shuttle *Tampion*, which was supposed to transport Han Solo to the Fifth Battle Group. The shuttle was interceptor by the Yevetha and, despite the best efforts of the escorts, Solo was taken prisoner. He came under intense scrutiny, but was not accused of negligence. He was then attached to the Fifth fleet, as a shuttle pilot on the *Mandjur* during the Battle of N'zoth. His chance to prove himself came when the *Mandjur* was hit with Yevethan missiles and rendered powerless. He took Captain Teggett's X-Wing out and rescued several stranded pilots before the Republic was able to defeat the Yevethan fleet. (BTS, SOL, TT)

Plateau of Dreams

located in the middle of the Elto continent of Gacerian, this mesa is the location of the musical rocks known as the oueee-ha. (PG2)

Platform

any stationary, deep-space launch and supply site. There are six basic designs of platforms. Each is built around a central spire or hub, which houses the storage facilities, living quarters, and operations centers. Extending from the central structure are three landing pads which serve as runways, launch and landing sites, and repair and storage facilities. Most platforms measure 250 meters across, and are armed with multiple turbolaser batteries and warhead launchers. They are also well-shielded, with 200-SBD shields protecting 100-RU hulls. The basic types of platforms are: Class 1 Platforms (PLT-1), designed primarily as a landing platform, with minimal living space; Class 2 Platforms (PLT-2), designed primarily as a landing platform, but with more living space than a PLT-1 platform; Class 3 Platforms (PLT-3), an expanded platform with more living space than a PLT-2 platform; Class 4 Platforms (PLT-4), an outpost platform, with minimal living space and small landing pads; Class 5 Platforms (PLT-5), a large platform with a huge living space and large landing pads; and Class 6 Platforms (PLT-6), a large platform that is not armed with a warhead launcher. (TIE)

Platform 327

one of the landing platforms on Cloud City to which the *Millennium Falcon* is directed. (ESB)

Platform 5

one of the landing platforms on Nomad City to which the *Millennium Falcon* and Luke's X-wing are directed. (HTTE)

Platform 6

one of the landing platforms on Nomad City to which the *Millennium Falcon* and Luke Skywalker's X-wing are directed, shortly after Grand Admiral Thrawn returned from the Unknown Regions. (HTTE)

Platinite

this gleaming, silver precious metal is often used to make necklaces and bracelets. (SLS)

Platinum Mist

this space yacht was owned and operated by the Kessel Spice Corporation. It was attacked and

destroyed by Pari' Notgoth and his forces during the early years of the New Republic, in an effort to execute Morgotou. (POC)

Platinum Valor Cross

this was one of the most distinguished medals awarded to Alliance officers. (SWJ4)

Platoril

this barren, rocky ball second planet of the Coruscant System. (PH)

Platt

this was one of the most common female names among the Corellians. (GMR9)

Plattahr

this crimelord operated his business on the planet Phorliss, and was part of the Black Nebula organization. The Houk cantina owner Gorb Drig was indebted to Plattahr for the funds used to maintain his cantina. Plattahr and his goons were members of an alien race with huge, muscular bodies and heads that resembles the tips of stalks on their necks. No eyes or nose were visible on their heads, and a small opening revealed their mouths. (MJEH)

Platt's Dream

this was the name of Platt Okeefe's first starship. (SWJ2)

Platykona-Zemlo-Mobris

this syhtetic drug was created by Imperial scientists for use in re-education facilities. Commonly known as "pleaz-mo", this drug was a highly-addictive chemical that lowered an individual's inhibitions and made them more susceptible to suggestion. It was found to be too addictive after it was put into widespread use at the Aucellis Park facility, on Keriba VI, and the developers feared that it might lead to increased demand. This, in turn, would force authorities to investigate its source, revealing one of the Empire's secrets. (WOA27)

Plavin 6

this planet was covered with dense, humid jungles. (AIR)

Plavonian Starfish

this aquatic creature was considered a delicacy among the nobility of Tapani Sector, and was often served stuffed. (LOE)

Plawal

the first volcanic rift jungle that was domed on Belsavis, Plawal was where the Jedi Plett established his fortress on the planet. The dome was built by the Brathflen Corportion early in Palpatine's reign as Emperor. In those days, the valley was known as Plett's Well. This was later shortened to Pletwell, then simply Plawal. (COJ, EGP)

Pleader

the equivalent of a lawyer on the planet Concord Dawn, a Pleader is assigned to every criminal. The Pleader's job is to report the criminal's personal idea of their guilt or innocence. (TBH)

Pleasant City

this is the capital city of the lawless world of Korbin. It is the planet's largest city, and is also the home of its largest spaceport. Like the planet itself, there is no government in Pleasant City, nor are there any customs regulations. It is a disease-ridden city, and is steeped in the Dark Side of the Force. (PG2)

Pleasant Meadow

this was the Ugnaught name for the surface of Bespin's core. *Note that Marvel Comics' Star Wars series, issue 57, depicts the surface of Bespin as a swampy marsh filled with liquified gases.* (MC57)

Pleasure Domes

this set of exhilarating, domed environments was developed by the Zeltrons who worked on Hologram Fun World. (GMR1)

Pleasure Planet in the Purple Systems

this phrase was used to describe a euphoric place in which everything is happy and fun. (SWJ14)

Pleaz-Mo

this was the popular name for the addictive drug known as platykona-zemlo-mobris. The nickname of "pleaz-mo" was coined from the drug's abbreviation - pl-z-mo, although many criminals believed that the nickname came from the addict's request for "please, more" when they needed a fix. The Imperial scientists who designed the drug found that it was too addictive, and feared that widespread use outside of the Aucellis Park facility would lead to an investigation. Thus, about five years before the Battle of Yavin, production was cut back to support only the requirements of Aucellis Park. (WOA27)

Pleck

this New Republic Intelligence technical agent worked with Taisden on the *Glorious* during the search for the Teljkon vagabond near Gmir Askilon. (SOL)

Plee

this Ho'Din was a noted plant-development specialist, and was part of the New Republic team dispatched to Duro in an effort to reclaim the planet's natural environment during the Yuuzhan Vong invasion of the galaxy. (BP)

Pleekwood

this was hardwood used in the creation of fine furniture and musical instruments. (DMSH, MBS)

Pleezer

this pleasure-inducing drug is often found in medical kits. (CFG)

Pleness

this was once of the many names given to Duros females. Among the Duros, it meant "pure water". (GCG)

Pleni

this woman, a native of the planet New Apsolon, was minor Legislator some twelve years before the Battle of Naboo. After the deaths of Governor Roan and the Jedi Master Tahl, Pleni suddenly announced her bid to assume the role of planetary governor. She managed to sway several key Legislators to give their support to her campaign, and Mace Windu believed that she had purchased the list of Absolute supporters from Oleg in order to blackmail them into supporting her. When Obi-Wan Kenobi and Bant Eerin were dispatched to discuss the situation with her, they found Pleni dead, shot and killed by a probe droid that was later traced to Qui-Gon Jinn. (CTV)

Plenty's

this was one of the largest grocery store chains found on the planet Commenor, during the last years of the Old Republic. (HNN5)

Plescinea Entertainments

this company produced a variety of holographic imaging devices for personal and commercial entertainment facilities. (EGW)

Plesstil

a temperate planet. (DFRSB)

Plessus Ghon

this Jedi Knight, along with Ixian Rovieda, Nygreena Clo and Padawan Renxis Dielle, was killed on Kabal during a series of riots broke out when the Trade Federation overtaxed the planet for shipping. The

taxation occurred just before the onset of the Clone Wars, and led to massive food shortages among the Kamarian people. The Jedi had been called in to quell the riots, when a fleet of supply ships loyal to Count Dooku and the Separatists began to drop food supplies to the populace. A scramble to obtain food ensued, and the Jedi were killed while trying to maintain the peace. (HNN5)

Plethyl Nitrate

this medicinal compound was used to treat pneumonia in Devaronians. Physicians had to be careful, however, because a similar dosage of the drug could cause a precipitous drop in the blood pressure of a human being, or even kill a Bothan. (MJH)

Plett

a Ho'Din Jedi Master from the planet Moltok, he was also a scientist and a botanist. He took up residence on Belsavis about 70 years before Han Solo and Princess went to Belsavis to search for Plett's Well. The Mluki natives said that his ruins indicate that he had been there at least 30 years before that. Plett was rumored to be able to communicate with the animals, and legends say he controlled the weather on Belsavis. His mission to Belsavis had been an important one, to hide a group of Jedi children in the Plawal rift valley to save them from the Jedi purge. (COJ, NEGC)

Plett's Well

another name for the Plawal rift valley on Belsavis. The Mluki called the rift valleys "wells," and so the one that the Jedi Master Plett lived in became known as Plett's Well. (COJ)

Pletwell

another name for the Plawal rift valley on Belsavis. (COJ)

Plex

nickname of MerrSonn's PLX2 missile launcher. (ISB)

PLEX-1

see PLX-1 (SWDB)

Plexalloy

this material was developed during the early years of the New Republic, and was used as a stronger replacement for transparisteel in starship viewports. (SBS)

Plexcorp

the designs of this corporation's repulsorlift engines were stolen by House Mecetti, during the height of the Galactic Civil War. (LOE)

Plexgrove Combine

this finance and banking interest provided low- and mid-level banking services to the galaxy. It oversaw those services in the Corporate Sector that were not controlled by the Bank of the Core. Plexgrove was one of the original Contributing Sponsors of the Corporate Sector Authority. (CSA)

Plexi

a transparent material used in windows. (COJ)

Plexi-cast

this appliance is used to splint broken or damaged limbs. It is incredibly strong and light-weight, and allows the injured person to use the damaged limb immediately. (SWJ9)

Plexiform

a material used in building huge edifices, plexiform maintained its strength in a variety of formations. (GOF3)

Plexis

a planet. (GG10)

Plexisteel

a material used to form the outer shell of older droids. (LCM)

Plexite

this ore, mined almost exclusively in the Velcar Free Commerce Zone, was used in the formation of starship hull plating. (SWJ3, SWJ4)

Plexo-33

this musical ensemble was popular during the years leading up to the Clone Wars. (HNN5)

Plextech Plastic Corporation

this Bothan-owned company was the largest corporate entity based on the planet Kothlis, at the height of the New Order. PPC produced a variety of raw plastics for use exclusively in the manufacturing industry of the city of Tal'cara. However, PPC is best known as a producer of noxious by-products, which it dumped into the Sesseranda Ocean. (SPG)

Plexus Courier Droid

this capsule-shaped droids were used by Imperial Sector Plexus to transport data across the galaxy. These droids were also modified for use as transport vessels for Imperial Death-Hunter cyborgs. (SWJ9)

Plexus Droid Vessel

this was the name of the starship used by the Imperial Intelligence division to carry information from one system to another. It was essentially a modified, droid-controlled starfighter. (SPG)

Pliada di am Imperium

this open plaza, located at the eastern end of the Glitannai Esplanade near the Imperial Palace on Coruscant, was the site of the traditional Imperial Fair each year, under the reign of Emperor Palpatine. (SWJ5, UF)

Plibene Rock

this small plateau, located near Mos Espa on Tatooine, was believed to contain deposits of the mineral bene. Analysis showed that the rock was simply limestone. (IWE1)

Plicto

a creature whose meat is eaten. (SE)

Plif

this Hoojib was one of the leaders of the group which assisted the Alliance, during its use of the planet Arbra as a base. It was Plif who first trusted Leia Organa and the Alliance, after the soliders of the Alliance landed on the planet. Plif was caught by Chewbacca as the Hoojibs rifled through their base, consuming anything with a power source. Plif explained why the Hoojibs had consumed their power sources, and eventually earned Leia's friendship. After the Alliance team defeated the slivilith which had taken up residence in the Hoojibs' cave, Plif suggested that the Alliance team share the cave with the Hoojibs, working together to build a base and protect themselves from the Empire. In the ensuing months, Plif remained on Arbra to help the Hoojibs and the Alliance personnel integrate their activities to the mutual benefit of both groups. He then accompanied Luke Skywalker and Leia Organa to Kabray station, posing as the delegate from Arbra, with Luke and Leia as his aides, so that they could investigate the whereabouts of Tay Vanis. (LTA5, MC55, MC77)

Pliith

a plant-like species native to the planet Evas VI. (SWJ1)

Plikk

this lithe woman was one of the many females who scratched their way into a position of command within the Imperial armed forces. She attained the rank of Captain shortly before the Battle of Hoth, although being stationed in one of the galaxy's backwater systems meant that her efforts often went unnoticed. She and her first officer, Lieutenant Nizzon, witnessed the *Millennium Falcon* suddenly jumping into

another dimension of space, when their hyperdrive malfunctioned some time after the Battle of Hoth. They both hoped that the discovery of inter-dimensional travel would earn them great favor with the Emperor. When Captain Plikk and her Imperial forces discovered the inter-dimensional location of Sunn-Childe's floating city, she tried to destroy it using the combined firepower of her ships. Sunn-Childe's anger at being attacked flared up, manifesting itself as powerful demons that crippled the Imperial ships. Appalled at his own violence, Sunn-Childe and his majordome Beelyard decided that there could be no peace without sacrifice. Knowing that the Imperial ships were badly damaged, Sunn-Childe called off the demon attack, allowing Plikk to restart her own assault. Plikk used energy from her ships' hyperdrives to destroy Sunn-Childe's floating city, but in doing so she stranded her fleet in the interdimensional nothingness. (MC46)

Plintep Cybernetics Corporation

this Mephout corporation produced a variety of automata, including the RST translator droid. (SWJ11)

Plitex Nine

this incendiary material was used by the Alliance to make bombs and other detonation devices. (SFE)

Plithvine

this was a common vine, distinguished by the way in which it created a vast network of shoots when it grew. (MBS)

Plo

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Plo

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Plo Koon

this Jedi Master was one of the last members of the Jedi Council. As a Padawan, Plo Koon was trained by the Wookiee Tyvokka, until his death during the Stark Hyperspace Wars. A Kel Dor descended from a long line of Jedi Knights, Plo Koon was a close friend of Qui-Gon Jinn. He hoped that the human Jedi Master would someday sit on the Council, but recognized that his friend was much too headstrong to adjust to the Council's rigors. Being a Kel Dor, with enlarged external sensory organs, Plo Koon's grasp and control of the Force was incredible, and he was known among the Council for his warrior skills. Plo Koon was noted for his efforts in rallying the forces of the Old Republic after Master Tyvokka was killed during the Fifth Battle of Qotile. Years later, he was present when Anakin Skywalker was first presented to the Council, and was one of the Jedi Masters who were dispatched to Geonosis to combat the Separatists during the opening stages of the Clone Wars. Master Koon participated in many battles, and was nearly killed near the end of the Clone Wars when he was taken hostage aboard the *Mersel Kebir*, during Rendili's attempt to secede from the Republic. Master Koon had traveled to Rendili with Saesee Tiin, Captain Jan Dodonna, and Anakin Skywalker, in order to ensure that the planet's fleet of Dreadnaughts was not turned over to the Separatists. If an agreement could not be reached, Master Koon was ordered to destroy the fleet. A bold move by Anakin Skywalker saved the Jedi from having to eliminate the ships, and ensured that Rendili would remain free to join the Republic. In the wake of the First Battle of Coruscant, Master Koon was dispatched to Cato Neimoidia, where he assumed control of the planet's forces after Obi-Wan Kenobi and Anakin Skywalker were recalled to Coruscant. However, when Darth Sidious revealed his true nature and killed Mace Windu, he sent out communications to the various clone commanders to execute Order 66. Upon hearing the order, the troops that had been supporting Master Koon turned to open fire on him, shooting his starfighter from the sky and utterly destroying the Jedi Master. *Plo Koon was portrayed by Alan Ruscoe in Star Wars: Episode I - The Phantom Menace, by Matt Sloan in Star Wars: Episode II - Attack of the Clones, and by Philip Wade in Star Wars: Episode III - Revenge of the Sith.* (SW1, IG1, OWS, SHW, WOTC, RDR, IS3)

Plo, Lomi

this dark-skinned woman was once a student at the Shadow Academy. During the Yuuzhan Vong invasion of the galaxy, Lomi Plo and Welk were captured by the alien invaders and held aboard the *Baanu Rass*, as part of the group of Force-sensitive individuals used in the creation and breeding of the voxyn. Both Welk and Lomi Plo agreed to help the Jedi infiltrate the worldship and destroy the voxyn, despite the misgivings of Zekk and several other Jedi about their loyalties. However, as the strike force neared the voxyn queen, the Dark Jedi abandoned the Jedi in order to save their own skins. They fled in the ship *Tachyon Flier*, abandoning Lowbacca but unaware that Raynar Thul was still on board. The young Jedi Knight and his captives didn't escape, and were shot down by Yuuzhan Vong warships. (SBS, NJOSB)

Plodgett

this being was the chief advisor to the Satab of Ventooine, during the early years of the New Order. Plodgett was a short being with feather-like appendages sprouting from each side of his head. (LTA5, MCA2)

P'loh

this Yuuzhan Vong individual was a creche'-mate of Nen Yim. When the Shaper traveled to Zonama Sekot with Tahiri Veila, they found that they both shared memories of P'loh and another creche'-mate, Zhul. They discovered that Nen Yim's own memories had been stolen from her, through the use of the protocol of Qah, by Mezhan Kwaad for the creation of the Riina Kwaad personality that was implanted inside Tahiri's mind. After the Yuuzhan Vong began their invasion of the galaxy, P'loh was assigned to the base on Belkadan. She later died on the planet. (FP)

Plono

this was a common name given to male Duros children. The name Plono came from the term meaning "agreeable". (GCG)

Ploo II

this planet was located in the Ploo Sector of the Expansion Region of the galaxy, and was the homeworld of the Glymphid race. (IWE1)

Ploo IV

this planet was located in the Ploo Sector of the Expansion Region of the galaxy, and was the homeworld of the Fluggrian race. (IWE1)

Ploo Sector

this area of the galaxy is home to the Glymphid and Blubreen species. (IG1, E1A1)

Plook Hartar

this crimelord was a rival of Servid Norn, during the height of the Galactic Civil War. Hartar and Norn both believed that they had the best pilots in the galaxy, and set out to prove it. Each nominated a pilot to participate in a race across the galaxy. The winner would be determined by which of the pilots reached the destination first. The race began on Tynna, then required the pilot to obtain a docking permit from each of the following planets: Bothawui, Nal Hutta, Calamari, Almania, Ord Mantell, Fondor, and Bespin. Once all these permits were acquired, the pilot had to make run to Mos Eisley and deliver the permits to the spaceport controllers there. Unknown to Plook Hartar, Servid Norn put a bounty on the head of Hartar's pilot, Scranton Toon, in an effort to ensure victory for his pirates. (GMR6)

Ploong Sounder

this was a large, round speaker that produced the sound from a bandfill, a musical instrument which was often found in jazz bands. (VD)

Plooriod 940

this swoop race, staged annual on the planet Corsin, was part of the Swo-O'Riml Circuit during the last years of the Old Republic. (HNN5)

Plooriod Bodkin

this Old Republic cruiser was dispatched to recapture the *Scarlet Thranta*, shortly before the onset of the Clone Wars. Led by Jedi Master Nejaa Halcyon, the *Plooriod Bodkin* was escorted by eight Jedi starfighters, and carried twelve Jedi Knights and thirty members of the Old Republic's judiciary branch. After Master Halcyon managed to locate the *Scarlet Thranta* and her rogue Captain, Zozridor Slayke, he set down on Bpfassh to capture them. Slayke, however, knew that the Jedi would not purposely attack his camp, and left his chief lieutenant, Grudo, to challenge Halcyon. As the two fought, Slayke slipped behind the lines and stole the *Plooriod Bodkin* and escaped. The event became an embarrassment to Halcyon, as he returned to Coruscant without Slayke and without his ship. Later, after the battle for Praesitlyn was over, Slayke offered to return the *Plooriod Bodkin* to Halcyon, but the Jedi Master politely refused. (HNN5, JT)

Plooriod III

Darth Vader killed the brutal Lord Ghorin here, shortly after the Battle of Yavin. (XW)

Plooriod IV

the Alliance captured some of Ghorin's Y-Wing fighters near this planet, and used them to discredit the Overlord to Darth Vader. The Alliance later destroyed the frigate Red Wind near the planet. Plooriod IV, located in the Ploo Sector of the galaxy, is covered with marshlands. (XW, SWK)

Ploov

this was the symbol of a Neimoidian diplomat, worn atop their tall headwear. Lott Dod wore a ploov atop his senatorial mitre. (SWDB)

Ploovo 2-for-1

a loan shark, robber, and thief who operated in the Cron Drift during the New Order. He was a human known for his bad temper, a nervous facial tic, and an oily, black topknot. Ploovo was living proof that good breeding and fine education don't always guarantee one will turn out good. He left those things behind and started working for Jigoba as a minor loan shark. When he felt he was ready, Ploovo struck out on his own, gradually expanding his empire until it stretched beyond the borders of the Corporate Sector. History has shown, however, that Ploovo was too subtle or too timid to survive as a crimelord outside the bounds of the Corporate Sector. Thus, he became successful there, but was not well-known to the Empire. He wears a wide assortment of faux gem pinky ring, and had no taste in clothing. After Han Solo repaid Ploovo's duplicity by giving him a dinko as payment, Ploovo became mentally unstable when it came to unusual creatures. He spent much of his fortune collecting taxidermied carcasses and head of creatures, in an effort to show his command over them. (HSE, CSA, HT)

Plooz

this young, green-skinned, alien prince ran away from his father, King Gokus, sometime before the Battle of Yavin. A native of the planet Alzar, he stowed away on a freighter, and wound up on the planet Sooma. The decision to run away from Alzar was not entirely Prince Plooz's, as he was convinced to run away by General Sludd. C-3PO and R2-D2, during a stopover on Sooma which would bring them to Alzar, agreed to accompany Prince Plooz back home. Their ship was attacked by Sludd's forces, and shot down over the Forest Moon of Endor. (MDCAR)

P'Lor

this diminutive, bald-headed man was a cyborg who worked on the Bazarre space station as a lookout for Orion Ferret. (LTA5, MC59)

Plork

this Gungan material was used to stop up bottles. (E1A12)

Plorkscrew

this Gungan tool was used to remove a plork stopper from a bottle. (E1A12)

Plorkscrewen

this was a term used by Gungan bongo racers to describe any daring maneuver that involved a large amount of risk. (GMR4)

Plort

this Targonnian served under Dictator-Forever Craw, and led the attack on Master Zorneth's herdship. He was unable to recover the Ithorian's savorium, for it was destroyed by Zorneth's forces before he could recover it. (DRO)

Plortor, Ger

this man was a scout for the Shad Furies shockball team. He was responsible for recruiting Ytavarg Aleema to play for his team. (CRO)

Ploss Niklos

this was the name of a noted individual from the Nautolan race. (UANT)

Plot

one of the family names used by the Bothan people, it referred to a hero from Bothan mythology. (GCG, WOTC)

Plot

this figure from Bothan mythology was a hero of many battles. (GCG, WOTC)

Ploth

a creature whose meat is prepared as food. When properly prepared, it is a very succulent meal. (TJP)

Plothis

this smuggler acquaintance of Han Solo and Chewbacca ran a small business in Esau's Ridge. Plothis' primary commodity was specialized smuggling equipment, although he was equalling adept at selling information. He was shot in a squabble with a customer about four years before the Black Fleet Crisis. Bracha e'Naso took over the day-to-day operation of his business. (TT)

Ploven

this aquatic race is native to the planet Gra Ploven. The Empire attempted to subjugate the race, but the Ploven refused to pay what the Imperials called a "defense assessment." In retaliation, the Empire ordered the *Imperial*-class Star Destroyer Forger to concentrate its firepower on the planet's bodies of water. The resulting super-hot steam boiled 200,000 Ploven alive in three coastal cities. They have a number of fins situated along their back, earning them the derogatory nickname "Finbacks." (SOL)

Plu Makor

this near-human man was a native of the planet Demar. Distinguished by his red eyes and the short barbs which surrounded his eyes and temples, Plu operated Ship Shop G-S7 during the height of the New Order. His career started as a technician aboard one of Lant Mining Corporation's transports, and he soon found that he had a knack for starship repair. He quit LMC and went to work on G-S7 as a mechanic, eventually buying out the owner of a small repair facility and renaming it Ship Shop G-S7. A demanding boss, Plu was a shrewd but fair businessman who required a cash payment at the completion of any repairs. He was also an rebel operative who worked for Trep Reskan, and Plu was known to have funneled parts, ship, and information to the Alliance during the era of the Battle of Yavin. When called for, Plu traveled within the Brak Sector aboard his modified freighter, the Helping Hand. (FBS)

Pludris

a fermented spirit. (RM)

Pluf-G Mammoth

see Plug-F Mammoth (SOT)

Plug

this was the nickname of the astromech droid R2-Z13, which was assigned to Koril Bekam as a member of the New Republic's Blackmoon Squadron. (EL2)

Plug-2 Behemoth

a series of podracers developed by Collor Pondrat. Mars Guo employed a Plug-2 Behemoth podracer. The cockpit of this racer measured 4.11 meters in length, and its engines were 7.24 meters long. The Behemoth could race at speeds of 790 kilometers per hour or more. (IG1)

Plug-8G

this was a series of podracing engines developed by Vokoff-Strood. Most often used on the Vokoff-Strood Plug-G 927, these 4.5-meter-long engines resembled a cluster of tubes surrounding the central turbine. Three larger tubes sat outboard and below the main engine, and were used as ramair intakes. Four smaller tubes were set equally around the central turbine, and served as directional modifiers. (IG1)

"Plug-Eye" Maygo

this heavily-muscled Marauder left his homeworld of Sanyassa as a youth, but found himself creditless in the streets of Annaj shortly afterward. He found work as a bodyguard and prizefighter, until a slugthrower he was using backfired in his face, lodging the projectile in his left eye. This earned him the nickname "Plug-Eye" as well as reputation as a tough guy. During the early years of the New Republic, he was hired by the Kintan Gunrunners as a strong arm, although he was unaware that they had no plans to share their treasures with him. (GMR9)

Plug-F Mammoth

this huge racing engine was designed by Collor Pondrat. The podracer Sebulba mated a pair of Plug-F Mammoths to Split-X intakes to power his pod. They measure 7.47 meters in length, and race at speeds approaching 829 kilometers per hour. *Note that this racing engine was described as the Plug-G Mammoth in Secrets of Tatooine.* (X1, IG1, SOT)

Plug-G 927

this is a series of podracer manufactured by Vokoff-Strood. It was a relatively small racer, with a cockpit that was just 1.83 meters long and a pair of Plug-8G engines that were 4.5 meters long. (IG1)

Plug-series Thrust Coil

these coils come in a variety of sizes, depending on the amount a racers needs to multiply their engine's capacity. Plug-1 coils simply transfer energy without multiplying it. The largest coil, a Plug-8, raises an engine's output eight-fold. (RAC)

Plumba

this obese human was a collector of ancient weapons, and ran the small shop known as Antiques by Dumas until he was executed by an agent of Ysanne Isard. The agent had gained Plumba's confidence by presenting him with a Sith lanvarok, which the agent promptly used to kill Plumba. (XWMR)

Plumbum

an important element mined in the galaxy. (CS)

Plumed Rasp

this species of rasp was native to the planet Corellia, and was noted for its unusual plumage. (GQRG)

Plund

this was one of the more common Kel Dor surnames. Its meaning translated into Basic as "philosopher". (GCG)

Plutha System

this star system was known for its wide asteroid belt. (GMR5)

Pluthan Asteroid Field

Krova the Hutt was captured by Langro Dis in this asteroid belt, which was part of the Plutha System, shortly after the Battle of Endor. (GMR5)

Plutrefin

this is one of several small, industrial towns strewn across the northern coast of Anai, on the planet Lianna. (ML)

PLX-1

this was the first version of the Merr-Sonn Munitions portable missile launcher, first introduced during the Clone Wars for use by the clone troopers of the Army of the Republic. Like its descendants, the PLX-1 could fire "dumb" missiles that had to be aimed by the trooper, or "smart" missiles that could locate their target based on heat signature or gravity-activated moed (GAM) missiles. The PLX-1 could hold two projectiles, one in the barrel and a second in reserve. (SWDB)

PLX-2

nicknamed "Plex," this was MerrSonn's portable, disposable missile launcher. It could fire rockets or concussion missiles, and was fast and powerful. It was fired from the shoulder, and could fire dumb missiles at sighted targets or GAM missiles. (ISB)

PLX-2M

this was the second generation of Merr-Sonn's portable missile launcher. They were capable of shooting what became known as chips, or large shrapnel-like projectiles. (IR)

PLX-4

the third generation of Merr-Sonn's "PLEX" missile launcher, the PLX-4 can fire both missiles and standard rockets. It can be used on the shoulder, like the PLX-2M, but can also be mounted on a tripod for greater accuracy. It can use smart GAM missiles, dumb rockets for establishing line-of-sight, or the newer Savant missiles. (TTSB)

PLY 3000

SoroSuub's personal luxury yacht, the PLY 3000 was a 50-meter starship that had three main levels: the main deck, which features a full galley, six deluxe cabins, a dining area, and the bridge; an engineering level below the main deck; and an observation area above the main deck, in the rear. The ship was armed with a single laser cannon, but had minimal shielding and limited hyperdrive capability. (DFRSB)

Plyridian Fever

this disease, which was often fatal if not properly diagnosed, had an incubation period of about four weeks. Any being discovered to have the initial symptoms of the disease had to be quarantined for up to four weeks, to determine whether or not plyridian fever was the cause. (SWI68)

PM-3B

this Minas-Lergo passenger car was a droid-operated vehicle used to carry up to fourteen passengers through the tubes that connected sealed environment chambers on hostile planets. The PM-3B measured nine meters in length, and could achieve speeds of fifty kilometers per hour. (GSE)

PM-7C

this Minas-Lergo cargo car was a droid-operated vehicle used to carry two passengers and up to five metric tons of cargo through the tubes that connected sealed environment chambers on hostile planets. The PM-7C measured nine meters in length, and could achieve speeds of fifty kilometers per hour. (GSE)

Po Ban

this name, which meant "green eyes", was common among Gungan males. This name was unusual, since it was unusual for Gungans to have green eyes. (GCG)

Po Nudo

this Aqualish was an Old Republic Senator. He was one of the many supporters gathered by Senator

Palpatine of Naboo, during the years leading up to the Battle of Naboo. Representing the planet Ando, Po Nudo worked to ensure that commerce was maintained across the galaxy. Senator Po Nudo was also one of the first Senators to convince his homeworld to secede from the Republic, joining the Confederacy of Independent Systems some ten years after the Battle of Naboo. (COD, SWDB)

Po Nulnik

this was a noted Nuknog individual in the history of the planet Sump. (UANT)

Po Ruddle Lingsnot

this humanoid inhabitant of Cloud City at Bespin was at one time a used cloud car salesman. He worked hard to get himself elected to the outpost's Council on Tourism and Extraplanetary Investment. He went on from there to become an established member of the Exex. He continuously promotes Cloud City's virtues, as well as those of the planet Bespin. (ISU)

Poas Trell

an executive aide assigned to Nanaod Engh, she witnessed Leia Organa-Solo's granting of immediate membership to those planets in Farlax Sector which requested it. The planets were reacting to the threat of the Yevethan Purge, and requesting the assistance of the New Republic. She knew that Engh should be the individual witnessing the memberships, and questioned Leia's right to grant them on such short notice. (SOL)

Poborandurannum

this sacred temple is found on the planet Natinati. Jabba the Hutt visited the site some years before the Battle of Yavin. (JTH)

Pocarno, Tiv

known to his friends as "Poke", this man was a cantakerous smuggler who plied the spacelanes for more than thirty years in the transport ship he called the *Broken 'Spanner*. He spent much of his wealth maintaining the old starship, and found himself indebted to Torel Vorne after upgrading a number of systems. When "Poke" tried to make one last smuggling run to pay of Vorne, he failed miserably. Unable to pay off his debts, "Poke" found himself an unwilling participant in Vorne's "organ donor program." *The Broken 'Spanner* was impounded and used by Vorne's organization. (SS)

Pochi

this planet, the third in the Faarlsun System, is the homeworld of the tulvarees. It is a dry, but habitable world covered with endless plains and a few low mountain ranges. The average day on Pochi lasts about 25 standard hours, and its year encompasses 350 local days. Pochi has three moons. (WBC)

Pocia

this gas giant was the fourth planet of the Essesia System. It was orbited by nineteen moons. (CCW)

Pocka

this Quarren worked for Skydove Freight as a pilot, and was often at the controls of the *Golden Opportunity* during the early years of the New order. Although Pocka knew that he was working for the Anjiliac clan of Hutts, he preferred to remain oblivious to the details of his work, claiming that "If I don't know anything, they can't beat it out of me." (TF)

Pocker

this was a modified version of the Gungan *atlatl*, using an ion burst to propel a dart or spear at a target. (AOTCN)

Pocket Computer

this generic term refers to any small, portable computer terminal which allows the user to gain access to the data in a mainframe. Pocket computers do not allow the user to control the mainframe. (CFG)

Pocket Cruiser

an obsolete class of capital ship which saw action near the end of the Clone Wars. (HSL)

Pocket Patrol Boat

a small fighter used by the Corellian defense network, these ships (called PPBs) sacrificed armament for speed. (AC)

Pocket Secretary

developed by MicroData Technologies, this small edvice was a combination of a datapad and audio recorder, with specialized software bundled inside. An expansion slot allowed special datacards to be entered into the Pocket Secretary, adding specific information to the device's memory. When used by administrative aides and assistants, it provided instant access to all manner of information and calculations, as well as a scheduling system and access to corporate databases. (AEG)

Pod Beast

this unusual creature was bio-engineered by the Yuuzhan Vong to act as a kind of chair or couch. It was developed by the Shapers as an alternative to yorik coral or other rigid forms of furniture. The pod beast could accept large amounts of weight, adjusting its form to cradle the weight in comfort. (T)

Pod Trooper

this was the term used by the Yuuzhan Vong to describe those warriors who were inserted onto a planet via small, yorik coral pods. These pods had minimal life support and drive systems, basically just enough to get the warrior safely to the ground. (T)

Podadun

this Teyrian city is located at the point where the River District Flyway breaks off from the Rift Skyrail. (SOL)

Pod-bread

this was a form of bread that was baked on the planet Tatooine during the last years of the Old Republic. (BF5)

Poderis

the primary planet in the Poderis system, in the Orus Sector, Poderis was a "marginal" world of tough, stubborn colonists. The surface of the planet was dominated by lowland slough, leaving the only arable pieces of land situated atop island-like mesas scattered across the land. One of the possible sources of Imperial clones, leaked by Thrawn in an effort to throw the Republic off its search. It had a ten-hour rotational cycle and a severe axial tilt, a combination which created intense windstorms. The planet's inhabitants learned to build huge shield-barriers around their cities to dampen and deflect the winds. (TLC)

Podlong Foahl

this Givin worked for Chief Purser Waverton aboard the *Aurorient Express*, and was responsible for loading and unloading the cargoes of the wealthier passengers. When the ship was attacked by *Fastlatch*-class droids which were hidden in the cargo bays, Waverton's records indicated that it was Foahl who had supposedly loaded Saul Moegantz's cargo. Moegantz's cargo lot had been swapped out in favor of the droids, leading Qui-Gon Jinn and Obi-Wan Kenobi to investigate Foahl's actions in loading the lot. Foahl fled as soon as the Jedi asked him about the cargo lot, not even mentioning the droids. They took Foahl flight as a sign of guilt, and tried to bring him back for questioning. He revealed that he had brought the droids on board for show, as part of a plan to evacuate the ship and steal its more valuable cargoes. However, Foahl was unaware of the true danger that the ship was in. He tried to ensure his survival by threatening to set off a core bomb, but Waverton shot him dead before he could activate the explosive. Waverton later revealed that Podlong had been a pressure pirate, part of the gang who had contracted Waverton to help them steal the cargo from the *Aurorient Express*. (TAE)

Podon

a type of tree native to the rift valleys of Belsavis. It bears a tasty fruit often used in cider. The fruit is farily sturdy, and can be packed by droids instead of humanoids. (COJ)

Podono

this man witnessed a Twi'leki soldier evade three opponents and disarm them, while protected by a suit of Staad Armor. (GUN)

Po'dorj

this was a plant whose fruit which was eaten by the Ebruchi. (SWJ11)

Podpopper

this vegetable was grown in the hydroponic gardens of Tatooine, during the last decades of the Old Republic. (TG)

Podrace Balloon

this is a generic term used to describe the various flotation devices used to hold cameras or bold spectators over a pod racing arena. Often filled with tibanna gas, these ungainly balloons hover above the course and allow an unobstructed view of the nearby course. Spectators who ride in podrace balloons often do so at their own risk, because the racers (or their cronies) often shoot them down, hoping to eliminate a potential camera position and allow more underhanded racing to take place. (IG1)

Podrace Cam Droid

similar in design to the Senate Cam Droid, these small automatons employ a tiny repulsor engine to float above a pod racing course and supply real-time footage of the race. There are a number of cam droids in operation at one time: usually, one concentrates on each race, while several remain stationary over certain checkpoints or exciting parts of the course. They are designed to operate in a multitude of environments, and the images they collect are sent back to the arena for immediate consumption by pod racing fans. (IG1)

Podracer

this is a generic term used to describe any of the small, one-man repulsorcraft used to race across a predefined pod racing course. Each pod contains the driver, and is connected by Steelton control cables to the turbine engines that propel the craft forward. The pod contains a repulsorlift engine, that keeps the craft at a specific, low-level altitude. The turbine engines - from two to four per pod - are incredibly powerful, and are connected by an energy binder that keeps them from flying apart. Pod racing was popularized in the Outer Rim during the last decades of the Old Republic. Because of the reflexes needed to react to the pod and the course, as well as the dexterity needed to control the pod racer, nearly all pod racers were non-humans. Sometimes, at least four hands were needed to maintain control of the ship, while sharp reflexes and quick thinking were needed to anticipate the course as the small craft are propelled forward at speeds reaching 900 kilometers per hour and more. (SW1, TPM, X1)

Podracing

this sport developed in the Outer Rim in the last decades of the Old Republic, and remained popular even with the advent of the New Order. Podracing involved the maneuvering of repulsor-equipped pod racers around a predefined course. Each race usually required each of up to fifteen opponents to maneuver the course three times. It was considered more dangerous than swoop racing, because the turbines were not directly connected to the pod. This, coupled with the winding, obstacle-filled courses that made up the circuit of races, often meant that pod racers were continually at risk. Because of the reflexes needed to react to the pod and the course, as well as the dexterity needed to control the pod racer, nearly all pod racers were non-humans. At least four hands were needed to maintain control of the ship, while sharp reflexes and quick thinking were needed to anticipate the course. After the wild finish of the Boonta Eve Classic, shortly before the Battle of Naboo, Podracing's popularity reached an all-time high. However, as the political situation in the Old Republic deteriorated, so did the appeal of podracing. Many of the sports generally-accepted criminal activities were exposed to public view, and some of the most popular podracers were arrested for a variety of crimes. The sport was soon outlawed in the Core Worlds. Shortly before the onset of the Clone Wars, it was reported that attendance had dropped more than fifty percent from the era of the Battle of Naboo, although betting transactions remained at an all-time high. Eventually, podracing gave way to swoop racing and other forms of extreme sports. (SW1, TPM, HNN4, JQ3)

Podracing Quarterly

this holo-zine was dedicated to covering the sport of podracing. (YJC1)

Poe

this silver protocol droid belonged to Gror Pernon, and was given to Rogue Squadron after Plourr returned to Eiattu. The Rogues used their connection to Kina Margath to get Poe infiltrated as an assistant to Sair Yonka, and obtained valuable information on the Captain's affair with Aellyn Jandi. (XWWP, BW)

Poesy

this Mon Calamari light cruiser, commanded by Commodore Mabettye, served as Admiral Darez Wuht's flagship while it was stationed near protect the planet Duro during the Yuuzhan Vong invasion of the galaxy. It was armed with fourteen turbolasers, eighteen ion cannons, a six heavy tractor beam projectors. (BP, NEGV)

Pog

this being served as a the front-man for the ThunderForce mercenary unit, recruiting new members via the newsnets. Although his base of operations was on Tralus, Pog met his recruits at Fathoms on Calamari. (HAS)

Poggle the Lesser

this Geonosian grew up in the lowest of castes within the Stalgasin Hive, and was forced to work his way up the societal ladder through cunning and strength. Poggle hated Hadiss the Vaulted, and swore at an early age that he would overthrow Hadiss' rule. After causing several small uprisings, Poggle and his followers were arrested and forced to fight in the *petrana-ki* gladiator arenas, for the pleasure of Hadiss and his cronies. Only Poggle managed to survive, even defeating the acklay Hadiss kept as a surprise, and he assumed the role of Archduke of Geonosis. Shortly afterward, Poggle was contacted by Darth Sidious, who agreed to fund the rebellion against Hadiss in return for battle droid production facilities. Poggle agreed, and his own forces grew quickly with Sidious' assistance. On the Eve of Meckgin, shortly before the Battle of Naboo, Poggle defeated Hadiss and had the other Geonosian devoured by an acklay. He then set to work creating battle droid production facilities for the Trade Federation. It was during this time that Poggle grew to hate Nute Gunray, mainly for the Neimoidian's ineptitude. The failure of the Trade Federation to win the Battle of Naboo only deepened Poggle's hatred. Rather than waiting for new instructions, Poggle developed a superior version of the standard battle droid, shortly before the Clone Wars. In the wake of the Republic's victory at the Battle of Geonosis, Poggle and his lieutenants fled with the Separatists to several remote worlds, always trying to remain one step ahead of their Jedi pursuers. After hiding on Utapau under the protection of General Grievous, the Separatists were taken to Mustafar. It was there, after Darth Sidious finally lured Anakin Skywalker to the Darth Side of the Force, that the Separatist leaders met their deaths. Skywalker was dispatched to Mustafar by Sidious himself, with orders to eliminate them. Skywalker quickly beheaded Poggle, before setting off after the rest of the Separatist leaders. *Poggle was portrayed by Marton Csokas in Star Wars: Episode II - Attack of the Clones.* (OWS, AOTCN, SWI66, IS3)

Pohl

a form of adhesive used in securing optical components, such as focusing lenses and beam gems. (CFG)

Pohtarza

this t'landa Til was appointed the Head Sacredot of Colony Five, on Ylesia. He was assassinated by an Aar'aa who had infiltrated the colony at Jabba the Hutt's request, shortly before the Battle of Ylesia. (RD)

Poina Tuc-shol

this Vashan swordsbeing set out to locate the Tessent during the early years of the New Republic, saying that it was a religious artifact that non-Vashans were unworthy to possess. He was one of the last members of his species to practice the arts of wielding a sword. He also believed that the Tessent was actually a sin-bullet expelled by the Vashan god of creativity, and wanted to return to Vasha as a religious artifact. (GMR9)

Poinard, Ark

this man served the Imperial Remnant as a Vice Admiral, and he commanded the *Erinnic* during the support of the New Republic against the Yuuzhan Vong. His brother was once in command of an AT-AT division for the Empire. Poinard and the *Erinnic* were at Ord Mantell to help defend against a Yuuzhan Vong attack, based on intelligence they had received from the New Republic. (HT)

Point Down

this was one of the primary Separatist bases on the planet Jabim, during the early stages of the Clone Wars. It was captured by the Army of the Republic, but at the loss of the Republic's own Shelter Base. (SWI69)

Point Five

a game of chance and skill often found in casinos. (HSR)

Point Modie

this immense city was located on the planet Maramere, and served as the planetary capital during the Trade Federation's occupation of the planet. Point Modie was built at the base of an inverted cone of stone, and was wondrous to behold. Several large ports extended outward from the city, allowing all manner of ocean-going trade to occur. (CRBN)

Point, The

this was the name given to the southern cape of the largest island on the planet Spira. Just off The Point, the planet's two strongest currents meet, creating a surging area of strong eddies, minor whirlpools, and large waves. The Spira Regatta Open passed through the waters of The Point, forcing racers to navigate with dexterity and skill to overcome the ever-changing conditions. (SWJ1)

Pointer

starfighter pilot slang for an X-Wing. (IJ)

Pointer Fish

the flesh of this fish, which was native to the oceans of Calamari, was often served raw, rolled in pieces of lampfish tongue. (FH1)

Poison Grenade

developed more than 4,000 years before the Galactic Civil War, this form of explosive device released a chemical poison into the air when it exploded. This poison could be of many forms, from deadly vapors to toxic liquid, although it was usually a fast-acting poison that killed any being that was sprayed in the explosion. (KOTOR)

Poista, Elea

this woman was a top exex at Bespin Motors, but she also ran a lucrative black-market sales operation under the alias Kel. She started her career in a shipping company on Ralltiir before joining Bespin Motors. It was rumored that she was the key figure in bringing Molly's Merchants in to help slice Incom Industries' computers and funnel funds into Bespin Motors' own accounts. (GG2)

Pok

this Yuzzem was indentured to a merchant on the planet Tatooine, during the early years of the New Order. The merchant had received the Yuzzem as a gift, but vehemently despised slavery. Pok was set free, and the merchant paid him to work. (EGA)

Pok Nar-Tan

this Nimbanel served as the primary representative of the Klatooinan Trade Guild on the planet Boztrok, during the early years of the New Order. His offices were housed in an massive tower near Boztrok's main spaceport, and the tower served as its own port for the ships of the Guild. Nar-Tan was something of a crimelord, and he once hired Platt Okeefe as a pilot, shortly after she ended her tenure with Captain Kassler aboard the *Ravelev*. Nar-Tan later placed a small bounty on Platt's head for an unspecified offense. (IDC, PSG, SWG10)

Pokkta

a leafy plant found on the planet Bakura. (TB)

Pok's Demise

Platt Okeefe operated this ship during several missions to Tatooine, during the Galactic Civil War. It was named in "honor" of Pok Nar-Tan. She was forced to crashland it in the Dune Sea during an aborted mission, and the *Pok's Demise* was abandoned to the desert. (SWG10)

Pol

a common name given to Twi'lek males, this name meant "stalactite". (GCG)

Pol

this was the term used to describe those agents of the Pentastar Alignment's Politerate branch, who were charged with upholding the tenets of the New Order in every branch of the Alignment's service. (SWJ3)

Pol

this was a common name used by the Qwohog race. (UANT)

Pol dwag

this was the traditional greeting used by a Yuuzhan Vong when meeting with a peer of equal rank or caste. (NJOSB)

Pol Pollen

this form of pollen was actually a mild stimulant. Many beings snorted the yellowish dust, believing that it heightened a being's ability to think and reason. (SFE)

Pol Secura

this blue-skinned Twi'lek male was Aayla Secura's uncle, and was a member of the Head Clan which controlled Ryloth during the years following the Battle of Naboo. After both Aayla and her teacher, Quinlan Vos, traveled to Ryloth to investigate the development of glitteryll, he was forced by a mysterious patron to eliminate their opposition. This patron, later revealed to be the Twi'lek Kh'aris, forced Pol Secura to accede to his demands, on the threat of death if the production of glitteryll was not protected. Pol Secura had used the financial rewards of glitteryll to ensure his position of power, but he also realized that the death of any member of the Head Clan would mean his own death. Pol arranged for both Jedi to have their memories' erased, then dumped on separate planets, in order to curtail their investigation. Unfortunately, Quinlan managed to survive his exile to Nar Shaddaa and returned to Ryloth to continue the investigation. When Asante' Vos nearly killed Quinlan in the ryll caves, she revealed that it had been herself and Pol Secura who fed Quinlan and Aayla an overdose of glitteryll to erase their memories. Their plan had been to do away with the Jedi without killing them, thereby clearing the way to continue production of glitteryll. After Asante's death, Quinlan sought out Pol to confront him about Aayla's whereabouts. Pol admitted that Aayla was a member of his own harem, where he could keep an eye on her. He also admitted that his patron was Chom Frey Kaa. When Quinlan tried to kill Pol for his treachery, Aayla tried to intervene. Her limited command of the Force caused Pol to fall from a ledge to his death. (SWT, DRKN, ROP)

Pol SulliVaun

this Givin ambassador agreed to meet with Luke Skywalker and Leia Organa Solo, in the wake of the Battle of Endor, to discuss a renewed relationship between the Givin and the New Republic. (EGA)

Pol, Tamaron

a native of the planet Lanthrym, this man swore he'd never live in poverty again after leaving the planet. To this end, he became one of the more infamous conmen of Elrood Sector during the height of the New Order. He hung around in Coynite starports, appearing to be a gullible though likable young man. He then lured people to him and bilked them out of their savings. He often presented himself as a guide, hoping to gain the confidence of others in order to get close to them. (PG3)

Polain

this independent spacer worked regularly in the Outer Rim, and learned that the Alliance was equipping S9 power droids with radiation shielding to harass Imperial raddtroopers during combat. (FTD)

Polana

this gas giant planet was the third world in the Aramand System. It was orbited by nine moons, which had been colonized by the Aramandi. (FBS)

Polanis Ale

a heady brew. (THG)

Polanis Wine

a full-bodied red wine. (RD)

Polaris Ale

an alcoholic brew favored by Muftak the Talz, it is best served tepid. (TME)

Polaron

this was one of the New Republic warships assigned to the Fifth Battle Group during the struggle against the Yevetha. (TT)

Polcyc

this was a common name used by the Abyssin race. (UANT)

Pol-droid

any droid programmed for law enforcement. (CSWEA)

Poldt

a race of thin, sour-faced aliens. (TPM)

Pole, Jered

this Alliance Lieutenant was a dark-skinned mercenary who worked for the salary of one credit per year. He openly supported the Alliance, but couldn't very well work as a mercenary for free. He volunteered to head up the Alliance's Operation Starbird, and assumed the guise of Jerth Merin in order to insinuate himself into the Imperial social order. (GSE)

Polearm Squadron

this New Republic group of A-Wings was assigned to the support structure for the *Mon Remonda's* fleet during the hunt for Warlord Zsinj and the *Iron Fist*. (IF)

Polestar Reception Room

located just off the Grand Hall of the Old Republic's Senate Rotunda, the Polestar Reception Room was the place where beings from across the galaxy awaited their audiences with Senators and other dignitaries. (JQ5)

Polg

this Imperial Lieutenant was stationed on the planet Garos IV, during the early years of the New Republic. (SWJ2)

Polhraz

this was an alien race which was sometimes considered to be stupid-looking. (SWT)

Police Cruiser Backup Unit

see PCBU (WOA21)

Polikex, Shae

this elderly woman was a doctor of some renown who joined the Alliance shortly before the Battle of Yavin. She was dispatched to the Massassi Base on Yavin 4, to help the medical teams there understand

the unusual ailments that the personnel on Yavin 4 were being exposed to. It was her work, along with the help of Biggs Darklighter and Nera Dantels, that helped save the life of Derek "Hobbie" Klivian. (SWED)

Polipe

this multi-tentacled creature was Booster Terrik's co-pilot some years before the Battle of Yavin. He assisted Booster in keeping Wedge Antilles safe when the Bonestar Pirates destroyed the Antilles' fuel depot on Gus Treta. (XWPA)

Polis Massa

this remote, Outer Rim world suffered an unknown cataclysm many millennia before the Clone Wars. As a result, the planet was torn apart, leaving several large planetoids and an asteroid field as a reminder of the planet's existence. An ancient civilization once flourished on the planet, but was destroyed in the event. During the final decades of the Old Republic, a group of beings from the Subterrel Sector of the galaxy established an archaeological preserve in the asteroid field, hoping to learn more about the planet and its inhabitants. These beings eventually established a permanent settlement on the largest fragment of the planet, and came to call themselves Polis Massans. (OWS, VD3)

Polis Massan

although not native to the former planet of Polis Massa, this race of diminutive, humanoid beings spent so much time doing archaeological work in the surrounding asteroid belt that they came to calling themselves Polis Massans. The average Polis Massan had a short, thin body that gave them the appearance of being children. The most unique feature of a Polis Massan was its face, which lacked a nose and mouth. Only a pair of tiny, deep-focus eyes broke the monotony of the pale, osmotic membrane that served as a face. Although Polis Massans were capable of a form of speech, they often used a limited form of telepathy to communicate with each other. Each of the Polis Massan's two hands had three fingers and an opposable thumb. The genetic stock of the Polis Massan people could be traced to a planet in the Subterrel Sector of the galaxy. In an effort to assist with learning more about the former inhabitants of Polis Massa, the modern Polis Massans traveled to Kamino to learn about cloning techniques. (OWS, VD3)

Poliss

this Ithorian shopkeeper on board the herdship *Bazaar* specialized in droid sales and repair. Poliss was a sympathizer of the Alliance, and often recruited new members with the help of the craftsman, Jerru. (GA)

Politerate

this branch of the Pentastar Alignment's Chamber of Order was established to ensure that the principles and tenets of the New Order were being followed and maintained by Alignment personnel. Every office and outpost of the Pentastar Alignment was assigned an officer of the Politerate, known as a Pol, who was in charge of making sure the New Order was being upheld. (SWJ3)

Polith Belt

this asteroid belt was located between Loxizhra and Thyferra, the second and third worlds of the Polith system. (PH)

Politrix

this red-haired woman was a Jedi Knight during the years leading up to the Clone Wars. She was a good friend of Jang Li-Li during this time. When the Clone Wars broke out across the galaxy, Politrix was one of the many Jedi who became military commanders. Unfortunately, she was killed in an ambush just two months after the Battle of Geonosis, when she was caught in the blast of a plasma grenade. (YDR)

Polix, Aphas

this alias was used by Niklas Cories, during the time he spent in the musical group known as Distraction. (WOA28)

Polixi

this barren ball of rock was the innermost planet of the Polith System, located in the Inner Rim. (PH)

Polke

Erisson Flask's copilot. (RC)

Poll

this is the name used to describe the bitterly-cold winter season on Draenell's Point. (GMK)

Pollar, Reme

this female pilot joined Rogue Squadron shortly after the death of Grand Admiral Thrawn. (IJ)

Pollard

this Alliance Lieutenant participated in the assassination attempt on Grand Moff Tarkin, and assisted in the rescue of Ackbar. He admired Ackbar's strength, and worked with the Mon Calamari at every turn possible. Pollard worked in what he deemed "important secondary roles," even though he was a natural-born leader. He worked with Ackbar on the Shantipole Project, and strongly distrusted Salin Glek. His face was heavily scarred from an unknown accident. (SFS)

Pollard Seario

this being was the President of Czerka Corporation during the height of the Great Sith War. Many wondered about the location of Czerka's headquarters on the planet, and rumors of his ties to the ancient Sith Empire traveled throughout the galaxy. (KOTOR)

Pollillus

this planet, located between the Koornacht Cluster and the Unknown Regions, was the homeworld of the Troig race. (SWDB, SOT)

Pollinator

this species of swarming insect was native to the planet Vaynai. These flying insects were named for the fact that they pollenate most of the flowering plants on the planet's surface. However, the pollinators were also very territorial, and were known to defend their home flowerbeds with vigor. (GMR8)

Pollo Tipn

this young Devaronian was a student of galactic history, and one of Voren Na'al's best students. He dreamed of one day meeting the heroes of the Battle of Yavin, just as Na'al had done. Several years after the death of Grand Admiral Thrawn, Na'al chose Tipn to revisit the events surrounding Thrawn's rise and defeat. Na'al also asked Tipn to accompany him on a fact-finding mission to Exocron. (TTSB)

Pollux

this man was the captain of the starship *Nebula Chaser*. Although not overly loyal to the Jedi Knights, Pollux agreed to help Alema and Numa Rar evacuate the natives of New Plympto when the Yuuzhan Vong destroyed the planet's ecosystem. He paid for his actions when the *Nebula Chaser* was ambushed by the Yuuzhan Vong. In an effort to save the two Jedi, Pollux refused to admit they were aboard the ship. In return for his insolence, the Yuuzhan Vong cut off his ear and killed the crew before taking control of the refugees. Captain Pollux was later killed when the *Nebula Chaser* was destroyed. (SBS)

Pollux 816

this was the override authorization code which was keyed only to Captain Pollux, during his tenure in command of the *Nebula Chaser*. (SBS)

Polly

this was the nickname used by Trem DeSelvaine to describe the Polydroxol individual he studied, during his initial work with the Polydroxol species. (SWJ12)

Polmanar

this primary planet in the Polmanar System of the Anoat Sector, this world was one of many colony worlds that were settled by the Nothoiins. It eventually became a textile manufacturing site for much of the Anoat Sector. Polmanar blockaded by the Empire during the Galactic Civil War, when the narcotic effects of reedug were discovered. The Imperial occupation of the planet was met with fierce opposition

from the natives, who succeeded in keeping the Empire at bay using guerilla tactics. The guerillas were supported by the Alliance from the base on Isis, and the gunship *Handree* was en route to Polmanar when it was hijacked by Imperial forces. In the wake of the Battle of Yavin, the Empire abandoned their base on Polmanar. (IC, WOA33)

Polneya

this name is given to the Grannan inhabitants of the planet Polneye. (SOL)

Polneye

this was the second planet in the Koornacht Cluster overtaken by the Yevetha during the Great Purge. It was known for its wonderful garden cities until the Yevetha laid waste to the planet. During the Galactic Civil War, Polneye was the site of an Imperial transshipment port, for its high-altitude cloud cover was extremely thick. This hid the ground operations, which included a flight of TIE Interceptors. When the Empire crumbled, the troops there abandoned the planet, leaving it to the civilian population. The humans tightened their belts and eked out a surprisingly prosperous existence until the Yevetha arrived. The Polneyi were the only group to fight back against the Yevetha, but their resistance was quickly routed. The cities on Polneye were arranged around the central spaceport, and numbered sequentially around the four points of the compass (9 South, 14 East, etc.). (BTS)

Polneyi

the human inhabitants of Polneye. (BTS)

Polo Se'Lab

this Bothan was once a Junior Senator in the Old Republic Senate, and often found himself on the same side of arguments with Sayer Mon Neela. The pair formed a lasting friendship, which continued after Senator Palaptine was elected Supreme Chancellor. Polo Se'Lab joined the Alliance after an Imperial raid on a Bothan spynet outpost killed his wife. He was happy to learn that his posting as the Commander of the Alliance base on Carosi XII would allow him to be reunited with Madame Neela, who had been posted there as a military strategist. (SWJ10)

Polonium

an important element mined in the galaxy. (CS)

Polordian Smootdust

this was one of the many illegal drugs that surfaced on the planet Coruscant, during the last years of the Old Republic. (BF6)

Polos

this toxic world was the third planet of the Beshqek System, located in the Deep Core of the galaxy. It was orbited by a single moon. (PH)

Polosich

this alien race has yellow, velvet-like skin. (RM)

Polrowl

this was a common name among the Whiphid race. (UANT)

Pols Anaxes

this was the name of the largest city found on the planet Anaxes, which was also the site of the planet's primary civilian spaceport. The city, like the surrounding Sirpar Hills, was a graceful place where most motorized vehicles were forbidden. A network of underground access tubes allowed speeders and groundcars to reach their destinations, while aboveground traffic moved about in quiet repulsor-equipped limos or keffi-drawn carriages. (CCW)

Polst

this man was a lowlife loanshark who controlled a small portion of the criminal underground of the city of Hedrett, on the planet Cularin, during the years following the Battle of Naboo. (EOS)

Polta Bean

this hardy legume could grow in the harshest conditions, and was often one of the first plants introduced to newly terraformed areas. The beans of the plant could be boiled and mashed to create a nourishing gruel. (IWE1)

Polters, Trace

this man owned and operated the Ma'Haffee Shipyards, located in the Cularin System, during the height of the Clone Wars. Polters was an ally of the Jedi Knights who served at the Almas Academy, and was often able to help them acquire a starship for new missions. During the height of the Clone Wars, Polters found that many of the ships which were once available throughout Cularin had been requisitioned by the military - either the Thaereians or the Cularin navy - and was unable to assist the Jedi futher. (LFCW)

Poltroon

an Alliance shuttle group destroyed during the Galactic Civil War. (TIE)

Poltroop

this leaves of this tough Gamorrean plant were used to weave baskets. The seeds of the poltroop could be pressed, and an oil was extracted which was burned for light and heat. (SWJ14)

Poltur Virus

this virus was first contracted by the Wookiees of the Myyydril tribe, after they began living in the caverns beneath the Mysess Glade to avoid persecution. (SWGAL)

Polus Net

this was the netting used by Ansionian hunters to capture large prey. (APS)

Polwocz

native to the Spinward Sector, this creature buries its immature offspring underground. There, the spawn lie dormant for many years until they hatch. When they do hatch, the young polwocz immediately go into a feeding frenzy. These frenzied creatures have been known to destroy entire cities in their search for food. (ISB)

Poly Diamond

a bar in Teguta Lusat that caters to the town's mining population. It's motif is based on the various sports and hunting activities that can be found on Rafa IV. (LCM)

Poly Pyramid Tavern

??? (LCM)

Poly-alloy

this strong, nearly organic material was used to create the "bones" of a human-replica droid. (FH2)

Polybiotic

this antibiotic drug was developed during the last decades of the Old Republic, and was useful in treating a number of races and conditions. (MBS)

Polydex-9

this substance was the only known compound that can fully repair the magnetic bottle on a starship's drive. It acted as a kind of shield, protecting fusion generators from magnetic fields and helping to secure them from leakage. (SWJ4)

Polydroxol

this race of shape-shifting creatures resembles a 200 kilogram mass of mercury, in its liquid state. They are capable of changing into almost any shape, but do not have the ability to mimic colors. They were native to the toxic world of Sevetta, where they lived in volcanic pools of molten metal. They had a complex circulatory system which passed electroglobins throughout their bodies, and lived without oxygen. On their homeworld, Polydroxol always travel in pairs. (TSK, SWJ12)

Polyfab

this inexpensive, thermal material was developed during the last years of the Old Republic for use in tarps and windbreakers that could trap body heat. (MJH)

Polyfibe

an inexpensive fabric used to make cheap clothing. (COJ)

Polyfoam

this material is used in a number of applications, including insulation and packaging. (MA)

Polyglot

this slang term refers to any higher-order computer language. (SOL)

Polyp

this small, slug-like being worked for Skinker on the planet Junction, during the years surrounding the Battle of Yavin. Polyp and Skinker were killed when Valance the Hunter tried to capture Luke Skywalker, who was on Junction to obtain replacement parts for the Alliance's droids. When Valance tried to shoot his way through a magentically-sealed door, both Skinker and Polyp were caught in the blast and killed. (MC27)

Polyplast

this thin, flexible material was developed during the Clone Wars by Old Republic scientists and engineers. Because it was liquid when stored under pressure, polyplast could be transported with relative ease aboard military vessels. When sprayed out, however, polyplast formed durable ropes that could be used by clone troopers to repel onto battlefields. The polyplast cords could then be discarded when the landing craft lifted off again, eliminating the possibility of enemy forces entering the landing craft by a trailing line. (E3N)

Polyquaternium-7

this was an alcoholic concoction that was used in a variety of unusual drinks during the last decades of the Old Republic. It could be carbonated in various levels, creating a wide spectrum of bubbly drinks. (VD2)

Polysteel

this metal was used to fabricate plaques and wall plates. (SWG3)

Polyweave

a strong material used to make protective straps and belts for starfighter cockpits. (ISB)

Pom

this is a species of large-leafed, green plant that grows in the swamps of the planet Naboo. They resemble lily pads, and can fill a small swamp in just a few seasons. The seeds of the pom plant are eaten as a snack by the Gungans, and the roots of the pom are dried and ground up for use in making flour. (GF)

Pom Plaza

this thoroughfare was located in Coruscant's CoCo District, during the last decades of the Old Republic. (HNN5)

Pomagra

this ball of searing rock was the innermost planet of the Utos System. (CCW)

Pomar, Gorg

this man claimed to own the facilities which were the base of operations for Interplanetary Acquisitions, during the height of the New Order. In reality, the deeds he held were clever forgeries. (WOA17)

Po'me'nuk

this was a noted member of the Nikto race. (UANT)

Pom-hopper

this species of small, dog-like creature was native to the swamps of Naboo, where it was more at home on the water than on land. It used its large, webbed feet to travel across the broad surfaces pom leaves, searching for blossoms and other plantlife to eat. The pom hopper also laid its eggs in the water, just under the leaves of the pom plant, to protect them until the young emerge and swim to the surface. When threatened, pom-hoppers dove under the surface of the water and hung just below the surface, with only their nostrils breaking the surface. (GF, WSW)

Pommwomm

this plant is a hot-world shrub that grows only on the innermost planet of the Sif'kric System. The Sif'krie have discovered that they can create eight or more exotic medicines and some twenty food flavorings from the pommwomm plant. However, it must be processed within thirty hours of picking or it's useless. The Frezhlix were somewhat jealous of the wealth the Sif'krie obtained from the sale of pommwomm extracts, and often tried to blockade its shipment in order to spoil it. (SOP)

Pomojema

a deity on Circarpous V, he is often seen as a winged humanoid with huge claws on its hands and feet. It had slanting eyes, but no nose or mouth below them, just a mass of tentacles. Like many other Circarpousian deities, he is thought to have granted his priests the ability to perform miracles. Halla has described him as a third-rate deity. (SME)

Pompom

this Huttese word translated into Basic as "right now" or "immediately." (E1A14)

Pomt, Victor

this man was Viqui Shesh's staff chief, during the height of the Yuuzhan Vong invasion of the galaxy. During much of his tenure, Pomt tried to gain support for the Appeasement Vote, hoping to promote Senator's Shesh's position and eliminate the Jedi Knights. When Senator Shesh's actions were revealed to Senator E'noro and the panel of Senators investigation corruption in the Senate, Pomt argued vehemently in her defense. However, evidence provided by Leia Organa Solo that placed Pomt at the scene of Shesh's crimes sealed his fate and that of his master. Both Shesh and Pomt were relieved of their senatorial duties by E'noro. Pomt was later assassinated by one of Senator's Shesh's other agents. (REC, WOTC)

Pon

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Ponc Gavisom

this Calibop was elected to the position of President of the New Republic shortly after the Almanian incident involving the former Jedi Dolph. The Republic, in a effort to decentralize the power it wielded, began pushing more and more responsibility onto the various sector leaders, and appointed a number of Councilors to keep watch over them. Gavisom found himself in the middle of the Caamas Incident and its repercussions, and was faced with popular opinion that the Republic, in pushing down responsibility, was ignoring the Caamas Incident and the peoples of the Republic. (SOP)

Ponda Baba

the Aqualish who assaulted Luke Skywalker in the Mos Eisley cantina. He was a member of the lower Quara of Aqualish, having fingered hands instead of webbed ones. He was known as an average-skilled smuggler, never really gaining any notoriety. He worked for a while with the Grueshite arms dealer Jothel Merritt, until he met up with a bounty hunter named Jodo Kast on Truuzdann. There, he met Doctor Evazan, and the two of escaped the bounty hunter's notice. Once free of pursuit, Ponda Baba and Evazan continued smuggling, eventually gaining the rights to Han Solo's old smuggling routes from Jabba the Hutt. This led them to be in the cantina when Obi-Wan Kenobi and Luke Skywalker entered. Evazan decided that Luke was easy prey, not realizing that Obi-Wan was a Jedi Knight. When Evazan got in over his head, Ponda Baba moved in to help, and had his arm severed by Kenobi's lightsaber. He and Evazan

fled the cantina and Tatooine, eventually setting up residence in a rocky castle on Ando. There, Ponda Baba made a deal with Evazan: Baba would keep the Andoan authorities off their backs if Evazan promised to move Baba's mind into a non-disfigured Ando body. As Evazan neared success in his quest to transfer a mind from one body to another, he lured an Andoan senator to the castle and trapped him in the machine. He strapped Ponda Baba in and turned it on. Unfortunately for Ponda Baba, the machine worked in reverse. Instead of Ponda Baba's mind going into the senator's body, the senator's mind was placed into his. The mind of Ponda Baba ceased to exist; his body was destroyed when the senator exploded a thermal detonator in the castle. Evazan escaped, however. (SW, SWR, SCRE, TME)

Pondo

a young Ewok warrior who accompanies Warok in the search for the Ewok children stolen by Vulgarr and the Duloks. (AT)

Pondut

the deep-space research platform used by Galactic Electronics, it was the development site for the mag pulse weapon. It was attacked and destroyed by the Empire shortly after the Battle of Hoth. (TIE)

Ponn

this was one of the more common Kel Dor surnames. Its meaning translated into Basic as "shield-bearer". (GCG)

Ponrez/Arc

this corporation produced a variety of repulsorlift engines. (GG2)

Pontak

this scientist created the Pontak Hypergland, an organic mass of biotechnical origins. The hypergland was sought by Gaar Suppoon, and was delivered by Jabba the Hutt, along with Dr. Pontak himself. Suppoon tried to turn the deal in his favor, but Jabba revealed that he had removed Pontak's brain. (JTH)

Pontite

the rarest form of Adegan crystal. (FNU)

Ponto

this young Ewok was the son of Grael. (SWJ1)

Pontrin

this street is located in the city of Xakrea, on Darkknell, and crosses Jedilore. (TFNR)

Poodoo

this was a Huttese term for "excrement," used in a derogatory sense. (ROTJ)

Poodoo Lounge

this tavern, located in the settlement of Mos Espa on Tatooine during the last years of the Old Republic, was known for its live music. (PRT)

Pookazoon essen monra es

this Snivvian phrase, used in the world of art and antiquities, translated into Basic as "That sculpture is titillating." (HNN5)

Poonch

a stupid, slow-moving creature. (JTH)

Poonten Grass

this coarse-bladed plant eked out its survival on many desert worlds. Settlers and desert dwellers often collected the grass to make bedding. (IWE1)

Poot, Drogue

this man was Una Poot's first husband. An adventurous man, he was a gas miner by trade. He survived

their mission to Ord Segra, where they were trying to deliver a cargo of culslon gas but refused to pay the mandatory bribe, but later died while prospecting in the Dragonflower Nebula. It was believed that Drogue had some sensitivity to the Force, but he was never trained to use it. His death occurred some thirty years before the Battle of Hoth. (SWJ6)

Poot, Una

this Alliance resistance leader once delivered a cargo of culslon gas to Ord Segra. When she and her husband Drogue chose not to pay the 7% "bribe" for clearance, the planetary officials opened fire on them. They escaped by making a blind jump into hyperspace, and ended up at Silver Station. They lived there ever since, delivering weapons to Alliance forces. Her husband Drogue had some sensitivity with the Force, but died before he could realize anything from it. Una continued to supply the Alliance with information and goods, marrying twice more and surviving both husbands. After Toalar Yalom Yalom fled Druckenwell and delivered Daye Azur-Jamin to her, Una trained the young man as an Alliance operative. It was Una Poot who ordered the Ranats on Silver Station eradicated, setting off a small war within the station. (SWJ6, SWJ10)

Pop 'n' Drop

this specialized obstacle was used on swoopchasing courses. Similar to the Grand Moff Bank, the Pop 'n' Drop was a tall bank measuring 100 meters or more in height. It was topped with a solid permacrete wall over which the riders must fly. Beyond the wall, the bank dropped off sharply, often plunging 20 meters before forming the "other side" of the bank. Between the two sides of the bank is a ditch up to 30 meters across, adding to the dangerous interchange of gravitational forces acting on a swoop. Outlawed racecourses often employ a variation on the Pop 'n' Drop known as the Suicide Peak. (BSS)

Popara Anjiliac Diresto

this Hutt was known for his keen mind and business acumen, as well as for the gentler rod he used to keep his minions under control. Popara was recognized by his large body, which was mottled with patches of gray skin, and his wide eyes, which seemed to take in everything around him. Popara preferred to use other beings to do his dirty work, taking whatever action was necessary to protect himself against injury. The base for Popara's operations was located in Anjiliac Towers, on the moon of Nar Shaddaa. The primary enterprise of Popara's organization was smuggling, and he made it a point never to deal in slaves - although he owned several himself. During the early years of the New Order, Popara was well into his ninth century of life when he learned that his youngest child, Mika, had been stranded on Endregaad when a plague broke out on the planet. Fearing for Mika's life, Popara called in a debt from a group of freelance agents, hiring them to rescue Mika. Unknown to Popara, Mika was the creator and source of the tempest spice. All Popara knew was that the tempest was taking away huge profits from the sales of other forms of spice, and wanted to find out where it came from. Popara was also unaware that his elder offspring, Zonnos, was angry about Popara's concern for Mika, and wanted his sibling eliminated. He called in the freelance agents again, requesting their help in eliminating tempest and finding the being who was behind the attempt on Mika's life. Shortly after hiring the agents, Popara died from food poisoning in a messy event, as his body swelled to twice its normal size before exploding into hundreds of pieces. The poison was actually a deadly concoction created by Mika himself. (TF, WOTC)

Poplian

this strange little creature is often kept as a pet. Bothans are known to be allergic to them. (VOF)

Pop-mouth

this was a species of fish that was named for the noise it made when it breathed. Its wide mouth took in gulps of water so fast that a popping sound could be heard. (YDR)

Popper

this was the slang term used to describe any riot suppression weapon which used a sonic blast to halt an attacker. (SWJ6)

Pops

an aging Rebel Y-Wing pilot killed during the Battle of Yavin, Pops' real name was Davish Krail. *Pops* was portrayed by Graham Ashley in Star Wars: Episode IV - A New Hope. See *Talos Merkin*. (SW, CCG, JPL)

Poptree

this tree, native to the planet Drongar, was noted for its sweet sap, which was boiled down to make a tasty syrup. (MBS)

Poptree Forest

this was one of the few wooded areas found on the planet Drongar. The Poptree Forest was named because it was one of only a few places where the poptree grew wild, and was the site of a vicious battle during the height of the Clone Wars. (MBS)

Poqua

a New Republic Navy Commodore, Poqua was in command of Task Force Gemstone. She was one of the many Naval officers who questioned the expansion to five fleets, given the retirement of many key officers and the lack of experienced recruits. (TT)

Poquot, Untos

this man was a veteran Alliance field agent, but turned bitter and taciturn after his wife was killed when the Empire destroyed Alderaan. He was assigned as the team leader of the group of Alliance agents missioned to capture the *Black Ice*. (BI)

Por Forian

manufacturers of starship power cells. (RM)

Por Ral, Nij

this portly man worked as a professor of ancient linguistics during the height of the New Order. His knowledge of ancient civilizations led him to be retained by the SoroSuub Corporation to assist with the excavation of a three-mile-long wall on the planet Dorlo, a mission which was condoned only because SoroSuub hoped to later strip the planet of its natural resources. SoroSuub hoped that the runes carved into the wall would provide clues to the locations of valuable resources. The rescue team of Jedi Knight Qu Rahn managed to convince Pro Ral to join their effort in repelling the Imperial forces which arrived on Dorlo to assist in the planet's subjugation, and Por Ral agreed to help as long as it helped keep the relics he discovered from being destroyed. When the team was captured by the Dark Jedi Jerec, it was Por Ral who pleaded for his own life by telling Jerec that it was Rahn who had information on the location of the Valley of the Jedi. Disgusted by his begging, Yun killed Por Ral with a swift lightsaber blow to the head. (RAG)

Pora

this Imperial Lieutenant was Captain Hawra's second in command at the Imperial outpost on Lotide. This was a cover role for Pora, however, as he was actually a Captain with the Imperial Security Bureau, sent to investigate charges of corruption leveled against Hawra. (BI)

Poranji Orbital Jumper

this small, sublight starship was used to ferry cargo and passengers from the ground to an orbital starship or station. This version was the only one licensed for use on Coruscant following the Galactic Civil War. The Poranji measured just three meters in length, and required a single pilot. It could transport up to three additional passengers and 500 kilograms of cargo. (BTS, CTD)

Porasca Prize

this was one of the galaxy's most prestigious journalism awards, presented annually during the last decades of the Old Republic. The winner, in addition to the recognition, received a large sum of credits for their work. (MJH)

Poraskor

this group of individuals was known for their ability to weave neural-web reflex threads by hand. They are native to the planet Betal. (CFG)

Porax-38

this fighter, known simply as the P-38, was developed by Buuper Torsckil Abbey Devices on the planet

Utapau, during the final years of the Old Republic. Measuring 12.7 meters in length, the catamaran-like P-38 had two cylindrical drive unit connected by a platform-like wing. In the center of this wing was the cockpit, which housed the pilot and little else. Armed with a pair of high-powered laser cannons set just off each drive unit, the P-38 was the primary defense craft used by the Utapau Skyforce to protect their homeworld. These ships were designed to be piloted by an Utai, and were given a Class 2 hyperdrive that allowed to travel within the local sector. The navigational computer was hard-coded with this local data, eliminating the need for an astromech. (X3)

Porcellus

a chef who worked for Jabba the Hutt in the Court of the Fountain restaurant. He was probably most famous for his fried beignets, although Porcellus took great pride in other parts of his ever-changing menu. It also kept him alive, for Jabba was always wanting to try new dishes. When Jabba retreated to his palace in the Tatooine desert, he took Porcellus with him. Porcellus lived in constant fear, though, that one of his dished would upset the Hutt's normally strong stomach. At that point, Porcellus felt he would be fed to the rancor. After a number of deaths in Jabba's palace were discovered, Porcellus was told by Jabba that his desires to poison Jabba had hexed the food. The individuals found dead ate food that was destined for Jabba. Porcellus hid in the cabinets, fearing a reprisal from Jabba. When he was later released by Malakili, Porcellus learned that Jabba was dead. The two friends fled to Mos Eisley, where they established the Crystal Moon restaurant. (TME, TJP)

Porchello

this wintry planet was the site of an Imperial targetted for destruction by the Alliance. Poor planning resulted in the Alliance strike team being surrounded by Imperial snowtroopers, and they had to fight their way out to the recovery ship. (HAS)

Pordimer

see Pordy (PH)

Pordy

this Ugnaught worked as a cameraman for *Action Tidings*, the Ugnaught newsfeed which operated on Cloud City during the height of the New Order. Pordy, whose full name was Pordimer, was working with Ars Fivvle to record the destruction of Cloud City, just after the Battle of Hoth. Pordy's relationship with Fivvle went back many years, and continued well after the Battle of Endor. (MC57, PH)

Porew, Tawn

this woman was an Alliance agent who joined the rebellion after a group of Imperial stormtroopers killed her parents for not surrendering their farm and property to the local Imperial governor. She tried to exact revenge on the governor for her parents' deaths, but was captured and imprisoned. The local Alliance cell helped her escape, and she pledged herself to helping the Alliance. She was assigned to Commander Peck's unit as a demolitions expert shortly before the Battle of Yavin, and served as one of the primary agents on the planet Rafft. (SWJ3)

Porg

this Trandoshan bounty hunter tried to capture Kyle Katarn on Nar Shaddaa, in an effort to prevent the Alliance agent from recovering any information which had been stolen from his father's farm on Sulon. The Dark Jedi Jerec had placed the bounty on Katarn's head, in an effort to ensure nobody prevented him from reaching the Valley of the Jedi. Porg, however, was not the only hunter searching for Katarn. In a three-way firefight, Porg was shot and killed by an Aqualish bounty hunter, who was later dispatched by Katarn. (RAG)

Porgo Goo

this Chortose, along with his brothers, ran a small repair shop in the Minos Cluster. Although not mechanically-inclined as youths, the Goo brothers discovered one day that they had a latent talent for starship engineering and repair. They all display a strange intuitive knowledge of the technologies, but lacked any real education on the theories behind them. They preferred to work on starships and systems that were new to them, and often worked for standard wages just to tinker a little more with new systems.

Porgo himself often frequented disreputable cantinas, hoping to meet up with starship captains who needed repairs. (GG6)

Porgrak

this was a species of loud, noisy creature which was native to the planet Ansion. (APS)

porin

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "sage" or "teacher". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Porkins' Formation

an attack formation used by Wedge during his tenure as Rogue Leader, Porkins' Formation was named in honor of Jek Porkins. (TLC)

Porkins, Jek

an Alliance pilot killed during the Battle of Yavin, Jek Porkins was a native of the planet Bestine IV until the Empire evicted the entire population in order to establish a base there. He hunted sink-crabs there, honing his piloting skills much like Luke Skywalker did on Tatooine. Later, he became a free trader, and was so employed when the Empire invaded. He became so angry with the Empire that he immediately turned his sights on the Alliance. He was assigned to the Yellow Aces squadron at Tierfon before volunteering for duty during the Battle of Yavin. He was initially denied a pilot's job in the battle, until Wes Janson came down with the Hesken Fever. Porkins was moved up to fill Janson's spot, and was assigned to Red Squadron. Unfortunately, Porkins was the first pilot killed in the Battle. For his heroic volunteerism and dedication to the Alliance, Porkins was posthumously awarded the Kenobi Medallion. He was the first recipient of the award. *Porkins was portrayed by William Hootkins in Star Wars: A New Hope. Note that Porkins' first name is given as Tono in the Marvel Comics adaptation of Star Wars: A New Hope.* (SW, MTS, JS, CCG, MC)

Porkins, Tono

this was the name used in the Marvel Comics adaptation of *Star Wars: A New Hope* for Jek Porkins. (MC6)

Porlceetin

this was a species of large, venomous creature native to the planet Geonosian. These six-legged creatures were distinguished by their green and orange coloration. (X2)

Porm

this Sedrian warrior was a follower of Karka, and was part of the group which captured Mors Odrion and Rekara, when the Alliance agents tried to gather information on the Imperial garrison which was built on Sedri. (BGS)

Pormfil

this Kerestian served as the Wild Karrde's chief engineer some ten years after the death of Grand Admiral Thrawn. (SOP)

Poro Poppy

this wildflower, native to the moon Sulon, gave off a yeasty odor when in bloom. (RAG)

Porolo Miatamia

this Diamalan Senator to the New Republic requested Lando Calrissian's help in getting off Cilpar before a group of rioters intercepted him and his aide. Miatamia demanded that Lando take something as payment for services rendered, and they agreed to look into a way to help Lando protect his Varn ore mining operation. As they fled Cilpar, they were intercepted by the Relentless and what appeared to be Grand Admiral Thrawn returned from the dead. In fact, it was the con artist Flim that portrayed Thrawn, in an effort to bring news of Thrawn's "return" to the New Republic. Miatamia's testimony, as well as that of Calrissian, was suspect to some Senators because of their business proposal. Miatamia was stoic

individual who believed that nothing ever happened that could not be anticipated. Miatamia wanted the Caamas Incident resolved, but only if the New Republic had every piece of information it could obtain. Unlike Ghic Dx'ono, Miatamia wanted to ensure that any punishment was correct, even if it took forever. (SOP, VOF)

Porpu, Zan

this Alliance Y-Wing pilot was lost in the Esstran Cordon, a region of space that was not supposed to be dangerous, during the year following the Battle of Hoth. The Alliance turned to their new-found allies, the Bothans, in hopes that the Bothan SpyNet had any information on his disappearance. It was believed that Porpu inadvertently dropped out of hyperspace into a secret Imperial testing ground, and his Y-Wing was shot to pieces. Porpu was believed to have ejected before the fighter exploded, but his whereabouts were never discovered. Many feared that he had been captured and interrogated by Imperial forces. (RESB)

Porrh Wash

this was an anti-bacterial solution developed by the Yuuzhan Vong to cleanse and disinfect a fresh wound. (FH1)

Pors Tonith

this Muun served the military forces of the Confederacy of Independent Systems as an Admiral during the height of the Clone Wars. Despite his background with the Intergalactic Banking Clan - he was the latest leader of one of the IBC's most ruthless clans, and many considered him to be a dead emotionally as he appeared to be physically - Tonith was also a noted military tactician. He often applied military doctrine to his business dealings, in an effort truly defeat his rivals. A decisive being with more regard for his own safety than that of his troops, Tonith was known to remain safely behind a battle line in a luxurious stateroom aboard his flagship, the *Corpulentus*, calmly sipping dianogan tea. Tonith was once quoted as saying, "In an army, no one ever sleeps... except me... the brain needs its rest." He believed himself to be above reproach, and considered himself more than adequate when Count Dooku assigned him to lead the assault on the Intergalactic Communications Center on Praesitlyn. Tonith chafed whenever Asajj Ventress demanded a progress report, instead worrying about reinforcements. Although he firmly believed he had the situation under control, Tonith was unaware that Count Dooku was actually controlling the allocation of resources and troops. The reinforcements he requested were delayed in leaving Sluis Van, allowing an Old Republic task force - led by Nejaa Halcyon and Anakin Skywalker - to infiltrate Praesitlyn airspace and land on the planet's surface. Tonith was unaware of the arrival of his reinforcements, and was unprepared for the daring rescue mission of Anakin Skywalker, who flew through the ground defenses to land at the communications center and break in. With a team of commandos, Anakin was able to free the hostages, which rendered the Separatists' position untenable. Tonith knew this, and was forced to surrender when Anakin apprehended him. He ordered his troops on the ground and his ships in space to stand down, and turned over the communications center to the Republic. He then learned of the arrival of the reinforcements, and was dismayed to know that he could have won the battle if he had just held out a little longer. (JT)

Port

this large, Vorzydiak male served as the Chairman of Vorzyd 4, some eleven years before the Battle of Naboo. He petitioned the Jedi Council to act as mediators in a dispute between his homeworld and Vorzyd 5, some eleven years before the Battle of Naboo. Like his fellow Vorzydiaks, Chairman Port believed that the natives of Vorzyd 5 were sabotaging the manufacturing facilities of Vorzyd 4, in an effort to undermine the leadership of the Vorzydiaks in the Vorzyd Cluster. He was unaware of the fact that the sabotage was the work of the Freelies, who were being led by his own son, Grath. In the wake of the bombing of the Multycorp headquarters and the death of Flip, Chairman Port agreed to work with the Freelies and the governments of Vorzyd 4 and Vorzyd 5 to amend the rules pertaining to the workweek and try to allow for more free time. (TTW)

Port Bianco

this was the name of the shadowport which was originally founded by Lamuu Bianco as a storage and repair facility for the starships in his pirate fleet. When the Old Republic was replaced by the Empire, and smuggling became more and more profitable, the shadowport was opened to all spacers, provided that they had an invitation. The invitation provided the coordinates of a hyperspace bouy in the Tamber

System, as well as a password to access the memory of the bouy. The bouy contained the final jump coordinates to Lammax, provided that the correct password was entered. Uninvited guests who didn't know the password to the shadowport were given fake coordinates that led them through the heart of the Tamber System's primary star. The bouy itself was protected from tampering by a sensor system that detects if it is captured by a tractor beam or gravity well. If captured, the bouy was designed to self-destruct. (LOE)

Port Duggan

this was the primary entry point for the orbital city of Duggan Station, located above the planet Duro. (BP)

Port Evokk

a planet. (WBC)

Port Fyrin

this city, located on the planet Qalydon, was the site of the headquarters for the Fellowship of Kooroo. (SWJ13)

Port Haven

this planet, the third of seven planets located in the remote Whendyll System, was known as a place where spacers and smugglers could go "get away" and not be hassled. Its location was a carefully-guarded secret, and to obtain them from a fellow smuggler was a sign of your trustworthiness and the respect you had earned. It was a temperate world covered with lush jungles and tall mountains, with sandy beaches along the coastline. The smugglers' base was maintained by Hallomar, with help from Mister Mxil. The planet was originally settled some 250 years before the Galactic Civil War, by a group of Salliche Ag idealists who wanted to get away from the bureaucracy of the galaxy. The original colony was abandoned when many of the settlers were killed by the creatures which inhabited the jungles. The smuggling colony was based on hospitality and good-will, with spacers taking only what they needed and replacing it with whatever they could spare. (SESB, PSPG)

Port Jerrell

this planet was known to be a smuggler's haven, during the height of the New Order. (FTD)

Port Kalla

this was one of the largest cities found on the planet Yabosta, and the site of the planet's largest spaceport. (GMR10)

Port Landien

this was a small town, located on the outskirts of the city of Theed, on the planet Naboo. (GMR2)

Port Landien Perfumery

this perfumery was located on the outskirts of the city of Theed, on the planet Naboo, during the last decades of the Old Republic. (GMR2)

Port of Call

this publication is aimed at giving travellers and tourists timely information on how to get the best deals at various locations throughout the galaxy. (TT)

Port Pixelito

this was the primary spaceport found on the planet Malastare, located in the city of Pixelito. (HNN5)

Port Tarkin

this city was the location of Phelarion's primary spaceport. The Lady Tarkin used this spaceport as her primary distribution center for Imperial megonite. (CSWEA)

Port Town

one of the more dangerous places to live on Cloud City. Lando leased some space there to Han Solo to build his repulsorlift house. Much of the illegal gambling and trafficking that is frowned upon on Cloud City

takes place here. Port Town takes up levels 121 through 160, and is a low-rent district filled with industrial loading bays. The various cantinas and gambling halls are sprinkled among these bays, making a concerted effort to eradicate them difficult. (GG2, LCJ, ISU)

Portaak

the leaves of this bush provided a form of spice. It was believed that portaak grew only in the jungles of Haruun Kal. It was often dried over smoking chips of lamma wood, to enhance its natural flavors. The sap of the portaak hardened into a form of amber when exposed to the air. This amber was a natural fungicide that was rubbed onto weapons to prevent them from being corroded by Haruun Kal's environments. This amber was also quick sticky, and helped a warrior maintain their grip on a weapon. (SHPT)

Portable Computer

this generic term refers to any small, self-contained computer systems. Unlike pocket computers, which only allow the user to access data on a large mainframe, portables allow the user to gain control of the mainframe. They are expensive, and are redundant if you own a droid, but they don't get tempermental and don't require regular memory wipes. Portable computers have two primary components: the power supply and onboard memory. A flip-up display provides access to the keyboard. (CFG)

Portage Moon

this was the name used by the Aqualish to describe the lunar cycle under which many of the ocean-going vessels return to their home port. (PH)

Portage Moon Festival

this month-long celebration, held annually on the planet Ando, gave thanks to the efforts of the ocean-going crews. The Festival started on the first day of the Portage Moon and lasted for thirty local days, and all ships were called to the Quantill City harbor so that their crews could rest and revel. (PH)

Porta-hoist

this mobile hydraulic jack was commonly found in starship repair yards. (CSWEA)

Portal Delta

this starship navigational computer was designed and manufactured by Suwantek Systems, for use in their TL-series of transports. The system was poorly designed and full of bugs, and had to be regularly updated in order to remain functional. Suwantek eventually abandoned the Portal Delta and used Fabritech systems. (SS)

Portal Desolate

this strange device was left behind by the Order of the Terrible Glare on Garn. The holographic image of Rur was maintained here, as a guardian and vindicator of the Order's work, should the Jedi Knights return to Garn. It was destroyed when Luke Skywalker told Rur's image that the Jedi had been wiped out by Emperor Palpatine. The central computer couldn't reconcile this fact with its programming, and exploded. (CSWDW)

Portalink

this was the Kadrillian version of a comlink. (LAT3)

Portent

this undercover Imperial diplomatic agent had expedited the Imperial take-over of Cloud City, shortly after the Battle of Hoth. (SESB)

Port-Esta Queen

Boba Fett tracked Abal Karda to this ship, but was unable to capture Karda before he escaped to Star Station 12. Fett followed the ship and caught up with her crew on Vestar, but was only able to gather the fact that Karda was traveling as a Vetsaari Nomad. (EOE)

Portha

this Trandoshan was living in the Invisible Sector, working for Palar, when the Rogue Squadron infiltrated the planet. He agreed to help the Rogues in their attempt to sabotage the Empire's computer cores. The goal was to plant codes into the cores that would allow Winter to tap into the Imperial network. However, Portha mistakenly dropped the sabotaged data core, and it was returned to the pile. Wedge Antilles quickly worked to resolve the situation by substituting another sabotaged core, but the plan had already been leaked by Zekka Thyne. Imperial forces stepped in and raided the Palar plant. (WG)

Portharton

this city is located near Lianna, on the planet Lianna. (ML)

Portin

this man was one of Zothip's pirates. He was taken out by Karoly D'ulin on Bastion, while they were guarding Moff Disra's offices. (VOF)

Portmaster's Pavilion

once the center of the city of Redhaven, on the planet Rhommamool, the Pavilion was bombed out during the early days of Rhommamoolian secession from Osarian rule. In its place, which became the center of the Square of Hopeful Redemption, was a pit into which droids and other automata were thrown by the Red Knights of Life. Once a collection of droids had been formed, the natives of Redhaven dropped rocks and stones on the droids, destroying them for their "defiance" of natural life. (VP)

Portmoak Sector

an area of the galaxy located in the Outer Rim Territories. (GG9)

Portrait Holo

a small cube which projects a single holographic image. It is basically a three-dimensional photograph. (COTF)

Portside

located in the middle section of Cloud City, Portside was the primary debarkation point for many visitors to Bespin. (BF2)

Porus Vida

a planet known for its beautiful cultural museums and wonderfully manicured gardens, the planet was devastated in an attack by Colonel Cronus. (DS)

Poshtish

this was a term used to describe something which was nonsensical. (GFT)

Positive Ecology

this Chandrilan regulation was established to help farmers and the producers of foodstuffs to package and sell foods that were organically produced, or were produced in an environmentally-friendly manner. Grains, dairy products, meats, fruits, and other products were given a seal of approval that marked them as part of the Positive Ecology system, and these foodstuffs were of much higher quality than other, non-regulated goods. (WOTC)

Posondum, Nil

this small, balding man was once the head accountant for Trans-Galactic Gaming Enterprises Corporation. Prior to joining Trans-Galactic, Posondum worked for the Hutt-controlled Trans-Zone Development and Exploitation Consortium, managing the earnings of a series of skefta dens in the Outer Rim Territories. On the side, he also arranged under-the-table business deals with anyone who could pay the credits. Among his clients was Kodir of Kuhlvelt, who contracted Posondum to hire someone to kidnap her sister Kateel and erase any memories she might have, then lose her. Posondum placed the fees for this job in the escrow accounts of Kud'ar Mub'at, and it was Mub'at who eventually hired Ree Dupton to do the job. In the meantime, in a daring move, Posondum had much of the Hutt syndicate's access codes, credit-laundering schemes, and odds-rigging systems stored in a cortical data splint shortly

before he left the Hutts to work for Trans-Galactic. His new employer paid a huge sum for the data. He also took with him a huge sum of embezzled credits, stored in remote banks and financial outlets. However, the Hutts weren't very happy with his departure, and established a 12,500-credit bounty on his head. This bounty was claimed by Boba Fett, who had to evade being caught by Bossk and Zuckuss in order to deliver the accountant to Kud'ar Mub'at for exchange. (MA, HM)

Poss'Nomin

native to the planet Illarreen, this species of humanoids was distinguished by its three eyes and shovel-like jaws. They were discovered about 100 years before the Battle of Yavin by a spice trader who decided to investigate Illarreen. Their civilization had developed to the point that their nations had started warring against each other when the planet was discovered by spice traders. The Poss'Nomin ceased their fighting to communicate with the off-worlders, and soon discovered that there was much more to worry about than their petty squabbles. The Poss'Nomin put down their weapons and began to integrate themselves into the galactic culture. The warring nations collapsed their boundaries and joined to form a single, planetary government. (AE)

Post, Avan

this Jedi Master from Chandrila served with distinction during the Clone Wars. Corran Horn discovered Post's image in the bowels of the Galactic Museum, during his escape from the *Lusankya* facility. (KT)

Post, Ilir

this young man was a contemporary of Soontir Fel, and was the spoiled son of Fel's employers. When Fel rescued Pamr from one of Post's attacks, Post's father saw to it that Fel was shipped off to the Imperial Academy on Carida. Hal Horn pressed the investigation after Fel was shipped off, and had Post arrested. Post was eventually convicted and sent to the spice mines of Kessel, despite the efforts of AGR's leaders. Post's hatred of the Fels grew quite strong during his imprisonment. Several years later, after Soontir Fel defected to the New Republic, Corran Horn revealed that Ilir Post was the leader of the kidnappers who took young Fyric Fel. Post believed that he had found a way to get back at the Fels, by exposing Soontir and his wife, Wynssa Starflare. When Wes Janson, Hobbie Klivian, and Plourr Ilo tried to intercept the kidnappers, Post thought he had a chance to collect on two accounts: Fyric's and Plourr's, whom Post believed was wanted back on Eiattu. Later, hidden in his estate, Post tried to bluff his way out of an arrest by holding Fyric over a balcony. Togr Fel then shot Post in the forehead, and Plourr used her athletic skills to save Fyric from his two-story fall. (MBF, HXW, XWFT)

Pote Snitkin

a Skrilling who fled the Corporate Sector after being implicated in industrial espionage, Pote Snitkin was hired by Bib Fortuna as a skiff pilot. Pote Snitkin later became one of Jabba the Hutt's primary weapons suppliers, but he was relegated to skiff pilot when Hermi Odle showed up. (ROTJ, GG12, CCG7, SWDB)

Potentium

this controversial view of the Force was observed by many beings in the farthest reaches of the galaxy, especially during the last years of the Old Republic. The theory behind the Potentium was that all living things held the potential to create newer and better living things. Each birth represented a new form, and each death returned living beings to the Potentium for renewal. Believers in the Potentium theory held that the Force, and the galaxy in general, were given a master plan which was inherently good, and that there was no evil side to the Force. There was simply the Living Force. A being's position within the Potentium - which was at once the beginning and the end of all things - could not be obscured by training and discipline. Those who followed the Potentium belief claimed that the Jedi Masters of the Old Republic rejected its existence because accepting it would mean accepting that they weren't needed to combat evil. About a hundred years before the Battle of Naboo, the followers of the Potentium were forced out of the Jedi Order. The Jedi Council explained that the banished Jedi failed to understand that the Jedi Order was not about exploring the limits of the Force, but using what was known to protect peace and justice. The discovery of the living planet Zonama Sekot led many followers of the Potentium theory to believe that Sekot itself was the embodiment of the Living Force, created to safeguard its purity. (RP, PJSB, UF)

Poth

this name was given to female Zabrak, and referred to a familial carnivore that was native to Frithia. (GCG)

Poth

this carnivore, native to the planet Frithia, was known to commit suicide during periods of famine, so that its young could survive. (GCG)

Pothman, Triv

a native of the planet Chandrila and a former Imperial stormtrooper, Pothman was part of the *Eye of Palpatine* mission. He was a member of the 45-stormtrooper group sent to Pzob. He was the company's armorer, and could service weapons. Unfortunately, the Gamorreans didn't like having the Empire on Pzob, and began attacking the stormtroopers. They captured Pothman early in the fighting, and kept him alive because of his knowledge of weapons. They killed off all the other stormtroopers. When the power cells of their blasts drained, they stopped watching Pothman, who promptly escaped. He has lived by himself on Pzob ever since, keeping the Gamorreans at bay while collecting all of his company's unused armor. He discovers Luke Skywalker and Cray Mingla when they are forced to crashland on Pzob, after discovering the existence of an armed base in the asteroids near the Moonflower Nebula. (COJ)

Pothor System

the Alliance fleet was assembled here during Project Shantipole. (SFS)

Potin

this Imperial Naval Lieutenant, serving on the *Interdictor*-class ship *Black Asp*, was piloting the ship's shuttle when it tried to intercept the star yacht *Pulsar Skate* in the Chorax System. When the Rogue Squadron of X-Wings found them there, Potin fled in his shuttle before the battle reached him. Thus, he failed to obtain any real data on where the X-Wings came from, and he received a severe reprimand upon returnig to his ship. (XWN)

Potolli

the fur of this creature was often used in the creation of wondrous, full-length coats and the uniforms of royalty. (COD)

Potwa Beer

an alcoholic brew created by the Gamorreans. (COJ)

Pouchfish

native to the shallow seas of Sedri, this fish keeps its eggs in a large brood pouch until they hatch. The Sedrians discovered that the pouchfish would open the brood pouch if the insides of its gills were rubbed, and they maintained schools of them for use as living containers. (SSR)

Pouf Couch

this was a piece of form-fitting furniture manufactured during the New Republic. (SBS)

Pouffra Circuit

this was a relatively tame and fully-sanctioned series of podracing events, characterized by their fairly safe courses and low number of fatalities. It was also a proving ground for many of the racers who grew to prominence during the last decades of the Old Republic. However, many racers, including Ben Quadinaros, left the circuit too soon and floundered in the more dangerous and often cutthroat professional leagues. (IG1, PRT)

Pounders Squadron

this team of mercenaries was based on the planet Taul, during the height of the Galactic Civil War. (SWJ2)

Poundie

this unique subculture of the Minos Cluster consists of the operators of several huge smelting ships that

traverse the Mestra System asteroid belt. The ships reduce the asteroid ores to shippable ingots, after miners and prospectors discover viable asteroids. During the New Order, the poundies took advantage of the lax Imperial presence to cheat miners out of their claims. The crimes of the poundies ranged from falsifying reports of the ore contents of an asteroid to simply crushing an entire asteroid - claim marker and all - without any warning to the miners. (GG6)

Pourstone

a building material used whenever speed was required in erecting a structure. It could be poured into virtually any shape, and maintained structural strength in many forms. It was often used in desert or cold environments, since it had excellent insulating properties. (SWN, E1A5)

Poussan, 'Ndrath

one of the Agamarians recruited to the Alliance along with Keyan Farlander. He joined the ranks of the starfighter pilots along with Farlander. 'Ndrath was killed in the Alliance attack on Operation Strike Fear near Briggia, when his X-wing collided with a TIE fighter. (XW)

Povanarian

this alien race was a member of the New Republic. (SOP)

Poviduze

this gas giant is located in the Expansion region. (SWJ5)

Power 5

this was Merr-Sonn's compact, heavy blaster pistol. It was a smaller weapon than the Flash 5 pistol, allowing for easier concealment. However, its lightweight construction also made the Power 5 slightly more fragile than the Flash 4. (EGW, AEG)

Power Cane

this staff, produced by Palandrix Personal Protection Gear, was manufactured from high-density plastoids covered with exceptionally strong hardwoods, giving it the appearance of a simple walking cane. Hidden inside a spring-loaded compartment was a 30-centimeter stiletto blade which was attached to a power source, creating a lethal vibroblade. (GFT)

Power Chair

see [Float Chair \(NEGW\)](#)

Power Convertor

the ignition system for a starship, the power convertor is responsible for routing power from the main power core to the propulsion units. (ESB)

Power Coupling

this starship component is responsible for directing power from the power core to the hyperdrive motivator. (ESB)

Power Crystal

this rare form of Tasar Crystal was rumored to have specific powers, either magical or healing. There were eighteen known kinds of power crystals, ranging in color from amethyst to peridot, and with patterns like tiger's eye and malachite. (SWJ15)

Power Dispersion Unit

this device regulates the power output from a repulsorlift engine. Many such engines have surges throughout their operation, which causes abrupt increases in speed. This is not a desired event, especially on swoops and speeder bikes. The power dispersion unit creates an even power pattern, which in turn keeps the vehicle at a constant rate of acceleration. (CFG)

Power Droid

box-shaped droid on two legs used as a mobile power source. (SWR)

Power Drum

this immense drum was played in the normal way, albeit with a large mallet. When struck, the skins of the drum reverberated with a deep, bass rumble, which was magnified by internally-powered amplifiers. (IWST)

Power Flux Surger

this device, when added to a power-consuming system, and boost the system beyond its normal specifications without overall system degradation. These devices are often used to augment starship weapons or shielding systems. (SWJ9)

Power Gem

these powerful stones emit an aura which disrupts starship energy shields, but their power faded after they were mined. They were determined to be pieces of rare meteorites which broke off from a single meteor. The pirates of Iridium used these power gems to disrupt the shields of the starships they attacked, making it easy for them to loot the defenseless ships. The pirates were eliminated by the Jedi Knights, and it was believed that the power gems were all destroyed in the battle. However, the last usable power gem was held by Raskar until someone could best him in battle and take it. What he didn't tell anyone is that the gem contained only enough power for one last use. Han Solo and Chewbacca were able to defeat Raskar and take possession of the gem, which was turned over to General Dodonna some years after the Battle of Yavin. The gem was used in a valiant attempt to disrupt the shields of the *Executor* by Vrad Dodonna, but the gem's failing strength only opened a small hole in its immense shields. (CSW)

Power Generator

any device which can create power from a basic set of materials. They can be small, portable generators used to supply power to a camp, or huge devices that can keep an entire city operational. (ESB)

Power Harpoon

this unusual weapon was designed by Beryl Chiffonage, for use against Imperial AT-AT walkers. Chiffonage realized that the tall war machines could be tripped up if a strong enough cable was used to entwine their legs. The power harpoon consisted of a flexi-steel cable which was fired from a turret-mounted gun. The projectile end of the flexi-steel cord was connected to a fusion disk, which attached itself to almost any surface. The stationary end of the cord was temporarily connected at the ship, and could be released when the cord was securely wrapped around the walker's legs. (CCG3)

Power Mace

similar in appearance to a standard mace, the power mace had a small energy source contained in its thick head. This energy source was used to power a small gyroscope, which added momentum to the mace whenever it was swung. Additionally, the energy source produced an electric charge which was expended whenever the spikes on the head touched flesh, adding a shock attack to any physical damage done by the weapon. (MC20)

POWER Party

originated by Andra some thirteen years before the Battle of Naboo, this political faction was formed to "Preserve Our Wild Endangered Resources" on the planet Telos. POWER opposed the government's plans to give UniFy corporation control over the management and preservation of Telos' parks and wilderness areas. The party was outlawed by the government, based on the desires of Xanatos. Andra later revealed to Qui-Gon Jinn that she was the only member of the party. (DOR)

Power Pistol

an out-dated, small, handheld energy weapon. (HSL)

Power Piton

this mountain-climbing device consisted of a pair of strap-on boots and a pair of disc-shaped hand units. Using either magnetic attraction or the use of hundreds of tiny, vibrosharp projections, the user could scale sheer surfaces with minimal equipment. The magnetic setting was bst for climbing buildings and

other metallic structures. The virbo setting was best for wood, duracrete, or other soft building materials. (LOE)

Power Pivot

a starfighter maneuver often associated with the X-Wing, the power pivot involves the use of a ship's lateral thrusters to affect a reversal in positioning. The X-Wing was maneuverable enough to swing around 180 degrees, surprising an opponent who thought they were unnoticed. (CCG9)

Power Plug

this small device supplied the basic power needed to fire a pod racer's engine. Depending on the size and configuration of the racing engines used, a small or larger plug was required. There were three basic forms of plugs. The first used one or more power sources in series, with each source being drained before the next could be used, and providing average amounts of power. The second is the rotary design, which taps each power source for a short period before moving to the next, in a rotary fashion. This increased the efficiency of the basic series design, but maintained a comparable level of power output. The third design is the cluster plug, which ganged together the power from multiple sources at once. While it generated the greatest amount of power, it was also expensive and tended to need replacement sooner. (RAC)

Power Products, Limited

this small manufacturer produced a line of power recharging systems, during the height of the New Order. (GFT)

Power Prybar

a power tool which augments the amount of leverage that can be applied. (HSL)

Power Shield

this was a modern version of the ancient melee shield, which was worn on the arm. The power shield, a round metal disk with straps to hold it to the user's forearm, was electrically charged by a self-contained energy cell. When activated, this energy cell produced a powerful shock whenever it touched exposed flesh. Thus, the power shield could be used to fend off a charging opponent, allowing the user to strike with their own weapon. (MC20)

Power Ski

this was a form of skiing equipment developed for use on frozen and snow-covered worlds, where mountains were quite low. Power skis were originally developed for use on Akuria Two, and were equipped with small repulsor engines that provided the force which propelled the user across snow and ice. A single "ski" formed the base of the power ski, with a pair of footpads providing stability for the rider. A control stick rose from the base, and provided the means to steer, brake, and accelerate the power ski. (PZZ2, MCI4)

Power Slider

this unique transportation system involves the use of a repulsor-board that is worn on the feet. The board hovers above the ground and is propelled by a small jet pack. Power sliders come in various shapes and sizes, with some models resembling a pair of skis while others resemble surfboards. The farther forward over the board you lean, the faster it goes. (CSWEA)

Power Station

Fixer's business in Anchorhead, on Tatooine. (SWR)

Power Sucker

a nickname used to describe mynocks. (CCG4)

Power Terminal

an energy distribution center, where vehicles, starships, and droids can be brought for recharging. (SW)

Power, The

this was an ancient term for the Force. (TOJC)

Power5 Pistol

see [Power 5 \(GQRG\)](#)

Power-lash

a whip-like device which emits a powerful electric charge when its tip strikes an opponent. (JS)

PowerLock 2500

produced by Arakyd, this device locks out all power to a starship's main cockpit controls when activated. The PowerLock 2500 bolted directly into the ship's control panel, underneath the unit and out of sight. This allowed a starship owner to ensure that a thief couldn't fly off with their starship. When the owner keyed in the correct electronic combination, the PowerLock2500 shut itself down and allowed access to the ship's controls. (PSG)

PowerOn Conglomeration

one of the major corporations which helped form the Pentastar Alignment, PowerOn was one of the first to threatened secession from the Alignment and join the New Republic. The conglomerate was headquartered on Cantras Gola, so the Alignment hired the Karazak Slavers Guild to kidnap the children of Cantras Gola's chief ambassador. The kidnapping put pressure on PowerOn to remain with the Alignment, as it forced the rulers of Cantras Gola to accede to the Alignment's wishes. The Alignment's hold on PowerOn and Cantras Gola was broken when the Red Moons rescued the children from the slavers, in one of the many assaults that worked for both the Red Moons and the New Republic. (TFE)

PowerPost

this minor office supply corporation grew during the early years of the New Republic. (EGD)

Power-Spread

this is the brand name of Aratech's low-end power dispersion units, used on small repulsorcraft such as the Sky Swooper. (CFG)

PowerSuit

Corellian Engineering Corporation's model of personal armor. (RPG)

PowerTrain

this is Queblex's stationary power source for powering small buildings. (GG7)

Poxall

this Sith magician served as one of the beings whose essence was contained in the Sith Holocron owned by Krova the Hutt. Poxall was known for his ability to create deadly poisons, and was a bitter rival of Mondrak's during his life. (GMR5)

Poy

this was a common name given to Twi'lek females, and meant "wing" or "wings" in the Twi'leki language. (GCG)

Poyiu, Ozik

this man was the leader of the Kwuennox Smugglers and, later, the Alliance's Gale Team freighter unit, before being killed in action. (SWJ11)

Poytta

a planet. (RD)

Pozzi System

this Tapani Sector star system was part of the holdings of House Mecetti during the New Order. (LOE)

Pqweeduk

meaning "verbose", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Pqweeduk

a Rodian, and Greedo's younger brother by about three years. The two grew up on an unspecified jungle world, having escaped the oppression of Navik the Red on Rodia. When Navik found the planet, they fled to Nar Shaddaa. (TME)

PR6-3

this astromech droid was built from scratch by the spacer Dug, based on the R2-series of droids. (FTD)

Praadost II

this planet was "pacified" by the Empire during the Galactic Civil War, a long campaign which wiped out a large number of civilians. (HR)

Prabb, Varpo

this was the alias adopted by Joram Kithe, when he infiltrated the Nehass prison facility in order to rescue Edbit Teeks. Prabb was described as an agent for the Old Republic's Intelligence agency, and was Teeks' primary contact among the native Tarhassans. As Prabb, Joram pretended to be a prison from the penal facility in Dandahass, who was being transported to Nehass by a prison guard portrayed by Tinian Hanther. (SWI73)

Prabkro

this small, spherical seed has a spiky covering. Hutts favor the texture and taste of prabkros, especially when they are marinated in brandy. (POT)

Prace, Marcham

this young man served the New Republic Intelligence agency as a Lieutenant in the Special Threats division. He and his team were responsible for identifying and capturing slicers and other information criminals. (CTD)

Prackla Sector

this area of the galaxy was remote enough from the Core Worlds that it remained neutral during the Clone Wars for more than a year. It was not until the Separatists launched an attack on Cartao, in an effort to destroy Spaarti Creations, that the leadership on Cartao decided to ally themselves with the Old Republic. (SWI68)

Prackla Trade Council

this association of merchants and corporations, based on the planet Cartao, furthered the interests of business within the Prackla Sector of the galaxy, during the last decades of the Old Republic. Despite the defined mission of the Council, many independent merchants and businessbeings felt that the Council worked for its own good, and not that of the membership. (SWI68)

Pradeux, Alec

this man was one of Emperor Palpatine's most key advisors during the height of the New Order. It was Pradeux who announced that the outbreak of Candorian Plague on Dentaal was engineered by the Alliance, claiming that it had been resurrected from the destroyed biowarfare laboratories formerly on Alderaan. (SWJ6, SWJ8)

Pradeux, Arica

this was an alias used by Mara Jade during the early years of the New Republic. Arica was ostensibly the daughter of Alec Pradeux, although no official connection every existed. (GMR10)

Prael

this star was the central body in the Japrael System, which contains the planet Onderon. (TOJC)

Praesitlyn

this planet, located in the Sluis Sector of the galaxy, was the site of the Old Republic's Intergalactic Communications Center during the years leading up to the Clone Wars. Praesitlyn was one of the thousands of worlds that allied themselves with Count Dooku and the Separatists during the years just prior to the Clone Wars, although the communications facility remained a Republic-held asset for many years. The communications center served as a communications hub for all transmissions to and from the Core Worlds, a situation that many thought would be troublesome for the Republic once the Clone Wars broke out. Their fears nearly came true when Separatists attacked the facility, but the combined forces of Zozridor Slayke, Nejaa Halcyon, and Anakin Skywalker managed to defeat the Separatists. The communications facility remained a vital link between the Core Worlds and the rest of the galaxy for many decades including the early years of the New Republic. (HTTE, HNN5)

Praetor-class Star Battlecruiser

this outdated warship was produced during the Old Republic, although a few specimens survived during the era of the Galactic Civil War. (IWST)

Praetorite Vong

this was the primary political body which governed the Yuuzhan Vong during the last stages of their intergalactic migration and the earliest part of their invasion of the galaxy. The Praetorite Vong was led primarily by domains that were loyal to the Intendant caste, which tried to assert its power over the other castes. Leadership of the Praetorite Vong was formed of highly-skilled High Prefects, supported by High Priests and high-ranking warriors. Despite that fact that they were not a military body, the Praetorite Vong was in command of the first assault force sent to begin the conquest of the galaxy. The war force was not overly large, and its leadership - Prefect Da'Gara and Executor Nom Anor - refused to underestimate their enemy. Their forces were controlled by the immense yammosk war coordinator based on Helska, which they had obtained without permission and was imperfectly developed. The plans of Nom Anor and the Praetorite Vong were thwarted when the New Republic forced the planet to quickly thaw and re-freeze, setting up a Mezicanley Wave and destroying Helska. The yammosk was killed, and the Yuuzhan Vong forces routed. Unfortunately for the Republic, the Praetorite Vong was only the tip of the iceberg which represented the Yuuzhan Vong invasion force. After the debacle at Helska, the Praetorite Vong was restricted in its actions by Tsavong Lah and the Yuuzhan Vong commanders. *Note that the New Jedi Order Sourcebook indicates that the Praetorite Vong was a subgroup of the military.* (VP, DTR, JE, UF, NJOSB)

Praff Run

a smuggling corridor often traveled by Hatirma Havighasu. (BTS)

Prag

this was one of the more common Kel Dor surnames. Its meaning translated into Basic as "wagon-maker". (GCG)

Praidaw

it was on this planet that Akanah's parents - Isela Talsava Norand and Joreb Goss - first met. (SOL)

Praji

this Imperial Naval officer was trained at Carida, and received high honors at his graduation. He was placed as Darth Vader's aide on the *Devastator*, where he was in charge of recovering the plans to the first Death Star from the *Tantive IV*. He notified Vader of the lifeless escape pod used by R2-D2 and C-3PO, and sent a detachment of stormtroopers to Tatooine to recover it. (CCG, ICS)

Prak

this star was the central body of the Prakith System, located in the Deep Core. (PH)

Prak

this is the native language used by the inhabitants of the Prakith System. (TT)

Prak City

this was the capital of the planet Prakith. The buildings of Prak City were skyscrapers that, from a distance, looked like the pointed teeth of some dangerous creature. Imperial Warlord Foga Brill established his seat of power in Prak City, and many other corporate headquarters were found in its business district. The city was built on the largest plateau on all of Prakith, in order to accommodate a huge, Imperial-class spaceport. (PH)

Prakess

this frozen ball of rock was the fifth and outermost planet of the Prakith System, located in the Deep Core region of the galaxy. It was orbited by a pair of moons. (PH)

Prakith

this was the third, and primary, planet in the Prakith System, located some 106 light-years past the borders of the New Republic, in the Deep Core. It was under the control of the Warlord Foga Brill during the tenure of Leia Organa-Solo as Chief of State of the Republic. Prakith was orbited by a pair of moons. The planet was one of the most fortified worlds of the Empire, because of its landscape and the amount of military assets based on or in orbit around the planet. The terrain of Prakith was dominated by rugged, mountain-covered landmasses and unpredictably deep oceans. Much of the landscape on Prakith was caused by seismic and tectonic activity that occurred early in its lifecycle, which resulted in very few open fields. Many of the populated areas on Prakith were located on plateaus, most of which were surrounded by deep canyons and caverns. As a result, cloud cars and airspeeders were required to move from city to city. Prakith was one of the first Deep Core worlds on which the Empire established a military presence, and it was on Prakith that the Inquisitors were based during the height of the New Order. After many years of fighting, Foga Brill eventually was forced to cede control of Prakith to the New Republic. (SOL, PH)

Prakk

this was the shortened name of a noted Chiss individual. (UANT)

Prall

this riverbed mining operation on the planet Prakith was controlled by Foga Brill following the Battle of Endor. (SOL)

Prall

this Hutt was secretly the head of PharmCorp, on the planet Nubia. Prall was also the owner of the Nubian Palace resort, a fact that was also unknown to most Nubians. As Hutts go, Prall was relatively young during the height of the New Order, and distinguished by his thin physique and tan-gray skin. His left eye was yellow in color, while his right eye was blue, and both twitched at random. Prall maintained his position of power through a series of well-placed bribes and favors. (CCW)

Pran

one of the New Republic *Agave*-class picket ships dispatched under the command of Pakkpekatt to intercept the Teljkon vagabond. The *Pran* was ordered back to drydock after the mission failed to capture the vagabond at Gmir Askilon. (SOL)

Prana Lexander

an ancient scientific starship which was used by a respected philosopher. The ship was lost some 500 years before the Galactic Civil War, although legend has it that the philosopher is still out there, suspended in cryofreeze. (RPG)

Prann, Erli

this man was the nominal leader of the group of pirates who took control of one of the Golan II defense platforms which protected the Imperial shipyards at Bilbringi, during the years following the death of Grand Admiral Thrawn. The group discovered the cloaking devices Thrawn had used to prototype the masking of asteroids, and used it to protect the station from prying eyes. This became important when the Yuuzhan Vong invaded the galaxy and took control of the Bilbringi shipyards. The group remained on the station, hidden from the alien invaders. When The Galactic Alliance launched Operation Trinity in an effort

to retake Bilbringi, the crew of the *Mon Mothma* discovered the existence of the station and sent Jaina Solo's squadron to see if they could bring it into the battle. Prann pretended to be a Lieutenant in the New Republic, and the leader of a team sent to reactivate the station. Once Jaina was aboard, he revealed that he and his group were simply opportunistic salvagers, taking advantage of the war against the Yuuzhan Vong to reap a profit. Prann hoped to salvage the hyperdrive motivators from Jaina's X-Wings to help power the station out of the system. What Prann didn't count on was Jaina's connection to the Force. She couldn't save her hyperdrives, but Jaina used the Force to alter Prann's inputting of hyperspace coordinates. The resulting jump tried to take the station through a Yuuzhan Vong interdicator, and the navigation computer returned the station to realspace almost immediately. While Prann and his people weren't clear of the Yuuzhan Vong, their proximity to the interdicator allowed them to pound the ship and clear an escape route for the Galactic Alliance forces. Prann then tried to fight his way clear, but his fellow pirates demanded that he surrender the Golan station to the Galactic Alliance. He refused, but was eventually subdued. Once he was removed from control, the rest of the pirates agreed to turn the station over. (FP)

Prard'enc'iflar

this tall Chiss male served as the Commander of the Brask Oto Command Station, during the years leading up to the Yuuzhan Vong invasion of the galaxy. He met with Luke and Mara Jade Skywalker when they emerged from the Redoubt in pursuit of Estosh and the D-Four Dreadnaught, then grudgingly acknowledged their part in eliminating the Vagaari threat. He was forced to further acknowledge their abilities when Luke and Mara presented him with the coordinates of the waiting Vagaari fleet, which had been poised to attack Chiss-held space on Estosh's command. (SQ)

Prard'ras'kleoni

this tall, male Chiss served as a General in the Chiss Expansionary Defense Fleet during the years leading up to the Yuuzhan Vong invasion of the galaxy. He went by the core name of Drask when dealing with the New Republic. (SQ)

Prash, Treytis

this man was one of the Alliance's leading gun-runners during the Galactic Civil War. A bounty hunter spent a good deal of time trying to catch him, and convinced Celia Durasha that Prash was himself a bounty hunter, working for Bwahl the Hutt in order to capture Kaj Nedmak. Prash himself was a well-dressed, handsome man with jet-black hair and a muscular build. He often traveled with a pair of bodyguards, Beidlo and Skurvis. Thune's plan worked to perfection, as she and Celia first cornered Prash at the CardSafe. Celia then shot the two bodyguards, allowing Thune the chance to stun Prash and take him captive. Thune then revealed to Celia that she had, in fact, captured Kaj herself, and that she was going to turn all three captives in for their collective bounties. Prash agreed to help Celia and Kaj, and managed to make a brief escape before Thune killed Kaj and threatened the others. In the end, the droid U-THR helped them all capture Thune. After turning Thune over to the authorities, Prash returned to running guns for the Alliance. (SWJ14)

Pratari Cinn

this Twi'leki male was easily distinguished by the blaster scar on his left cheek. He was known as Parmel Sector's most infamous and prominent black marketeers during the early years of the New Republic. (GG11)

Pratuhr, Artuo

this man was a frequent patron of the Coruscant underworld during the years leading up to the Clone Wars. He was often seen in the company of his friends, Zey Nep, Dixon Just, and Civ Sila. *Artuo Pratuhr was portrayed by Don Bies in Star Wars: Episode II - Attack of the Clones.* (SWI75)

Pravaat

a huge consortium of manufacturers located in the Celanon System, they create uniforms for anyone willing to pay for them. (COJ)

Prax Arms

this weapons manufacturer produced a number of heavy-duty energy weapons during the Galactic Civil War. (ROE)

Praxen Emergency Medical Supplies, Limited

this small corporation produced a number of portable survival pods. (FOP)

Praxeum

an ancient term meaning "school", *praxeum* was the name chosen by Luke Skywalker to describe his new Jedi Academy on Yavin 4, during the early years of the New Republic. The word *praxeum* was first used in this way by an ancient Jedi named Karna, who used it to infer the 'distillation of learning combined with action.' Luke chose to develop his school as a place of education and discussion, and was always tolerant of individual errors, which Luke believed only helped an individual to grow. This philosophy didn't provide the New Republic's government with a good sense of security, especially after Kyp Durrón destroyed the Carida System. The government chose to ignore these problems, pushing the blame squarely onto Luke's shoulders. (DA, NJOSB)

Praxis System

a Rim Territory planetary system that was defended by the Black Sword Command during the Galactic Civil War. (BTS)

Praxon

manufacturers of emergency survival pods. (SOP)

Prayer Flags

this was the term used to describe the long, flowing banners that hung from the ceiling of the main rotunda of Jabba's Palace, on the planet Tatooine. The flags were originally placed in the rotunda by the B'omarr Monks, who wandered the rotunda in contemplation of the universe. The prayer flags, in addition to helping with air circulation, provided visual references for the monks to fixate on, allowing them to reach a deeper state of meditation and prayer. (IWST)

Prayer of Redemption

this was the prayer which gained favor among those Shamed Ones who believed in the Jedi Heresy. It was created on Coruscant, after the cityworld was transformed to resemble Yuuzhan'tar, and gained popularity when it was embraced by the prophet, Yu'shaa. (FP)

Praz

this was a common, though archaic, name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "strong-willed" - or, more literally, "eager to live", referring to children who survived birth complications. (GCG)

Preaky

this is a species of predatory, blue-spotted bird. (VP)

Prebda Thok

this Hutt art collector owned one of the most valuable properties on the planet Boztrik, during the height of the New Order. On one of his island estates was a Shrine of Kooroo, which he allowed Andor Javin to investigate. (SWJ13)

Preceptor, The

this was the title of the leader of the Church of Infinite Perception. (GG6)

Precht

this man was a recent recruit to the Alliance and the Alderaanian Guard, and served aboard the Tantive IV. He hoped to impress Captain Antilles with his dedication and loyalty. (JKG)

Precog

this was the slang term used to describe any Gotal who could use their sensitive head cones to anticipate an opponent's next move. (EGP)

Precursors, The

this was another name for the ancient Kathol race, used during the early period of the Old Republic. (E)

Predator

this was the nickname of Exotac Arms' EXP-7 hunting rifle. (WSV)

Predator

this *Imperial-I* class Star Destroyer was transporting Alliance prisoners-of-war from Kessel when it was attacked by Alliance starfighters. The POWs were successfully rescued. (XW)

Predator

this was the name of Khlor's modified scout ship. (CCW)

Predator Birds

reptilian winged carnivores native to Yavin 4. (DA)

Predator I Jump Pod

manufactured by Arakyd, the Predator I jump pod is used to launch the Viper probe droid into space. The jump pod can be programmed to land at a specific location, and it has limited hyperdrive capability. (DFRSB)

Predator Lizard

a vicious reptile found in the rainforests of Kirtania. These lizards were ambush predators, dropping from the trees to attack their prey. They could grow to sizes reaching three meters in length. (SWJ1)

Predator-class Gunship

this gunship was popular with pirate gangs during the early years of the New Republic. (GMR9)

Predne

this given name was common human males across the galaxy. (GCG)

Predominance

this Ishori war cruiser, commanded by Captain Av'muru, was one of the multitude of ships that came to surround the planet Bothawui shortly after the revelation of the Bothan involvement in the destruction of Caamas. It was the ship that began running down several Sif'krie skiffs in an attempt to draw the Diamalan warships into a battle. In order to avoid the confrontation, Leia Organa-Solo deliberately destroyed the Millennium Falcon's maneuvering engines upon entry into the Bothawui orbital space. She sent out a distress call to the Predominance, which her Captain reluctantly answered. The Predominance managed to capture the floundering ship with a tractor beam and transport it to President Gavrisom's vessel, effectively diffusing the situation. Shortly thereafter, Klif, Pensin, and Horvic managed to infiltrate the ship, disguised as New Republic technicians. They killed their escort and commandeered a turbolaser battery. As soon as Navet dropped the Drev'starn shield, they began firing the Predominance's weapons. They managed eight shots before they were discovered and neutralized. However, this action was coupled with a number of Imperial messages that signalled the various races to begin firing, and the warships above Bothawui began to attack each other. The Predominance took a good deal of fire from the Diamalan ships, especially the Industrious Thoughts, before the true nature of the attack could be disseminated. (VOF)

Preducor

a huge, four-legged predator native to the forest moon of Endor, it has a mane of razor-like hair and spiked tail. There are folds of skin near its shoulders that are vestigial wings. These creatures are nocturnal by nature, and hunted by waiting in the trees for their prey to wander by. The preducor then leaped from the tree, sinking its long claws into its prey and tearing it to pieces. (DFRSB, RESB)

Preedu III

this man was at one time the Emperor of Tamban, at the time when Aitro Koornacht first saw the Koornacht Cluster. (BTS)

Preena

this given name was commonly given to female human children throughout the galaxy. (GCG)

Preena's Academy

while exactly an accredited education institution, Preena's Academy nevertheless produced a number of hard-working starship maintenance and repair technicians during the height of the New Order. An unofficial subdivision of Preena's Repair Bay, located on the planet Vaynai and owned by Preena Jallop, the Academy was named by the children who were able to rise above their poor social status and earn a living as starship technicians. These children, taken in by Preena over the years, were orphans or impoverished children who grew up working side-by-side with the technicians who worked for Preena. These children gained valuable experience, and many eventually established their own businesses. (GMR8)

Preena's Repair Bay

this was the name of the vehicle repair and service business owned and operated by Preena Jallop during the height of the New Order, which was located on Streysel Island on the planet Vaynai. It was carved into the cliff face near the Fil'vye Transport tower, with a large portion of the facility open to the surface of the island so that starships could land even with minimal maneuverability. Preena also maintained a skilled crew of technicians who could travel to various towers and landing sites to perform on-site repairs. What made the Repair Bay unusual was the fact that a good portion of the labor was performed by children of all ages. Preena's motherly instinct made her take in orphans and impoverished children, allowing them the opportunity to earn valuable skills and be sheltered from the criminal elements of Vaynai in return for their loyalty and dedication to the business. Known to those children who "graduated" as Preena's Academy, this aspect of Preena's business provided children with a way to escape Vaynai's underworld. (GMR8)

Prefect, Yurin

this man was known as a jack of all trades, capable of repairing virtually any piece of technology available during the last decades of the Old Republic. (SWRPG)

Prefsbelt IV

this planet was the home to an Imperial Navy Academy school, at least according to the holodramas produced during the height of the New Order. It was here that Soontir Fel trained the likes of Biggs Darklighter, Tycho Celchu, and Derek Klivian. (ISB, SWSB, MBF, CCW)

Prem Nistt

this male Sullustan worked as a pilot for Core to Rim Shipping, during the height of the New Order. Nistt was loyal to the Empire and the beliefs of the New Order, and served as Captain of the *Space Drifter*. (FBS)

Premier Provisions

a small ranch operating in the clouds of Tyed Kant, Premier Provisions was a specialty foods producer. Nestled in among its corporate headquarters was an Alliance listening post, complete with all kinds of technological equipment. (SN)

Premiere

this is the title of the highest-ranking Jenet politician. The Premiere oversees the duties of the Council of 127. It is not known how the Premiere is selected, although the individual is not elected by popular vote. The Jenets can tell the Premiere and the Council members by their names. (GG4)

Premion Mark II

this was a design of power generators created for small, land-based craft by Kuat Drive Yards. These

incredibly powerful generators supplied the power needed to operate the Baktoid Armor Workshop's MTT transport ships. (X1)

Premium Citizenship

this was the term used to describe those elite members of Aargau's society, whose liquid assets were incredibly wealthy. (SWI65)

Prender

this bounty hunter was based on the planet Lianna, during the early years of the New Republic. (GUN)

Prengahl Kreen

this Twi'leki male was a well-known weapons expeditor during the Galactic Civil War. He was a third-generation arms dealer, following in his father's footsteps in the family business in the Emparthecca System. He worked from a huge, hidden base known only as Breshkall, which was located beyond the end of the Enarc Run, although its exact location was never discovered. Prengahl was stubbornly opposed to selling arms to the Alliance, although rumors abounded of rebels obtaining weapons from him. (HR)

Prenlarr Breilm

this was the name of a noted member of Nimbanese society. (UANT)

Prentioch

this Imperial Moff was placed in charge of the Sombure Sector during the Galactic Civil War. Following the Battle of Endor, he and Moff Eyrgen fought against one another in a personal power struggle to gain more territory. Prentioch established a niche for himself in the Mid Rim, commanding a small fleet led by his personal Star Destroyer, the *Prentioch*. (SWJ2, SWJ7)

Prentioch

this *Imperial*-class Star Destroyer was under the command of Imperial Moff Prentioch, during the early years of the New Republic. (SWJ7)

Prentiss

this man was a member of an Old Republic diplomatic team which was lost in a remote section of the galaxy. The captain of their ship was forced to crash-land their ship on an uncharted world, where the native flora and fauna quickly began preying on the survivors. Prentiss and his group tried to scout out their location, but were killed and eaten shortly after leaving the ship. The ship was later discovered by Han Solo and Chewbacca, shortly after the Battle of Yavin, while escaping an Imperial ambush on the *Kalla's Stanchion* near Etti IV. Their blind jump took them to a location where they intercepted the decades-old distress call from the downed ship. (SWEAT)

Prepredenko

this Jazbinan Lord served as the planetary governor of Jazbina during the last years of the New Order. He welcomed Luke Skywalker to Jazbina shortly after the Battle of Yavin, in an effort to capture him and gain favor with Darth Vader. He tricked Luke into believing that his daughter, Syayna, had been kidnapped, and that rescuing her would help convince the people of Jazbina to join the Alliance. In reality, he hoped that Luke would lead him to a cell of rebels which was led by Syayna, thereby doubling the reward he would garner. Prepredenko had the journalist-droid 3DVO equipped with a remote-control dart launcher, and tranquilizer Luke after he found Syayna's rebel cell. He also had Syayna placed under house arrest. 3DVO, angry that Prepredenko had tampered with his systems, tried to get revenge on Prepredenko by changing the message Vader sent to Jazbina. 3DVO reported that Vader wanted Luke dead, rather than alive, hoping Prepredenko would be executed for disobeying Vader's orders. Prepredenko then released Syayna, who claimed to have had a change of heart. She asked him to let her kill Luke, and Prepredenko agreed. She merely stunned him, but Prepredenko was too busy preparing for Vader's arrival to notice. When Vader learned that Prepredenko had arranged for Luke to be killed, he tortured Prepredenko. Prepredenko managed to convince 3DVO to transmit a message to Syayna, telling her that he truly loved her. The transmission was detected by the Imperials, and a squad of stormtroopers

was sent to end it. They shot Prepredenko dead, then destroyed 3DVO, but not before the droid had their executions shown on public viewscreens. (VQ)

Prescott

this Imperial Corporal volunteered for prison duty aboard the first Death Star. A member of the Death Star's trooper force, he took sadistic pleasure in enforcing the Empire's will. (CCG9)

Presentian

this small corporation produced a variety of personal conveyance devices during the era of the New Order. (GFT)

Preservers

see lith'lon (UANT)

Presidential Palace

this was the ancient name of the building which later became known as the Imperial Palace, located on the planet Coruscant. (CCW)

President's Guests Floor

this was one level of the Imperial Palace on Coruscant, set aside to accommodate the personal guests of the leader of the galaxy. It was originally created during the golden age of the Old Republic, and remained relatively untouched by Emperor Palpatine during the era of the New Order. (TLC)

Presider

this was the title given to the leader of the planet Vannix, during the early decades of the New Republic. (EL2)

Press Plate

this part of a blaster takes the signal from the trigger cable and transfers it to the apas connector. (CFG)

Pressin

this surname was common among human settlements found throughout in the galaxy. (GCG)

Pressin

this man served as a Major in the Imperial armed forces, and was a personal assistant to Admiral Pellaeon during the early stages of the Yuuzhan Vong invasion of the galaxy. (DTR)

Pressor

a small repulsor beam projectors with help a starship pilot manage a ship's pitch. (SW)

Pressor Field

this specialized, field-generating device was developed for use during surgery, to provide localized pressure on blood vessels. This allowed a surgery nurse to clamp off a leaking artery without actually touching the vessel, greatly reducing the chance of infection. These devices were in short supply during the height of the Clone Wars, and many field doctors were forced to utilize mechanical clamps. (MBS)

Pressor, Jorad

this man was part of the civilian complement that participated in the Outbound Flight Project, during the years leading up to the Clone Wars, although he was just four at the time of the attack. When the Project was attacked in the Unknown Regions and left to die, Pressor was among the few beings who survived the attack. Pressor watched his own father struggle to keep the survivors and the ships alive and active, which eventually led to the formation of the Outbound Flight Colony. It was during this time that he developed an angry resentment toward the Jedi Knights, since they were unable to stop the attack or prevent the deaths of thousands of civilians. He later assumed the role of the Guardian of the People, helping the survivors and their children to stay alive until someone could rescue them. However, knowing where they had crashed, Pressor and his predecessors set up elaborate traps and surveillance systems to keep watch over their downed starships. Thus, when a Chiss-led mission to locate the remains of

Outbound Flight actually found the ships, Pressor and his niece, Evlyn, trapped the mission's members in turbolifts until he could figure out what to do with them. He chose Dean Jinzler to act as the group's representative, having recognized the man's last name as that of Lorana Jinzler, one of the Jedi who were part of Outbound Flight. It was during their conversation that Pressor revealed that many of Outbound Flight's civilian members joined the mission to escape the decaying bureaucracy of the Old Republic. Pressor expressed confusion and amazement over the eventual formation of the Empire and the Galactic Civil War, but feared the New Republic was no different than the Old. His angry demeanor didn't improve when it was learned that Bearsh and his comrades were actually Vagaari pirates, as Pressor found himself faced with multiple groups of outsiders moving freely through the *Outbound Flight*. His own Peacekeepers were decimated in the attacks, and he resented the request to use the Outbound Flight Colony's medical facilities to help Aristocra Formbi and the other aliens. When Mara Jade Skywalker devised a plan to get them safely back to the main ship, and agreed to protect Evlyn, Pressor found himself grudgingly admiring the Jedi. He managed to see through his anger and recognize that she was acting for the safety of everyone aboard the *Outbound Flight*, not just her companions. After the Vagaari threat was eliminated, Pressor agreed to accompany the Outbound Flight Colony to Nirauan, staying as far away from the New Republic as they could. (SQ)

Pressure Bomb

a detonation device which uses air pressure to knock out its targets. While not obviously destructive, a pressure bomb severely disables the hearing of its victims, and causes great pain to the victim's sinuses and cranial cavities. This often results in hearing loss, disorientation, and intense pain. (CS)

Pressure Pirates

this was the term used to describe any gang of pirates who preyed upon starships and orbital stations which worked in the atmosphere of gas giant planets. They disabled their targets, causing the craft to sink into the atmosphere. As soon as the ships were evacuated and left to fall into the planet's core, the pressure pirates moved in. Using specially-designed equipment that could withstand intense pressure, the pirates then tracked the ship as it sank and looted it for any profit they could find. (TAE)

Presteen

a planet. (RESB)

Prestor

Prestor was an Imperial aide assigned to Lord Tion on Ralltiir. Following this mission, he was assigned to the Star Destroyer *Devastator*, where he served under Darth Vader in the capture of the *Tantive IV*. He was then assigned the task of tracking down the whereabouts of R2-D2 and C-3PO, after they jettisoned from the starship with the Death Star plans. *Prestor was portrayed by Stephen Elliot for the Star Wars Radio Drama on National Public Radio.* (SWR)

Prestor

this young man was allowed to borrow his father's Hyperfoil 1000 for errands, and gladly did his father's bidding in order to ride the vehicle. (GFT)

Preter Jacket

this style of jacket or overcoat is cut in such a way that it has deep pockets hidden inside the jacket, one beneath each sleeve's armhole. (TFNR)

Pretormin Environmental

this minor corporation manufactured a wide range of survival and exploration gear, including several models of moisture vaporators. (EGW, IWS)

Prevaro

meaning "regal" or "noble", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Prevaro

this Rodian tried to eliminate the antiques dealer Azool, thinking he was Prince Xizor in disguise. In fact, Prevaro discovered that Azool was actually Xizor's niece, Savan. Prevaro threw in his lot with Savan, and arranged a horde of thugs to help her capture the human replica droid Guri from Doctor Thrumble's laboratory on Hurd's Moon. (SEE)

Preventers

this group of Carosites was formed during the early stages of the Galactic Civil War but a vocal faction which opposed the Empire. The Preventers spoke of taking "aggressive action" against the Empire, thereby preventing the further loss of life. (AE)

Previl, Saml

this ancient man was a native of Archais, and held the rank of Prime Abseiler of Alsakan during the earliest periods of Alsakan's history. He supposedly rode the Tessent of Alsakan into battle against the dukes of the Ten Valleys. After the victory, Previl and his descendants united the various tribes of Alsakan. (GMR9)

Prex

this member of the Corporate Sector Authority's Direx Board was elected by their peers to serve a three-year term as the Direx Board's representative to counterbalance the power of the ExO. The Prex was also responsible for presenting a secret annual report to Emperor Palpatine. (CSA)

Prexton

manufacturers of doublefield generators. (ISB)

Preybird-class Starfighter

a rare form of SoroSuub combat starship, the *Preybird*-class fighter was produced in extremely limited quantities. SoroSuub shut the project down after producing only a few production models. The smuggler Mazzic owned two of these ships. The design was eventually picked up by the remnants of the Empire under Moff Disra, who turned the plans over to Zothip and the Cavrillhu pirates. The Cavrillhu then began mass-producing the ships for Disra, who bypassed normal Imperial channels to fund the ships. Over time, the *Preybird* eventually replaced the TIE fighter, because it was cheaper to obtain them from pirates than from official Imperial channels. The twenty-meter-long *Preybird* had a long, central hull with a forward-situated cockpit. The wings were attached to the rear of the hull, rising up slightly before levelling off. A single laser cannon was mounted at the end of each wing, and the primary engines were located at the bend in the wings. (LCSB, SOP, GMR4)

Preying Makthier

native to the crystal caves of Makthierse, this flying carnivore had a wingspan of up to two meters and a body length of 1.5 meters. These vicious predators were capable of consuming twice their body weight in food each day, and their voracious appetite made them almost fearless hunters. Mainly nocturnal, makthiers hunt in groups of ten, using a form of sonar to locate their prey. They use the stinger, located at the end of their tail, to immobilize their prey with an injection of poison, then carry it off to their nests. There have even been documented reports of swarms of makthiers attacking and carrying off large farm animals. (COG)

Preza

the Yevethan name for Doornik-319. It was exterminated during the Yevethan Purge by Tal Fraan. (SOL)

Pria

this planet, the homeworld of the Priapulid race, was an aquatic world that was orbited by a single moon. One tidal hour on the planet equalled ten standard hours on Coruscant, and the planet experienced roughly two tidal cycles each day. During the height of the New Order, the average day on Pria lasted 20 standard hours, plus about three seconds. Pria, located in the Core Worlds, was a tectonically active planet, and the landmasses were moved and shaped much faster than normal. It was estimated that, due to sudden shifts in global temperature brought about by the creation or destruction of volcanoes and rifts, Pria experienced a new ice age every 10,000 years or so. (EGA, GMR8)

Priam

an Imperial Nebulon-B frigate stationed near Kalla VII during the Galactic Civil War. In a battle with Alliance starfighters, the frigate was disabled and captured for the Alliance. (XW)

Priamsta

this was the name adopted by the nobles of the planet Eiattu who rose up against Uthorrferral Cartha. The Priamsta worked with the Empire to maintain some level of control over their planet's allegiances, and balked when Harran Estillo proclaimed himself Harrandatha, the crown Prince of Eiattu. When Plourr returned to Eiattu, she worked to remove all forms of Imperial control, and brought the opposing forces of the Priamsta and the People's Liberation Battalion under a single leader. This only occurred after Harran Estillo and Leonia Tavira were exposed. (XWWP)

Pri-Andylian Propulsion Systems

this corporation maintained an orbital shipyard near the planet Duro during the height of the New Order. Based in the Corellian System, Pri-Andylian had the backing of the Empire and operated the shipyards with military efficiency. In the wake of the Battle of Endor, most of Pri-Andylian's contracts dried up, and its facilities were overtaken by the Corporate Sector Authority. (GMR2)

Priap

this was the native language of the Priapulin race. (GMR8)

Priapaulin

see Priapulin (GMR8)

Priapulin

this unusual alien species of gastropods was native to the planet Pria, and resembled a long, flat fish. The average Priapulin had five notochords along his length, making them seem wormlike when fully straightened. However, they preferred to form themselves into S-shaped curves, a position which allowed them to use their flat tails to brace themselves upright. They had three pairs of eyes which studded the front end of their bodies, and their underbellies were covered with thick bristles. These bristles would be used like hundreds of legs, moving the Priapulin about with a broom-like hissing sound. Other bristles could be used like hands or fingers. They were the top being in an incredible symbiotic relationship which involved food-kin and other creatures who served the Priapulin and, in turn, were served by the Priapulin. As a race, the Priapulins were dedicated to peace, and worked whenever possible to avoid conflicts. They were also known for their incredible sense of humor and deep sense of loyalty. (RP, EGA, GMR8)

Pricene

this man was the Captain of Lant Mining Corporation's LMC-55c convoy, when it was ambushed by the Alliance. (FBS)

Pricina, Dom

this wealthy woman was the owner of the Ankarres Sapphire until she took a trip on the *Kuari Princess*. The courier droid 4-LOM realized that someone would steal the jewel, since Pricina was a careless woman, and so the droid removed it from her possession. To help track down potential thieves, 4-LOM left a false stone in its place. When she failed to recognize that she was being careless, 4-LOM kept the stone, rather than return it. He later sold it to a fence on Darlyn Boda. (TBH)

Prickle-pig

this was a dim-witted creature that was native to the planet Sevarcos. (YDR)

Pride of Eiattu

this New Republic Nebulon-B frigate was part of the force sent to liberate the planet Ciutric from the control of Prince-Admiral Krennel. It supported the flagship *Emancipator*, along with the *Peacemaker* and the *Thunderchild*. (IR)

Pride of Honor

this New Republic warship was one of many that were commandeered by Senators who were trying to

flee the Yuuzhan Vong conquest of Coruscant. Despite the inevitability of Coruscant's fall, many New Republic military officers decried the Senate's appropriation of military ships to escape Coruscant, especially knowing that thousands - if not millions - of civilians were stranded on the planet. The *Pride of Honor* was badly damaged during its "escape," and her Phindian Captain loudly criticized the loss of the ship in exchange for the lives of a few Senators. (DW)

Pride of Selonja

this New Republic CR90 Corvette was the lead ship in a supply convoy travelling to Liinade III, when it was brought out of hyperspace by the Interdictor cruiser Binder near system M2934738. The attacking ships, under the direction of Prince-Admiral Krennel, pounded the *Pride of Selonja* the instant it dropped into realspace, preventing any sort of counterattack. The *Pride of Selonja* was destroyed in the attack, as was the frigate *Interpid*, before Krennel took possession of the twelve freighters they were accompanying. (IR)

Pride of Selonja

this New Republic *Lancer*-class frigate was commissioned during the early stages of the war against the Yuuzhan Vong. In the wake of the Battle of Coruscant, the ship was placed under the command of Captain Todra Mayn. (FH1)

Pride of the Rim

this starship was owned by the Corellian resistance, and was rescued by the crew of the *Retribution*. (RD)

Pride of the Senate

this Dreadnaught served as part of the command fleet used by Admiral Greelanx during the Battle of Nar Shaddaa. It was commanded by Soontir Fel, who held the rank of Captain at the time. (THG, ECH)

Pride of Thela

this rescue and recovery ship was operated by Dacholder and Uldir Lochett during the Yuuzhan Vong invasion of the galaxy. When Dacholder tried to turn Uldir over to the Yuuzhan Vong, after learning that Uldir had attended the Jedi *praxeum* on Yavin 4, Uldir forced Dacholder out an airlock and escaped aboard the ship. (EVC)

Pride of Yevetha

this recommissioned *Super*-class Star Destroyer - originally known in the Imperial Navy as the *Intimidator* - was captured from the Empire by the Yevetha just after the Battle of Endor. It later became the command ship for Dar Bille, and the flagship of Nil Spaar's navy. Spaar used it to transport the various prisoners the Yevetha had captured during the Purge of the Koornacht Cluster. In the wake of the Yevethan defeat at the hands of the New Republic, the *Pride of Yevetha* disappeared, but was found adrift and severely damaged near the Unknown Regions four years later. (BTS, TT, ECH)

Pridossk

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "dismembers his prey". (GCG)

Priests

this was one of the main castes of Yuuzhan Vong society. The Priests were those individuals who were chosen to speak for their gods, although they only served the lesser gods of the Yuuzhan Vong pantheon. Only the Supreme Overlord could speak for Yun-Yuuzhan. There were four distinct levels within the Priest caste: High Priest (or High Priestess), Priest (or Priestess), Seer, and Novice. Although the Priest caste commanded the respect of the entire Yuuzhan Vong population, they were not ranked against the other castes in terms of power or position. The Priests were a separate class of individuals spanning all of Yuuzhan Vong society. In this way, the Priest class also did not have a patron, but worked as conduits for all. (NJOSB, UFCD)

Priests of Ninn

the group of green-vested religious fanatics who have set up their own religious tenets and practice them in planet-wide retreats. (HSR)

Priests of the Sun

this was the name of the religious order that developed among the Sedrian people, and revolved around the worship of the Golden Sun organism. Each priest wore an ornate pin that indicated their position within the order. (BGS)

Priestship

this was the term used to describe any Yuuzhan Vong starship set aside for the exclusive use of the priest caste. Unlike the lumpy, crenellated, yorik coral ships of the military, a priestship was faceted and gleaming, reflecting any available light like a gemstone. (DJ)

Priggit

this scout tried to upgrade the personality matrix of his Wanderer acout droid, but found the task difficult at best without wiping out the entire programming of the droid and starting over from scratch. (FTD)

Prikler

this was the name of a noted Spinner individual. (UANT)

Prilarca, Drev

this man served the New Republic as a Commander in the armed forces, and led the Arms Interdiction task force to hunt down and eliminate illegal export and sale of arms. (GUN)

Prildaz

this barren, dusty world is the third planet in the ILC-905 system. The name was given to the planet by the Yevetha. (TT)

Prima

this ball of molten rock and metal is the first planet in the Kalinda System. (TSK)

Primacale

this crop was grown on the planet Chrona. (SWJ12)

Primarin Starshipwrights Union

this collection of starship manufacturers went bankrupt during the last years of the Old Republic. (AIR)

Prime Abseiler

this was the name given to the ancient ruler of the planet Alsakan. (GMR9)

Prime Base

this was the codename given to the primary Separatist base, during the height of the Clone Wars. (MBS)

Prime Campus

this was the name of the primary campus of the Shafr Center. (GMR9)

Prime Clone

this was the name given to the first clone created from the genetic material of Jango Fett. Created by the Kaminoans shortly after the Battle of Naboo, the prime clone was the source of all subsequent clone troopers. However, when the Separatists launched an attack on Kamino, the prime clone was killed during the early stages of the battle. (RDK)

Prime Coromon

this was the main island in the Coromon Island chain, located on the planet Fresia. It was on Prime Coromon, which was sometimes referred to as Coromon Island, that Incom Industries built its main research and development facilities. The administration headquarters were located on Northwest Coromon. (CCW)

Prime Mover

this was the term used by the Ugors to describe the actual gravity well projector that was contained within the Holiest of Holies, the scrap of the original Death Star that formed the center of the Paradise System. (SWDB)

Prime Senate Spire

this tall skyscraper served as one of the main living areas used by Senators of the Old Republic. Its lower levels housed bureaucratic offices and other support areas for the main Senate chamber, while its upper levels boasted some of the most luxurious apartments in Imperial City. The Spire was nearly two kilometers taller than any other building around it, providing those who lived there with an unprecedented view of the cityscape. (RP)

Primo, Kora

this Imperial Intelligence officer was in command of the agency scouting the Kalinda System, some years after the Battle of Endor. She was an innocent-looking woman who had the ability to use makeup to transform her appearance from one extreme to the other. She was the latest in a long line of Imperial Intelligence officers, and felt that her family included not only blood relatives but Imperial Intelligence as well. Thus, she was extremely loyal and uncompromising (some would say fanatical). *Note that she is often referred to as Kora Primos in Twin Stars of Kira.* (TSK)

Primor

this was one of the largest moons that orbited the planet Kidron. Like its sister, Segual, Primor's make-up was loaded with valuable ores and minerals. The Orfites of Kidron kept this fact a well-guarded secret. (PG3)

Primor

this Iskalonian male was considered The First to Swim, or the ruler of the planet Iskalon, during the height of the Galactic Civil War. Primor was voted into his position of leadership because he was a fair bing who allowed the people to guide the actions of the government. He was also known for his patience, although his patience was tried when a delegation of Iskalonians traveled to Gamandar to negotiate a peace treaty with the Empire, sometime after the Battle of Yavin. The ambassadors were killed when their water tanks were purposely smashed, and the message of their assassinations was delivered with a warning that their fate was the only peace the Empire was willing to tolerate. Primor urged caution, but pleaded with Leia Organa, Luke Skywalker, and Lando Calrissian to help free the Iskalon System from Imperial control. Unfortunately, Primor was killed in the tidal wave that destroyed Pavillion, before any lasting treaty with the Alliance could be formed. (MC74, MC75, GMR1)

Primus Goluud

this unstable red giant was the central star of the system containing Goluud Minor. A mining colony existed on the planet some 5,000 years before the Galactic Civil War. The Daragon siblings once charted a hyperspace route - known as the Glouud Corridor - which passed dangerously close to the star. A Cha'a drone ship was the first to use the route, and was destroyed when it strayed slightly off-course and exploded. The Goluud Corridor was abandoned, but the star was etched in history when Naga Sadow retreated to Primus Goluud as he launched his attack on the Old Republic. He drew on the intense energies during his meditations, allowing him to create incredibly far-reaching illusions of battle forces which augmented his own Massassi forces. Gav Daragon successfully broke Sadow's concentration and drew the Republic's fleet to Primus Goluud. Sadow, not wishing to be captured, used the Dark Side of the Force to rend the star apart, hoping to destroy all the ships gathered there. Gav Dargaon managed to provide the Republic ships with an escape vector before the star exploded. (GAS, FOSE)

Prinawe Racer

a small, fast starship. (BTS)

Prince

a Mugaari transport destroyed during an Imperial raid on their hidden outpost. (TIE)

Princess of Blood

this was the nickname of the *Millennium Falcon*, used by Han Solo and his wife, Leia Organa Solo, during their privateer missions in support of Luke Skywalker's Great River. The *Princess of Blood* staged a series of ambushes, capturing cargoes from starships which had been supplying the Peace Brigade in their militant war against the Jedi Knights. Because of this, the ship earned the attention of the Yuuzhan Vong Warmaster, Tsavong Lah, whose personal grudge against the Jedi began with Jacen Solo and ran exceptionally deep. (EVR, NJOSB)

Princess of Ditterbug

this was one of the Gorph females chosen by Queen Slugga as a possible wife for her son, Prince Vork. (ECAR)

Princess of Maduk

this was one of the Gorph females chosen by Queen Slugga as a possible wife for her son, Prince Vork. (ECAR)

Principles of Power

this tome, written by Emperor Palpatine, was required reading for all Imperial Moffs during the New Order. (SOL)

Prindaar System

planetary system which contains Antar and its six moons. (GG4)

Pring, Dandamont

this Imperial Consul-General controlled the planet Bothawui at the height of the Galactic Civil War. He tended to rely on his staff to do all the work, especially Lieutenant Commander Janna Tammok. Dandamont had planned to marry off his daughter, Praleena, to the Captain of the Star Destroyer *Dismay*, but Praleena was extricated from Bothawui by Alliance agents who were there to pick up her lover, one of Pring's personal aides. (SPG)

Pring, Praleena

this young woman was Dandamont Pring's daughter. Her lover was an minor bureaucrat assigned to Consul-General Pring himself, although he planned to defect to the Alliance. However, he would only turn himself over if the Alliance helped him bring Praleena with him. The plan to extricate the defector was a success, much to the dismay of Consul-General Pring, who lost his only daughter. (SPG)

Prinlaeco

this man was a weapons dealer who worked on the planet Tatooine during the early years of the New Republic. (GUN)

Prinzan

this was a common name among the Snivvian race. (UANT)

Priole Danna Festival

this planet-wide festival, staged all throughout Gryle City, engulfed the population of Lamuir IV each year. The festival involved huge parties, parades, and dramas. The festival had been a tradition for millennia at the height of the New Order. *Note that the HoloNetNews.com website indicates that the Priole Danna Festival had been held 2,344 times at the onset of the Clone Wars, when it was canceled for the first time.* (LOE, SWJ4, HNN4, HNN5)

Priority Bounty

not often invoked because of the high price involved, this form of bounty is offered on an individual basis. If accepted, the bounty hunter agrees to drop all current hunts and focus solely on the priority bounty. No other bounties can be accepted until the priority bounty hunt has been completed. (RD)

Priority Command D-113

the self-destruction order used on the *Subjugator*. (SF)

Priority Yellow

this was the Imperial code phrase which indicated a change in the modulation of communications equipment, especially after equipment was stolen or captured. Priority Yellow indicated a mandatory communications silence, to prevent the enemy from using stormtrooper helmets to intercept transmissions. (TG)

Prishardia

a backwater agricultural world. (TFNR)

Prishella

this woman was a noted slicer, who worked from a base on Coruscant and broke into numerous New Republic Intelligence datafiles. (GUN)

Prishella III

this planet was under Imperial control during the Galactic Civil War. (ROE)

Prishti Bulb

this was an unusual, globe-shaped musical instrument. (SWI67)

Prisk

this was one of the many names given to female Bothans. In the Bothan language, it meant "bitter" or "unhappy." (GCG, WOTC)

Prism

this was an Alliance *Carrack*-class cruiser, destroyed during the Galactic Civil War. (TIE)

Prisma Storm

a term used by Corran Horn - alias Kieran Halycon - to describe the phenomenon of the changing from night to day on Yavin 4. As Corran discovered, the atmosphere on Yavin4 got very cold as it passed through the shadow of Yavin. Water crystals in the atmosphere would freeze into small crystals. When the mass of Yavin rose and began a new day, the orange light from the planet would be refracted in the billions of water crystals, looking like multicolored lightning in the air. (IJ)

Prit Kessek

this Clawdite assassin worked for a Herglic crime syndicate during the early years of the New Order. She was hired for her ability to alter her shape, which allowed her to serve as a "different" individual each time she was dispatched. Her superiors worked with the Zygerian slavers, and Kessek served as the courier who picked up the funds which were being transferred from Brevis Taug to the Thanda clan. After Taug was apprehended by Imperial Intelligence and explained his relationship to the Zygerians, the Imperials sent a team to the Bazarre space station to capture the courier and any other being associated with the transfer of credits. The Imperials managed to get the drop of Kessek, but she acted quickly and managed to fight them off. With the firefight at a stalemate, she agreed to help transport the Imperials to Zygeria in exchange for a reduced sentence. (WOA26)

Prit Kesso

this was the name of a noted Clawdite individual in the history of the planet Zolan. (UANT)

Prit, Aveton

this man owned and operated Prit's Free Pit, near the city of Rigton, on Naalol, during the height of the Galactic Civil War. Aveton was also an informant for the Empire, working for Nir Rinit in exchange for certain rights and credits. He used much of the pay he received from Rinit to install high-tech security features in the Pit, including several miniature recording devices planted on his servant droids. (GMR5, WOTC)

Prithann, Clis

this woman was a lifetime friend of the Captisan and Belden families of Bakura, and served as the primary medical aide taking care of Eppie Belden during the height of the New Order. She was trained at

the Imperial medical facility on Bakura, but preferred to use natural remedies instead of the manufactured drugs of her teachers. Despite her soft-spoken demeanor, Clis was an active supporter of the Bakura resistance, and ever helped in the capture of Wilek Nereus during the Battle of Bakura. (TB, TBSB)

Prit's Free Pit

this restaurant, located in tunnel 329 beneath the city of Rigton, on the planet Naalol, was actually carved from the rock of the mountain in which it was located. The tavern was owned and operated by Aveton Prit during the height of the Galactic Civil War. During this period, Prit was paid handsomely by Nir Rinit, who used the Pit as a place to gather intelligence on Alliance activities in the area. The entrance to the Free Pit was protected by sophisticated weapons scanners, as Prit guaranteed that his establishment was free of dangerous weapons. (GMR5, WOTC, WOA36)

Pritsi

this was a common name among the Kushiban race. (UANT)

Prittick

this Imperial fleet Admiral was placed in charge of regrouping the Imperial Fleet fleet following the Battle of Endor. (TB)

Private Luxsub

this was one of the many submersible transport businesses operating on Pavo Prime during the early years of the New Republic. It offered a limited number of private compartments aboard each transport, as well as a large amount of common space. (SWI67)

Privitt

this Imperial officer was one of a handful who were stationed at the relay outpost on the planet Vaal, during the period leading up to the Battle of Yavin. He had joined the team on Vaal shortly before the destruction of the first Death Star, and hadn't been away from the Imperial Academy long enough to understand the lackadaisical attitude of the other officers stationed on the remote planet, especially Reybn. Just as he was starting to embrace their laxity, Privitt discovered that Darth Vader had landed on the planet. As Vader took the only shuttle found at the outpost to return to Coruscant, a pack of mammalian predators entered the compound and killed the officers, including Privitt. (SWESH)

Prm-3

this weapons system was designed by BlasTech for use on small civilian craft, and consisted of an autoblaster or pulse laser cannon which lacked an internal targeting system. Thus, the Prm-3 had to obtain targetting information directly from the ship's sensor package. (SS, SWJ5)

Probe

any of the various automated spacecraft designed to maneuver into a position from which they can monitor a star system's activity. There are two basic types of probes used in the galaxy, both about 5 meters in length and unshielded (5-RU hulls): Type A, a spy probe that resembles an E-class container; and Type B, a spider-like spy probe with more maneuverability. (TIE)

Probe Droid

any of the various droids used to search out remote data. They are often dispensed from large starships in small propulsion capsules. The droid emerges from the capsule on planetfall, and begins following its programmed mission. The droids are equipped with motion detectors, video and audio recording devices, and holographic transmitters. The first probe droids were used to search out metals and fuel sources on remote planets. Later, exploratory probe droids were sent out to look for inhabited planets. After Palpatine assumed control of the galaxy, most exploratory probe droids were reprogrammed to hunt down the bases used by the Alliance, pursue fleeing targets, act as picket line sensors, and to perform spy missions. For these reasons, they were outfitted with protective armaments and self-destruct mechanisms. (ESB, ISB)

Probe-Mate

this was the name of Arakyd's specialized hyperspace pod delivery system, developed to carry Viper probe droids to their targets. (RESB)

Probiotic Shower

developed on the planet Haruun Kal, this chemical shower was used at spaceports to replace the beneficial skin bacteria which were killed upon passing through the surgical umbrella field. Every being arriving on the planet had to pass through customs, and to reach customs they moved through the probiotic shower. (SHPT)

Probiotic Tablet

similar in most respects to a probiotic shower, these medicinal tablets were given to newly-arrived individuals on the planet Haruun Kal to replace intestinal bacteria which may have been killed during passage through a surgical umbrella field. (SHPT)

Probos

a female Duro, and tract mate to Bringe, Probos was actually an alias used by Cachi DeMaal. Together, Bringe and Probos were starcharters working for the Empire. They were charting the space beyond the Outer Rim, when they happened to be in the Mos Eisley cantina when Obi-Wan and Luke approached Han Solo for passage to Alderaan. They debated whether to tell the Imperial about it. A graduate of the Duro Academy of Deep Space Exploration, she can boast no less than 3 unguided trips through hyperspace. She and Bringe know of a huge deposit of Helixell somewhere in the Outer Rim or beyond, but they have not told anyone where it is. (SW, SCRE, GMR2)

Probot

see Probe Droid (ESBN)

Procession

this was the name given to the wide thoroughfare which dominated the Kala'uun Starport. (PSPG)

Proclamation Boards

these variable message boards were displayed along the Grand Concourse in the Senate Rotunda, on the planet Coruscant, during the height of the Clone Wars. The Proclamation Boards continually displayed information on the laws and amendments being considered by the Galactic Senate, as well as the status of the ongoing struggle against the Confederacy of Independent Systems. (E3N)

Procopia

this planet, located in Tapani Sector, was the political capital of the sector. It was also the social capital of the sector during the Capital Season. The nobility and upper class of the sector travel to Procopia to maintain their social standing and reputation, while spying on their peers and looking for intrigue. Those who do not make the trip during Capital Season are often snubbed or blacklisted, which affects social standing as well as political and economic position. The planet itself was covered several chains of islands scattered throughout warm seas, making it quite beautiful to behold. The only true landmass, the continent of Davla, was located at the southern pole and was covered with seething volcanoes. (LOE, PGT)

Procopian Season

see Capital Season (TSIA)

Procopian Shipping Lane

this minor hyperspace route connected the Shapani Bypass to the Mecetti provinces of Tapani Sector. (TSIA)

Proctors

the intermediate level of Hethrir's Empire Youth school, these blue-robed individuals are the teacher and leaders of the helpers and students. They are allowed to begin practicing with lightsabers. (CS)

Procurator of Justice

a position created by Darth Vader for Hethrir, it allowed Hethrir to dispense "justice" to enemies of the Empire. (CS)

Procurator-class Star Battlecruiser

the *Procurator*-class battleship was developed and manufactured by Kuat Drive Yards, specifically for the purpose of defending the Kuat Sector from invasion. (X2)

Prodigal

this YT-1300 freighter was used by Fable Astin and her Harrier infiltration team on many insertion missions. (SWJ8)

Prodigal-One

this was the codename of Kala Kevv, the Alliance starfighter pilot shot down over NCW-781. (IA)

Prodigal-Two

this was the codename of the datacard created by Alliance agent Prodigal-One. It contained information on a pair of Imperial double-agents working for the Alliance. (IA)

Prodmash

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Productivity Day

this Tapani Sector holiday fell between the months of Nelona and Helona. (PGT)

Professiona Artists Guild

this guild of noted artists from the Elrood Sector was based on Akana. The name "Professiona" was chosen for its exotic sound. (PG3)

Professional Greenputt Tour

this was one of the primary series of greenputt matches held during the last decades of the Old Republic. Only the best male greenputt players were allowed to compete. (HNN4)

Profex

this was the title given to certain professors who taught at the University of Sanbra. (GMR10)

Proficient-class Cruiser

this Corellian-made warship was developed in the early decades of the New Republic, and saw duty as part of the Republic's newer fleets. It measured 850 meters in length, and was equipped with a Damorian power plant. Despite its size, it was lightly armed with just ten heavy turbolasers and twenty ion cannons. The original designs were meant to be modular, but later refits removed the compartmentalized holds in favor of docking bays. (HT)

Profit

this small freighter was part of the pirate fleet controlled by Larken and the *Pillage*. It was captained by Druug, but was destroyed by the *Interceptor*-class freighter *Kizbon's Box*. (SWJ5)

Profitable

this Trade Federation freighter was one of many such ships that were refitted for military use, during the years leading up to the Battle of Naboo. It was dispatched to Corellia, under the command of Nute Gunray, to capture a renegade scientist sometime after the Battle of Naboo. It was believed that Gunray was ordered to take on the mission by Darth Sidious, after a bounty hunter claimed that he had been hired by Gunray to capture the scientist. (GCG)

Profiteer

this was the Basic name of the Trade Federation freighter *Saak'ak*. (COD)

Profiteroles Ukio

this sweet dessert was created on the planet Ukio. It was made from puff pastries that were filled with a caramel ganache sauce. (YDR)

ProfitSmasher

this starship was owned by a crew which was deeply in debt to Brebu, a Hutt crimelord. When they defaulted on their loan payments, the Hutt sent his thugs out to make the crew pay for their mistake. The thugs shot down the ProfitSmasher on an unspecified backwater planet, and all aboard were either killed or enslaved by the Hutt. In the years since the crash, the dead hull of the ship has been gutted and stripped of all salvageable components. Many a pirate or criminal has tried to turn the hulk of the ProfitSmasher into their personal base, but every such venture seemed to end in disaster. Most modern spacers leave the crash site alone, fearing their own misfortunes. Shortly after the Battle of Yavin, Brebu began devising a plan to turn the hulk of the ProfitSmasher into his own base. (HAS)

Profogg

this species of large rodent was native to the deserts of the planet Tatooine. They lived in "towns" which were formed by a complex series of tunnels and chambers dug out of the sand and could accommodate up to 100 individuals. Incredibly social, the profoggs had distinct uses for each chamber. Profoggs were known for their fast rate of reproduction, giving birth to up to eight young as often as eight times a year. The profogg was distinguished by its unusual head, which was ratlike and filled with sharp incisors. Atop its nose was a prominent horn, used for digging and foraging. The backside of the profogg was covered with thick, scale-like plates that helped protect them from the sun. (WSW)

Progenitor

according to the members of the Order of Shasa, the Progenitor was the first Selkath to ever move about on the planet Manaan. It was from the Progenitor that the Selkath race developed. (PH)

Progenitor's Call

this unique ability to call upon the power of the Force was isolated to those Selkath who became members of the Order of Shasa. The power of the Force was believed to have come directly from the Progenitor, the being who was believed to have formed the Selkath race many millennia before the Galactic Civil War. (PH)

Program Trap

a form of computer virus that is programmed into a droid's memory which causes a power overload in the droid's circuits. The result is an explosive detonation device similar to a medium-sized bomb. (SW)

Program, The

this was the term used by Melen Toobo to describe his plans to lobotomize Coruscanti Ogres, in an effort to create a cheap pool of "organic droids" to serve as his docile workforce. The first ogres put through The Program were utter failures, emerging from surgery even more savage than before. The success of the individual known as Friendly emboldened Toobo to begin full-scale conversion, although Friendly turned out to be a fluke. Subsequent conversions resulted in ogres that were uncontrollable, and had to be turned off in order to prevent widespread damage. When the Empire discovered The Program, it tried to use the lobotomized ogres as a form of soldier, dispatched to rebellious worlds to wreak havoc on the population. Then, a squadron of stormtroopers would arrive and eliminate the ogres, winning the support of the frightened population. (WOTC)

Progression

a time measurement used by the Brigians. (HSL)

Progressives

see Lllun (UANT)

Project Ambition

this was the codename of Ysanne Isard's plan to eliminate the Cabal which opposed the Imperial Ruling

Council and dispose of Sate Pestage, thereby given her complete control of the Empire's remnants, in the wake of the Battle of Endor. (XWES)

Project Aralia

an amusement park built on the planet Aralia. The Ranats tried to stall the construction of the park, and its builders complained to the Empire. This led to the decree that Ranats could be killed in self-defense, and could not carry weapons. (GG4)

Project Asteroid

an infamous Imperial operation which used many of the battle tactics devised by Jan Dodonna. (MTS)

Project Chubar

named for the animated bilar of children's stories, Project Chubar was Warlord Zsinj's pet project. Its goal was to produce highly intelligent soldiers from the more primitive, non-human species in the galaxy. The project focused primarily on Gamorreans, Ewoks, and Talz, but also included Ortolans, Ranats, and Bilars. Using chemical treatments and educational imprinting similar to that used on clones, scientists from Binning Biomedical's Epsilon Wing discovered that their subjects could obtain near-human intelligence. This allowed them to learn complex tasks, such as flying a starship. A secondary goal was to stimulate the aggression centers of the subjects' brains, thereby creating a group of brutal soldiers which could act on Zsinj's orders. The project was nearly scuttled by one of its lead scientists, Tuzin Gast, who staged an explosion in the labs on Saffalore in hopes of letting the test subjects escape. Gast himself died in the blast, but only a single creature escaped. Known as subject Gamma-9104, this Gamorrean fled Saffalore and joined the New Republic, taking the name Voort saBinning. (SOC)

Project Dead Eye

this Imperial operation was exposed shortly after the Battle of Yavin. The lead scientist for the project, Dr. Vacca, was a native of the planet Alderaan, a fact that led many Alderaanian survivors to question his true loyalties. The project was designed to increase the ability of Imperial stormtroopers to accurately target their weapons. By using native Alderaanian plants, Dr. Vacca created a stimulant drug that increased the visual acuity of a stormtrooper. This stim also increased their combat abilities, a beneficial side effect that served to increase Dead Eye's worth to the Empire. However, the destruction of Alderaan meant that there were very few remaining stores of Alderaanina flora, forcing Dr. Vacca to rethink his work. When he decided to defect from Imperial service and join the Alliance, all materials from Project Dead Eye were turned over to Alliance scientists for further investigation. (SWGAL)

Project Death Star

this was the term used to describe the original plans to develop the Death Star space station, as indicated by the plans which were stolen by the Alliance just prior to the Battle of Yavin. (RESB)

Project Decoy

a project assigned to Fandar and Fugo by DRAPAC, its goal was to produce Human Replica Droids for use by Alliance personnel in dangerous situations. The first such droid was built to resemble Princess Leia, who was being pursued by Zorba the Hutt and Trioculus. The technology developed during this project eventually reached the open market, though it was prohibitively expensive in most cases, Prince Xizor, for instance, paid 9,000,000 credits to build his assistant, Guri. (MMY, QE, SSE)

Project Funeral

this was one of Warlord Zsinj's most ambitious actions against the New Republic. It involved the insertion of agents into all levels of the New Republic government, and was a spin-off of Projects Chubar and Minefield. A few of the agents were simply messengers, who would deliver the code phrases needed to activate the programming installed as part of Project Minefield. The majority of the agents were non-humans who held positions in which they were trusted and respected. Zsinj began stirring up the racial tensions by compelling the non-humans to take violent actions against human personnel. However, Zsinj's actions were discovered by Wraith Squadron, and so many of the agents that were part of Project Funeral were captured or neutralized before they could do any damage. (SOC)

Project Minefield

this was a project established by Warlord Zsinj, during his struggles against the New Republic. It was a spin-off from Project Chubar, and involved the use of certain chemical treatments to brainwash the more intelligent, non-human species of the galaxy. While Project Chubar could produce subjects capable of successive missions, the subjects of Project Minefield were considered expendable. This was because the brainwashing, once activated, would compel them to actions which would lead to their demise once their mission was carried out. The subjects were implanted with the need to complete a specific task, most often the assassination of another being. The subject was activated upon hearing a code phrase which contained a reference to their target. The brainwashing was not complete, as many early test subjects were able to see that the compelling act was wrong, but they often carried it out anyway. Zsinj used the subjects of this project to begin sowing seeds of division between the human and non-human races of the New Republic. However, it was discovered by New Republic Intelligence after the capture of Doctor Edda Gast. (SOC)

Project Moort

developed by Warlord Zsinj, this project attempted to use *Moorrt*-class droids to reveal the locations of enemy warships. (NEGC)

Project Nightsaber

this project was the brainchild of Imperial General Vit, who was based on the planet Dathomir some twelve years after the Battle of Yavin. Vit spent a great deal of credits on excavations of the *Chu'unthor*, hoping to obtain Jedi lightsabers and other artifacts. His plan called for luring a disgruntled Jedi Knight to Dathomir, and convincing them to join him in a crusade against the New Republic. This turncoat Jedi would then train legions of Force-sensitive Imperial agents, the culmination of the project. General Vit thought he had the perfect candidate when Dal Konur was stranded on Dathomir, but the Jedi team sent to apprehend Konur managed to capture the rogue Jedi and defeat Vit in combat. Thus, Project Nightsaber never came to fruition. (WOA30)

Project Orrad

this secret Imperial project was run in an underground lab on Venaari. Plans for the project were stolen by Shandria L'hnnar and Sienn Sconn before the project could be initiated. (SWJ5)

Project Phlutdroid

this was the codename of the IG-88 development project. (ESB, EGD)

Project Second Chance

this New Republic operation involved the hiring of a group of smugglers to assist the Kalinda System in repelling the Imperial and Corporate Sector forces which tried to control it. The Republic knew that the Kalindan military had been developing a technology that would negate the effects of a cloaking device, and wanted to make sure it didn't fall into the wrong hands. Implemented by Clivis Damand, the project was never given the consent of the Ruling Council, and was conducted without their knowledge. The goal of the project was for the smugglers to transport a modular command circuit to the Kalindans, which would be used to activate their deep-space defense network. The project was successful, and the Kalindans were able to repel both of the forces arrayed against them, seemingly without intervention from the New Republic. (TSK)

Project Starscream

this secret project was developed by Mammon Hoole and Borborygmus Gog, and directly funded by Emperor Palpatine. Its ultimate goal was the creation of a living army that was impervious to most forms of attack. The Project's primary laboratories were located on the planet Kiva, until an early experimental failure in the control of life and death wiped out all life on the planet. Gog assured that Hoole would be blamed for the accident, then secured continued funding from Palpatine. The Emperor placed Darth Vader in control of the project, which continued at a rapid pace. The first step in Gog's plan was to create life from nothing, and the result was the planet D'vouran. Despite this success, D'vouran outgrew its creators and escaped after consuming many of the Project's scientists. Gog continued, employing Doctor Evazan in an effort to bring the death back to life on the planet Necropolis. Evazan managed to discover a formula, but its effects were limited and required diligent planning. The next step involved discovering a

way to propagate the army without continual expenditure, and involved the development of ancient viruses on Gobindi. Further experiments yielded the Nightmare Machine, which proved that Gog's scientists could extract a person's deepest fears from their mind and use them as a weapon, and a way to control the Force itself. This last step was never achieved, although a test subject was created by Gog. Known only as Eppon and called the first of Gog's Army of Terror, Eppon was a biological construct that could consume its opponents and grow stronger, could read their darkest fears and turn them against them, and could return from death rapidly. However, Hoole returned from hiding in an effort to thwart Gog's plans. In the end, Gog and Hoole battled on the planet Kiva, where the wraiths of the dead Kivans consumed Gog shortly after he destroyed Eppon. (GOF1, GOF2, GOF3, GOF4, GOF5, GOF6)

Project Wayfarer

this Old Republic exploration endeavor, led by the Republic Scout Service, was charged with probing the fringes of the known galaxy by dispatching a variety of deep-space probes. (PG3)

Projectile Cannon

this outdated form of weapon used a mild explosive to launch a solid projectile at its target. (KO)

Prok, Falad

this youth worked as a thief, spy, and errand boy for Jorga Sune, working in the streets of the city of Iritsa on Chazwa. He was later killed by a poison dart, during a skirmish between Sune's men and a group of thugs working for Hahz Fallone. (ND)

Proko

this ancient Quarren surname was believed to mean "seeker of lights". Like many Quarren surnames, it could be traced back to the time of the Battle of Ruusan. (GCG)

Pr'ollerg

this Zygerian clan formed the leadership council for the Zygerian Slaver Syndicate during the height of the Galactic Civil War. (GG10)

Promenade Hotel

this ramshackle hotel was located on the town of Corestrike, on the planet Chrona. (SWJ12)

Promhassic Triaxli

this is a harmless, legal substance imported to many industrial worlds. (TFE)

Prominence

this Old Republic Dreadnaught was one of the many ships that were destroyed at Duro, during the height of the Clone Wars, when the Separatist forces in the system launched Operation Durge's Lance. (SW174)

Prominence

this Corellian Engineering Corporation Republic Cruiser was one of the Old Republic ships dispatched to Asmeru to root out the Nebula Front, about a year before the Battle of Naboo. This ship transported Qui-Gon Jinn, Obi-Wan Kenobi, and a team of Jedi to Asmeru, at the behest of Chancellor Valorum. In order to escape a trap laid by the Nebula Front, the pilot and co-pilot were forced to jettison the salon pod in its nose to distract the fighters harassing it. In the resulting explosion, the *Prominence* was able to break the tractor-beam lock but was shot by a planetside ion cannon. It skimmed the surface of a lake and was forced to land when two of its three engines were damaged. (COD)

Promise

this Rabaanite ceremony involves the betrothal of two members of a social caste. (SWJ9)

Promised Land

according to legends that circulated through the Lower City of Taris during the centuries leading up to the Great Sith War, the Promised Land was a place where the Outcasts - those disenfranchised beings who lived in the Lower City - could exist without persecution and poverty. Unfortunately, the story of the Promised Land told that any being who entered it could never return to their former home. Some 4,000

years before the Battle of Yavin, it was believed that the entrance to the Promised Land was somewhere in the sewers of the Lower City, but no such entrance was ever found. (KOTOR)

Promised One

according to Kathol legend, the Promised One was the being who would awaken the Sleeper. The identity of the Promised One was revealed to be Jessa Dajus, four years after the Battle of Endor, when the crew of the FarStar discovered DarkStryder's lair on the planet Kathol. (E)

Promk

one of the Black Sun criminals working with Grobber during the reign of Zekka Thyne over Black Sun's Corellian interests. (TFE)

Proom

this small, feline mammal was known as a scavenger that dragged its food into its lair to ensure no other creature could steal it. (HTTE)

Proop

this creature, native to the oceans of Chad, was semi-domesticated and was harvested for its tender flesh. They were a tentacled species of slug which could measure 15 meters in length, and were thought to be part of the same group as the bildogs. They herded in groups of up to 300 individuals. (SWJ10, EGA)

Proper Posture: A Guide on Showing Proper Respect Through Proper Carriage

this Imperial military document described the correct ways in which a military commander should deploy his forces in order to address an enemy force. (FC)

Prophecy of Vaal

this work of art, owned by Gallo Memm during the height of the New Order, depicted the prophecy of the ancient seer Vaal. A stark piece, the *Prophecy of Vaal* was single page of manuscript done in black ink, cobalt chalk, and gold leaf. (GMR8)

Prophet of the Void

this was the title given to the leader of the Charon Cult of Death. The Prophet was an individual who was, in effect, the supreme leader of the Charon race. (GG4, UANT)

Prophet, The

see Yu'shaa (FH2)

Prophetess

this was the codename used by the Dark Jedi Sariss, during her tenure with the Church of the Dark Side. (WOTC)

Prophetess, The

according to Chiss records, this woman oversaw the development of the Yashuvhi colony, instilling in them an obscure knowledge of the Force. Further investigation by Luke Skywalker into the books of the Expeditionary Library revealed that the Prophetess was actually Valara Saar. (FH2)

Prophets of the Dark Side

this was the name of a secretly-operating group of Imperial Intelligence agents who are continually spying on the galaxy's activities. The Prophets were all trained in the use of the Dark Side of the Force, and used its power to delve into the possible future outcomes of any event. They are led by Kadann, the Supreme Prophet. The prophets are all black-bearded individuals who wear gleaming black robes, and who have obtained a great deal of power within the remnants of the Empire, and who have made some bold predictions. Among them, the Prophets supposedly predicted the exact time and place for the destruction of both Death Stars by the Alliance. They are continually working to make sure their prophecies come true, at any cost, in order to retain their power. (LCJ, DSSB)

Prosperine Entertainment & Distillers

this company, headquartered on Algara II, owned and operated Club Prosperine. (PG2)

Prosperity

once known as Garrotine, Prosperity served as the unofficial capital of the planet Beheboth during the early years of the New Republic. (PH)

Prosperity Row

this is the name given to the only legitimate business section of Off-worlders' Quarter, found on the planet Ropagi II. Although it tries to remain apart from the black markets of the Black Hole, the various booths on Prosperity Row have no qualms about overcharging unsuspecting newcomers. (TSK)

Prosperity-class Light Cruiser

this starship was developed by Elrood StarYards, Limited, and was designed to be a customs patrol craft. They were not built for combat, and found acceptance mainly in Elrood Sector. The Prosperity-class measured 300 meters in length, and was a wedge-shaped craft with two wide wings. It required a crew of 100 officers and 24 gunners, and could transport up to 400 passengers and 2,500 metric tons of cargo. It was armed with six heavy turbolasers and a pair of tractor beam projectors. (PG3)

Prosperous Secret

this was the name of Borgo the Hutt's personal space yacht. (WOTC)

Prosslee

this race, a member of the New Republic, maintained a feud with the Forshuliri race. (SOP)

Prost

this Imperial Captain served as part of the fleet command that attempted to control the Kalinda System, some years after the Battle of Endor. His fleet was constantly harassed by Commander Sloane's Corporate Sector fleet. (TSK)

Prosthetics

the science of using mechanical systems to replace organic ones. Luke Skywalker and Darth Vader both benefitted from prosthetic systems, although Vader's were much more extensive than Luke's right hand. (ESB, TB)

Protanut

this plant produced a nut which was encased in a smooth, round shell. (RP)

Protas

this native of Anobis was Elis' younger brother. He was nineteen years old at the time Han Solo came to Anobis to discuss a cease-fire to the civil war there. During the war, he had become proficient at laying traps that eliminated the farmers of the plains. He also had developed a close relationship with Anja Gallandro, based on the proximity of their families. When she returned to Anobis with Solo, she tricked him into attacking the Ynos' village during the early stages of the cease-fire. Protas was hot-headed enough to go along, and worked hard to lay traps for the returning farmers. He was going to make one last trap for Ynos, and returned to his house shortly after Anja set a burrowing detonator in the doorway. When Protas stepped across the threshold, he activated the explosive and was killed in the blast. (ROM)

Protato

this pasty orange food product was developed to add additional proteins to a smashed potato-like sidedish. (T)

Protazk

this planet was one of many Kwymar Sector worlds that were subjugated by the Empire during the Kwymar Suppressions. (SWMW)

Protazk

this city, located on the planet Spuma, was a hold-out location for the supporters of the Alliance on the planet. The Empire sent in its best Hell's Hammers, under the command of Colonel Johans himself, to wipe out any rebellion. (ISB)

Protean

this race of unusual beings was native to the planet Nathas I, in the Questal Sector. In their natural state, Proteans resemble man-sized blobs of protoplasmic clay. They live in small groups of five to ten individuals. They consume their food by surrounding it with their bodies and absorbing it through their skin. Individual Proteans have the ability to mold themselves into different shapes and can alter their coloration, and use their ability to change shape to capture their prey. The average intelligence of a Protean is quite low, although they have the ability to learn simple concepts and commands. Their homeworld is airless, forcing the Proteans to develop methods of absorbing oxygen through their skin. They can also survive in hard vacuum for short periods of time, and have just four senses: sight, touch, hearing, and chemical. They reproduce when two individuals combine their structures into a single, stone-like ball, and remain in this configuration for a standard year. When the ball cracks open, the original pair emerges with a new child. (SWJ12, AE)

ProTech

this ancient manufactured produced a wide range of personal protection armor and systems more than 4,000 years before the Battle of Yavin. (TOJC)

Protector

this Trade Federation starship participated in the Battle of Naboo. (OWS, SFT)

Protector

a *Victory*-class Star Destroyer under the command of Admiral Harkov. It was dispatched to halt the Sepan Civil War, and served in a number of battles until Harkov decided to defect to the Alliance. He took the *Protector* and its accompanying fleet and tried to hand it over to the Alliance. Admiral Zaarin and Darth Vader were able to capture Harkov and his fleet. (TIE)

Protector

this *Victory*-class Star Destroyer was part of the New Republic fleet during the early stages of the Yuuzhan Vong invasion. It escorted Leia Organa Solo and Danni Quee to Bastion, during their mission to make contact with Gilead Pellaeon and the Imperial Remnant. (DTR)

Protector

this was the brand name of Prax Arms' PRP-500 series of hold-out dart pistols. (FOP, EGW)

Protector

this Imperial *Victory*-II class Star Destroyer was part of a fleet dispatched to harass the Alliance as it began massing ships near Sullust, just prior to the Battle of Endor. The ship survived the death of Emperor Palpatine at Endor, and became one of the backbone ships in the Imperial fleet under the command of Grand Admiral Gilad Pellaeon. (XWA, FH1)

Protector

this was the brand name of the slugthrowing rifle produced by Barimoq Industries during the height of the New Order. (SWJ15)

Protector

this was a small, turret-mounted laser produced by BlasTech during the height of the New Order. (SWJ4)

Protector

this New Republic shuttle was used to transport criminals to the penal colony on Dles IV, until it was hijacked by the Trandoshan criminal Nakaron. (SWJ4)

Protector II

this was one of three Nebulon-B escort frigates assigned by the Empire to protect the replenishment fleet which contained the Black Ice. (BI)

Protector Series Droid

developed by Baktoid Combat Automata during the early years of the Galactic Civil War, this form of combat droid was armed with a pair of heavy repeating blasters, and was protected by heavy armor and a shield generator. (GMR5, WOTC)

Protector Squadron

this stormtrooper squadron was part of the forces dispatched to Tatooine to protect Prefect Talmont, shortly after the Battle of Yavin. (MEAS)

Protector StarSpeeder

this starfighter found use in the small fleet which protected the moon Echnos. The Protector StarSpeeder was armed with a pair of laser cannons, and could achieve speeds of up to 560 kilometers an hour in Echnos' minimal atmosphere. (SWJ4)

Protectorate

this was the name given by Imperial Governor Wilek Nereus to his personal stormtrooper guard. These soldiers were specially trained at the Skine Bounty Hunter College, and were charged with deflecting any threat to Nereus' life. In the aftermath of the Bakura Incident and the death of Governor Nereus, the New Republic captured all but two members of the Protectorate, who remained unaccounted for. (TBSB)

Protectorate

this branch of the Pentastar Alignment's Chamber of Order took the place of the Empire's Imperial Security Bureau as well as the Imperial Guard Corps, and was charged with protecting the personnel and assets of the Alignment at any cost. They were known to have developed an elaborate scheme of colors to identify varying levels of threats. (SWJ3)

Protectors

this was the name of the group of Saurton warriors who supported the rulership of the High Priests. Each Protector acted as a judge and policeman as well. (PG1)

Protectors, The

this was a term used by certain members of the Jedi Order to describe their membership, during the last decades of the Old Republic. It was a term that sprang from the basic Jedi beliefs that all life must be protected and nurtured. As the Old Republic became more stagnant and the Jedi Order more insular, the Protectors was a term used with something more along the lines of conceit and pride, further evidence of how far the Jedi had fallen from their ancient ideals. (YDR)

Protein Pellets

this was a highly-nutritional but completely tasteless form of protein supplement that was used in many survival kits during the years leading up to the Battle of Naboo. (SOJ)

Prothium

this gas, used in the manufacture of blasters, is mined on Bespin as well as in the Killaniri System. All of the prothium from that system is shipped from the Mutandan moon, Justa. (PGF, GG2)

Protial, Fulkrehm

this man was one of the Alliance's most promising pilots, until he was shot down over Kostra. He was rescued by the natives, but their medical knowledge was insufficient to completely heal him. His legs were severely damaged, and he was unable to fly again. However, he served as an information gatherer, posing as a drunkard with little redeeming value to get close to beings with information. The disguise was easy for Protial to put on, because he found that alcohol was his only solace after losing the ability to fly. He convinced Captain Rondell that he was still useful, despite his near-constant state of inebriation.

Protial then spent his time in the bars of Berrol's Donn, posing as "that drunk in the corner" at Sangorn's Net and using the codename Trosilon. (CRO)

Protie

this slang term originated in the Elrood Sector, and was a short way to describe a protocol droid. (PG3)

Proto One

this ancient droid was once a security droid. Over the years, Proto One was forced to repair himself with spare parts, and he was shuffled from owner to owner until he ended up on Boonta. During the early years of the New Order, Proto One worked as a guard and mechanic at a scrapyard. There, he encountered R2-D2 and C-3PO, who were on the planet because their masters - Jord Dusat and Thall Joben - were racing in the Boonta Speeder Race. Although C-3PO did not trust Proto One, R2-D2 was confident in his abilities. When Boba Fett's droid BL-17 tried to destroy the *White Witch*, it was Proto One who opposed the droid and held it off long enough for R2-D2 to arrive and help drive it off. C-3PO later apologized to Proto One for his rude behavior. (DCAR)

Protocapillary Transmitter

this was a form of communications array which was developed in the Outer Rim Territory during the decades leading up to the Battle of Naboo. It was especially susceptible to atmospheric obstructions like clouds, which tended to reflect the signals it produced. (TAE)

Protocol Droid

a humanoid robot programmed in diplomacy, interpretation, and other skills necessary for interplanetary interactions. They are humanoid in shape so that they will fit in better among the races that are trying to interact. (SW, ESB)

Protocol of Gifts

this was the phrase used to describe the custom of the Twi'lek society in which a visitor always brought a gift for their host, as a sign of friendship and in exchange for their hospitality. The custom originated early in Twi'lek history, when different clans first met. Over the centuries, the Protocol of Gifts has been extended from personal meetings to business gatherings and the arrival of a starship to a port such as Kala'uun. Those spacers who failed to provide a gift to Koh'shak or his family were rebuffed. (PSPG)

Protocol of Hon Akua

this was the Yuuzhan Vong Shaper's law, governing the creation of grutchins. (EVR)

Protocol of Qah

this law of the Yuuzhan Vong Shapers involved the methods required to alter the memories of another Yuuzhan Vong, or even a lesser creature. The Shapers used a Qah cell to enter the subject's brain and implant a new memory, wiping out an old one in the process. Using this protocol, the Yuuzhan Vong could alter the "mission profile" of their starships, grutchins and other creatures. After the Yuuzhan Vong invaded the galaxy, it was discovered that the Protocol of Qah was ineffective on the brain of a human. The human brain tended to reroute neural pathways on its own, making the Protocol of Qah moderately ineffective. Like all the Shaper protocols, it was contained in the Qang qhasa. (EVC, EVR, FP)

Protocol of Tsong

this was one of the laws which governed the work of a Yuuzhan Vong Shaper. It described the ways in which a provoker spinneray could be used to agitate the nervous system of another being. Like all the Shaper protocols, it was contained in the Qang qhasa. (EVC, EVR)

Protocol of Vul Ag

this was one of the many laws which governed the work of a Yuuzhan Vong Shaper. It described the ways in which an engineered organism could be made to transpire more efficiently, but was reserved for use on more advanced organisms. Like all the Shaper protocols, it was contained in the Qang qhasa. (EVC, EVR)

Protocol Team

this was the name used by Ploovo Two-for-One to describe the group of thugs and killers he required to perform acts of violence in order to maintain his wishes. (AIR)

Protocols

this was the name given to the laws and regulations that governed the actions of the Yuuzhan Vong Shapers. The Protocols were rooted in a purely egocentric view of the universe, and were based on the Yuuzhan Vong's own physiology and the biology of their homeworld. Any belief that other forms of life could exist, let alone be superior in some way, was considered a heresy that was punishable by immediate death. Among these laws were the Protocols of Tsong and Vul Ag. (EVC)

Protocols, The

this set of laws which govern the challenges and duels which dominated Adumari society, the Protocols stipulate - among other things - that any duel must benefit both combatants. A young pilot who challenges an older, more experienced pilot, will be refused under the Protocols, since the older pilot has nothing more to gain from the duel. Another Protocol used in fighter craft duels involved the setting of match numbers, which specified the size of the opposing teams. Once a challenge was made, the recipient could accept or decline. If they accepted, they had the right to set the match number. (SOA)

Proton 12

this is the designation of a Rendili StarDrive sublight engine. It is small, and is often used in a group to back-up a larger engine system, such as the Proton 2. (X1)

Proton 2

this is the designation of a massive Rendili StarDrive sublight engine. (X1)

Proton Blaster

this out-dated weapon fired bolts of cohesive protonic material that explodes on contact. Seinar produced them at one time. (POT)

Proton Carbine

this heavy rifle was developed to fire cohesive bolts of protons. (SWGAL)

Proton Charge

see Proton Grenade (MC17)

Proton Fuel

a highly-volatile type of fuel. (DOD)

Proton Grenade

a small concussion bomb which is thrown at a target and scatters energy when detonated. (SWSB, CSW)

Proton Overload

this band sometimes played at Bantha Traxx, on the planet Lianna. (WSV)

Proton Rifle

this heavy rifle was the larger cousin of the proton carbine, and was developed to fire cohesive bolts of protons. (SWGAL)

Proton Tank

these large siege machines resembled large assault craft, and were armed with proton grenade launchers. They were also troop transports, and could safely deposit soldiers into a war zone. They were used during the last decades of the Old Republic, and were armed with ion cannons. (MOC)

Proton Torpedo

these weapons use a proton-scattering pod. The pod consisted of a fuel cell and a nucleonic igniter. When the torpedo strikes its target, the igniter smashes the atoms in the fuel cell, creating an enormous

energy surge which destroys the target. While being very powerful, the proton torpedo can only travel at slow, sublight speeds. (SW, SWSB)

Proton-shock

this term was often used by smugglers to indicate an individual who was staring dazedly into space, describing the individual as "proton-shocked." (3D3)

Protosteel

a material used to build the hulls of large starships. (HSE)

Protorean

this alien race resembles a crude clay statue of a humanoid lifeform. They are round beings, with no visible fingers or toes, and their bodies seem to flow and change. Protoreans can alter their body color and texture to match their surroundings, which allows them to blend into almost any environment. These creatures then lie in wait for their prey to wander too close. Protoreans capture their prey by striking quickly, draping themselves around the victim's head to prevent any outcry and suffocating them at the same time. (GCQ)

Prouk

this Korunnai was a member of Kar Vastor's Akk Guards, during the early stages of the Clone Wars. He was a known gambler, but he always made sure to pay his debts. When Jedi Master Mace Windu tried to attack and capture the city of Pelek Baw, on the planet Haruun Kal, Prouk was one of many who sided with Vastor in keeping Depa Billaba free to make her own choices in terms of her loyalty. Prouk was one of several Akk Guards sent to apprehend the Jedi when he tried to infiltrate the droid control center in Pelek Baw. After dispatching several clone troopers of the Army of the Republic, Prouk leaped to attack Nick Rostu. Rostu managed to grab a fallen trooper's DC-15 blaster and shoot Prouk in the chest. Prouk died quickly of his injuries. (SHPT)

Providence-class Destroyer

this 1,088-meter-long vessel was developed by the Free Dac Volunteers Engineering Corps during the last decades of the Old Republic, and found prominent use among the naval fleets of the Confederacy of Independent Systems during the height of the Clone Wars. These ships were propelled through space by four Crevel-4 radial ion drive units, and had a Class 1.5 hyperdrive system that could move the ship across some 40,000 light-years. Like many other Separatist vessels, the *Providence*-class destroyer was designed to be operated by a droid crew of some 600 droid officers. In its holds, the *Providence*-class destroyer could carry up to 1.5 million deactivated battle droids, as well as 120 Tri-fighters, 120 vulture droids, 160 MTT transports, and nearly 300 other armored vehicles. In order to defend itself in combat, the *Providence*-class destroyer was armed with fourteen turret-mounted quad turbolasers, thirty-four dual laser cannons, a pair of ion cannons, twelve point-defense ion cannons, and 102 proton torpedo tubes. (X3)

Provider of the Sun, The

see Kavaan (GMR1)

Provisional Committee

this was the term used to describe the group of politicians and leaders who were selected by the Old Republic to travel to planets which needed assistance in restoring order to their governments. Most often, Provisional Committees were sent in after civil wars or other disputes, to help the various factions work together to rebuild their government. (JQ6)

Provisional Council

after the leaders of the New Republic re-established their governmental seat on Coruscant, some four years after the Battle of Endor, the Provisional Council was established to restore the principles and laws of the Old Republic. It also provided leadership and direction for the New Republic. It was considered a more formal political arena than the Inner Council, which was generally thought of as guiding the Provisional Council. As its name implied, the Provisional Council was set up to assist in repairing the damage caused by Emperor Palpatine's New Order, but was by no means permanent. It was dissolved a

short time before the Yevethan Purge, and replaced with a full government designed by the various Senatorial leaders. (HTTE, SOL)

Provocateur

this Imperial frigate was commanded by Captain Joshi, and was part of Zsinj's fleet shortly after the Battle of Endor. It was assigned to provide support for the *Night Caller* during a raid on Talasea, but was destroyed in the battle. (WS)

Provoker Spinneray

this Yuuzhan Vong creature was bio-engineered for use in stimulating the nervous system of another alien creature. These creatures were developed specially for the species on which they would be used, and could be manipulated to cause pain to selective nerve arrays. With the use of a provoker spinneray, a Yuuzhan Vong Shaper could map out a being's nervous system and what each set of nerves was designed to do. The use of a provoker spinneray was controlled by the Protocol of Tsong, and required that the Shaper use an ol-villip to monitor its actions. (EVC)

Provotin Cystate

this medical drug was developed during the last decades of the Old Republic, and found widespread use during the Clone Wars. (MBS)

Prowler

an Alliance escort carrier group destroyed during the Galactic Civil War. (TIE)

Prowler

an Alliance Corvette group destroyed during the Galactic Civil War. (TIE)

Prowler 1000

this repulsor-equipped droid was developed by Arakyd Industries for use by the Confederacy of Independent Systems in the exploration and reconnaissance of unknown locations, during the height of the Clone Wars. Known as seeker droids, each of these droids had three photoreceptors, each of which could record information in various wavelengths. Four thin arms were used for a variety of tasks. A large-aperture photoreceptor dominated the "face" of the Prowler, and was surrounded by a sensor and detection array. The Prowler 1000 eventually became the design basis for the Mark VII Inquisitor and the Viper probe droid. (OWS, SWI81, VD3)

Prowler-class Reconnaissance Vessel

one of the new class of starships developed by Republic Engineering Corporation, the Prowler was designed to act as a long-term spy craft. The basic design is that of the REC Ferret, but with less equipment and stealth systems, and its mission profile dictated it be in place for long periods of time, gathering information about an enemy's location and assets. The Prowler does its work from a distance, rather than getting in close, but still retained the baffled drive and chemical-thrust systems of the Ferret. Each prowler-class ship required a complement of 6 crewmen to fly, unlike the droid-commanded Ferret, and was armed with more missiles and a decoy package. (CTD)

Proxima Dibal

a star with a single planet, which was simply known as Proxima Dibal I. (HSE)

Proxima Dibal I

this planet, the only world orbiting the star Proxima Dibal, was home to the song serpents and the dinko. (HSE, EGA)

Proy'skyn

this Bothan was an investigator with the Drev'starn Department of Criminal Discouragement. He accompanied Morv'vyal to the Exocticalia Pet Emporium, on a tip that the store had been burglarized. When a fire broke out in the shop, the Bothans realized that it was related to the wiring. This led them to discover the hidden cache of weapons kept by Navett and Klif, which forced the humans to kill the Bothan investigators in order to carry out their plans. (VOF)

PRP-100

this model of personal-use rocket pack was produced by Presentian, during the height of the Galactic Civil War. (GFT)

PRP-500

this was the model number of Prax Arm's Protector dart pistol. (FOP)

PRP-502

this was the second-generation of the Protector dart pistol, developed by Prax Arms' during the height of the New Order. It was roughly the size of a hold-out blaster, and just as easily concealed. It could also be broken down into four parts, for easier storage. (EGW, AEG)

Prrit Qabaq

this ancient Nazzar Emperor-King was one of Qrrl Toq's ancestors. It was Qabaq who was known to have destroyed the Nazzar monarchy many millennia before the Great Sith War. Histories maintained in the Hall of Edification enlightened Qrrl Toq to the fact that Qabaq had discovered a collection of teachings and ancient rites which drew upon dark, evil powers that promised the wielder with unimaginable power. Qabaq was easily tempted to attain more power, and began practicing the dark rites. His own daughter, Ikree, spoke out against the corruption into which Qabaq had fallen, and a planetwide civil war erupted. In order to stop the war, she forced Qabaq to accept the Ulizra and the Great Structure, something he vehemently opposed. The lesser government officials understood Ikree's plan, and accepted it. One of the king's henchmen then murdered Ikree, in order to regain his power. However, the charges against Qabaq were upheld, and future leaders of the Nazzar were quick to take the Ulizra at its face value. (TOJC)

Pru

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Prudence

this was one of many sleek-hulled destroyers produced at the Contruum shipyards, during the early years of the New Republic. (UF)

Prunchti Noodles

this form of long noodle was known for the way that it twisted into a mass of tangles when cooked. It was nearly impossible to separate individual strands without cutting them with a knife. (SQ)

Prune Face

this was an Imperial slang term used to describe a member of the Dresselian race. (CHRN)

Prush

this was a common name among Quarren females. It was generally assumed to mean "brisk", but literally meant "insensitive". (GCG)

Pruss

this Sedrian youth was one of the many who believed the Golden Sun had been killed after the Alliance destroyed the Imperial garrison on Sedri. After Limna Yith landed on the planet, Pruss stole a datacard she hid in a cave. The card contained the complete Barani List and a great deal of documentation on the Yen-2 mining outpost and its connections to the crimelord Sprax. (SSR)

Prybar 2800

this power prybar was manufactured by SoroSuub. (PSG)

Prydde

this independent spacer made a small, legal fortune carrying musical instruments to the University of Rudrig, during the early years of the New Republic. (GUN)

Prye Folas

this spaceport city, found on the planet Teyr, was one stop east of Turos Noth on the Rift Skyrail. It was located quite a distance from the Teyr Rift. (SOL)

Pryl, Tanda

this strong-willed woman served the Imperial Navy as the Captain of the Star Destroyer *Thunderflare*, patrolling Elrood Sector in search of pirates and rebels. She was constantly at odds with Captain Akal Zed, whom she considered a bullish brute. She was the daughter of wealthy parents, and many Imperial officers of the time believed that she gained her position because of money. In reality, she did not lack in ability, and earned her command through hard work and determination. She had investigated the events surrounding the Battle of Yavin and the emergence of Luke Skywalker, and theorized that there were a wealth of Force-sensitives hiding out in the Outer Rim Territories. Although unfounded, her theory led to seek out positions in the Outer Rim in order to capture those beings with Force sensitivity in order to twist them into Imperial servants. Her subordinates considered her a devious and cunning leader. (OE, PG3)

Pryn

this name was common among the Feeorin race. (UANT)

Pryodase

this synthetic drug is used as a mood enhancer, and was extremely effective for lowering the guard of an individual. For a time, it was used extensively at Coruscant dinner parties among the nobility, as a way to counteract the increase in duels. It was non-addictive. (POT)

Pryodene

this is a synthetic, mood-enhancing drug. (POT)

Prytis

this was the primary continent of the planet Bakura, and the capital of Salis D'aar was located on its southwestern coast. (TBSB)

PS-29-2

this was the identification number of the pilot of the Imperial TIE Fighter designated Shadow Two, during the Battle of Yavin. This man was known to his wingmates by the nickname "Mynock." (JKG)

PS-29-3

this was the identification number of the pilot of the Imperial TIE Fighter designated Shadow Three, during the Battle of Yavin. This man was known to have had one of the highest scores ever recorded on the Imperial TIE Fighter simulators. (JKG)

P-s4

Seinar Fleet System's Twin Ion Engine system, used on the TIE Fighter and the TIE Bomber. It is rated at 150 KTU for the TIE Fighter, and 125 KTU for the TIE Bomber. (SCRE, XW)

P-s5.6

Seinar Fleet System's Twin Ion Engine system, used on the TIE Interceptor. It is rated at 175 KTU. (SCRE, XW)

PS-9

this was a model of burst-tracker used by the Alliance during the Galactic Civil War. (SWJ11)

Psadan

a stocky, humanoid race native to the planet Wayland, the Psadans' skin was covered with lumpy plates that make them look like walking rocks. They despised the Empire for assuming control of their world, which was about the only thing they agreed with the Myneyrshi on. The Psadans, like the Myneyrshi, were a primitive people who looked upon all technology as a form of abomination. The Psadans especially considered high technology to be a thing of shame, since it did not derive from natural forms of life. Years after the Battle of Endor, the planet Wayland was invaded by the Yuuzhan Vong. The Psadan

people split into two factions: those who willingly allied with the Yuuzhan Vong and their bio-organic technology, and the Free People who chose to fight against their virtual enslavement. (HTTE, TLC, GMR10)

Psadan

this was the name of guttural, throaty language of the Psadan race. Made up from grunts, groans, and deep vocalizations, Psadan lacked a written form, and much of the race's lore was passed down through oral histories. (UANT)

PSAS-5128

this public subadult school was located in the Jade District of Coruscant, during the last years of the Old Republic. (HNN5)

P-Series Destroyer Droid

this was the second generation of the Trade Federation's Destroyer Droid, which were known as Droidekas. (TCG1)

Pseudo-chudde

this food was detested by many young children. (CSA)

Pseudogranite

a re-constituted form of stone used in buildings. (WG)

Pseudosonic Beamer

this ancient weapon employs high-intensity sound waves projected at a target to cause harmonic vibrations that literally shake the target apart. (SH)

PSG-8487

developed and manufactured by zZip Product Concepts, this view masker generated a one-meter-diameter distortion field around the user, making it difficult to determine what is happening inside the field. (GFT)

Psibara

an edible vegetable. (TME)

Psicom

this Old Republic corporation developed and manufactured a variety of droid interface modules, allowing a wide range of methods for beings to communicate with their droids. (RHD)

PSP-278

this was a model of portable survival pod produced by Praxen Emergency Medical Supplies, Limited. It was a two-meter-long cylinder, and was developed to sustain the life of an injured being until proper medical attention could be obtained. (FOP, GFT)

P-sx7.4

Seinar Fleet System's Twin Ion Engine system, used on the TIE Advanced. It is rated at 320 KTU. (XW)

PS-xqt9s

this VargeCorp scrambling device allowed a user to encrypt any communication at its source. The only way to decrypt the transmission was to have another PS-xqt9s scrambler at the other end of the communication, tuned to the same encryption sequence. The PS-xqt9s could choose from over five million encryption codes. (GFT)

Psychometry

this ability to use the Force seemed to be unique to the Kiffar race, and allowed an individual to discern past events by coming in contact with inanimate objects. A Jedi using psychometry would be able to view events from the viewpoint of the object's holder, as well as to feel the holder's emotions. While the Jedi

Council did not prohibit the use of psychometry, it expressed forbade the use of psychometry on a dead body. (PJSB)

Psycho-probe

this was the term used to describe a method of Imperial interrogation, in which a subject was drugged and held captive under the ministrations of an IT-series droid. Using mind-altering drugs, the subject was virtually powerless to keep their secrets hidden. (MCA1)

P-sz9.7

Sienar Fleet Systems Twin Ion Engine used on the TIE Defender. (EGV)

PT-16

a new spaceship design, it was discussed aboard the first Death Star by two stormtroopers - believed to have been Tag Greenley and Bink Otuana - standing guard near the tractor beam Obi-Wan Kenobi disables. (SW, TBAD)

PT-97

this was a model of flitter used by public transportation systems. It measured 7.5 meters in length, and had a flight ceiling of up to a kilometer. The PT-97 could transport up to two passengers, and required a pilot to operate. (SESB)

Pta

this is a fruit favored by the Hutt race. (RF)

Ptak-Sok

this Arachnoid served aboard the *Black Widow* as Bruce Mercy's chief mechanic. Ptak-Sok (pronounced Patahk-Sook) was a strong-willed, ruthless individual. (TSK)

P'tan

a Kalkal academic at Beshka University, and a contemporary of Melvosh Bloor, P'tan was a gruff old geezer who believed that every professor had to work his way up from the dregs in order to achieve tenure. When Ra Yasht and Skarten, two other young Kalkal academics like Bloor, were given instant tenure for an investigative report on Porcellus, P'tan flew into a rage. To make matters worse, Bloor planned to interview Jabba the Hutt himself. P'tan interrupted Bloor's petition for University funding, saying that Bloor was too young, and he would make mistakes in his data. P'tan used his seniority to go in Bloor's place. In his infinite wisdom, P'tan hired Salacious Crumb to be his guide to Jabba. However, P'tan never returned from his trip to Tatooine, since Jabba quickly tired of him and threw the Kalkal into the Pit of Carkoon, to be digested by the Sarlacc. (TJP)

PTB-625

this planetary bomber was developed for the Old Republic by Incom and Subpro during the height of the Clone Wars. It was similar in design to the ARC-170 starfighter, but was designed to participate in planetary subjugation missions by delivering its payload of heavy bombs. (X3)

P'Tel

this Gorothe j'ber was known for its skills in the production of food. (GSE)

Ptera System

the planetary system which contains the planet Flax. (GG4)

Pterosaur

another name for the soarers of Ammuud. (HSR)

Pthillip

a native of Forard, on the planet Cularin, Pthillip and his wife Arin discovered Lora Nadad and brought her to the attention of the Almas Academy during the last decades of the Old Republic. (WOTC)

P'ton, Spitar

this Imperial Admiral was in command of the exploration and contact expedition that located the planet Kubindi. He was a highly cultured gourmet, and found the culinary masterpieces of Kubaz chefs to be exquisite. He hired a staff of Kubaz to travel with him, and he introduced much of the galaxy to Kubaz delicacies. (SWJ10)

Ptorc, Illor

the Imperial governor assigned to manage the Demophon System, he ruled with an iron fist until the system was consumed in the exploding supernova that destroyed the star Demophon. (SN)

PTP Link

this ancient form of communication was a multi-channel device which established a dedicated point-to-point connection to another PTP link. Their range was quite short, although it could be extended with the use of relays and boosters. However, these add-ons were often plagued by problems. (TOJC)

PTR-3 Vedette

developed and manufactured by Core Galaxy Systems, this snub fighter measured just 10.5 meters in length. It could accommodate a single pilot and a few personal belongings, and was armed with a front-mounted laser cannon. (GMR10)

Pubam

this was the name used to describe a tribe of Dulok warriors and spiritmasters that began attacking outposts on the Forest Moon of Endor during the Galactic Civil War. (QQRG)

Public Data Display

this was a kiosk developed during the early years of the New Republic, to provide information on a being's location in a large city. Used primarily on Coruscant, PDDs could tell a being exactly where they were in the huge megalopolis of the planet-wide city. Many PDDs also provided up-to-date news and information services, giving beings quick alerts and data on the go. (T)

Public Security Service

created from the remnants of the Corellian Security Force by the Diktat, the PSS is one of the public security forces operating on Corellia just before Thrackan Sal-Solo secedes the Sector from the New Republic. (AC, IJ)

Publictechnic

this small corporation, based on the planet Sennatt, produced a variety of machinery and automata for public works departments. (SWJ14, FTD)

Puchek

this Rodian spacer was one of the pirates dispatched to capture Limna Yith on Sriluur, on orders from Nim Abek himself. His team brought her back to Abek's Station for containment. When a team is sent to the station by Mal Biron to rescue Yith, Puchek led them on a wild goose chase at Nim Abek's orders. (SSR)

Puck

military slang for a repulsortank. (SWJ9)

Puddle, The

this was the name given to the ramshackle town which sprang up around an oasis on a backwater, Outer Rim desert world. Named for the oasis itself, The Puddle was owned and operated by the Gotal Tilossa during the height of the New Order. Tilossa turned The Puddle into a small marketplace for smugglers, where they could unload stolen cargoes in exchange for other, illegally-obtained goods. (HAS)

Puddra

an Imperial subofficer working under Grammel's command on Circarpous V. (SME)

Pudhoy

this lichen-like plant has a reddish color. (POT)

Pudlow

this species of fish was native to Naboo. (GCG)

Pudlow

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. The name referred to a species of fish that was native to Naboo. (GCG)

Pudo

this Talid was one of the many which gathered along the course of the Ungasan Cross Country podrace, taking potshots at the passing racers with a primitive slugthrower. (GMR2)

Puerco

a grain grown on Cilpar. (XWRS)

puesso

this computer operator was one of the multitudes that spoke out about the Clone Wars on the Cularin HoloNet, during the last years of the Old Republic. It was puesso who took the transmission that was intercepted by mstrslcr and ran it through a sophisticated text analyzer, to see if it was truly from the Jedi Temple on Coruscant. His analysis indicated that the Jedi Order was not the source. In fact, he believed that it had come from the Metatheran Cartel. However, despite the analysis, many of the words used in the transmission were unusual for the Cartel to use. (LFCW)

Puff Cake

a small dessert pastry. (RF)

Puff-cot

a self-inflating, portable bed. (WS)

Puffdove

this Human Lady was one of the political cronies installed by Vosdia Nooma, in the Rodian drama *The Trickery of Vosdia Nooma*. Lady Puffdove was meant to represent one side of the debate on the Military Creation Act, and was couterpointed by Lord Scufflebug. Although critics generally hailed *The Trickery of Vosdia Nooma* as entertaining, they political allegory and heavy-handed mimicry of the Galactic Senate - represented by Scufflebug and Puffdove - was panned and often described as being in poor taste. (HNN5)

Puffer

a small creature favored as a snack by the Hutts. (RF)

Puffer Bird

a tall, stiff-looking bird with spike-like feathers on its head. (DS)

Puffer Turtle

this violet creature is native to the swamps of Clak'Dor VII. It has the ability to expand bladders inside its shell to augment its bouyancy or to scare off attackers. When the air inside the bladders is released, the puffer turtle makes a low, rumbling, woodwind sound. (TCC)

Puffers

Han Solo used this derogatory term to describe President Gavisom. Han claimed that all Gavisom ever did was talk, puffing up issues with words rather than dealing with them head-on. (SOP)

Puffo-Shield

this is the brand-name of one kind of starship crash foam. (POT)

Puff-pie

this decadent dessert was considered one of the most fattening treats in the galaxy, during the last years of the Old Republic. The puff-pie was filled with a deliciously-flavored cream. (MJH)

Pugali

this was an obscure language that was considered vulgar to most "civilized" races. (MBS)

Puggles Trodd

a small, rodent-like Lasat bounty hunter, he had an obsession with causing and viewing explosions. He worked often with Zardra and Jodo Kast, although his pessimistic outlook on life caused him to be very suspicious of their activities. He joined them in the hunt for Adar Tallon, but was secretly afraid of them. He joined to collect his share of the money. (TM, SWJ11)

Pugil

this was a gladiator-like sport played on the planet Lannik, during the last decades of the Old Republic. (HNN5)

Pugoriss

this was a species of carnivorous mammal that was native to the moon of Rori. Most pugoriss were short-statured creatures, although a larger species was bio-engineered to serve as a guard beast. (GQRG)

Pugs

this was a race of bandits who lived on the Forest Moon of Endor. (ECAR)

Pugwis

this vicious Dug was the grandson of Sebulba. Although he was every bit as ruthless as Sebulba, Pugwis lacked his grandsire's skills in piloting a podracer. Nonetheless, Pugwis set out to make a name for himself on the modern pod racing circuit. He found himself being black-listed from virtually every major racing circuit, having attacked many other podracers in the midst of races. Unable to participate in sanctioned events, Pugwis traveled to Tatooine and found acceptance in Jabba the Hutt's demolition derbies. He flew in the contests with his custom-built podracer. (SWD)

Pui-Ui

an alien race which continually sheds its skin. They are native to the planet Kyrill's World, and appear like two spheres joined by a short neck. They move about on millions of cilia covering their undersides. They have a shrill-sounding language. (HSL, CSA)

Pujin

this inquisitive old man was a passenger on the *Kuari Princess* when it was hijacked by the Riders of the Maelstrom. (RM)

Puk

a foodstuff grown in many Tatooine hydroponics gardens. (TJP)

Pul

this man, a native of Alderaan, was one of Conn Doruggan's early schoolmates, and a member of his wegsphere team. (TBSB)

Pule

this Neimoidian worked as a customs officer on the planet Haruun Kal, during the early stages of the Clone Wars. (SHPT)

Pulga Horse

a creature native to the Forest Moon of Endor. (EGC)

Pulley Bow

this Sakiyan bow used a set of pulleys to augment a user's natural strength. In the hands of a Sakiyan,

the pulley bow was a powerful weapon. Most other races could barely pull a quarrel into the ready position. (MBS)

Pull-war

this game was one of many in which beings worked together in teams to defeat their opponent. Derived from a childrens' game, pull-war involved each team holding onto the end of a sturdy cable and pulling as hard as they could. The objective was to pull farther than your opponent, which was either indicated by a flag passing a ceratin point, or when the other team was pulled into a shallow pit of mud. (SWI69)

Puln

this near-human served the Black Sun vigo Green as a low-level thug, but in reality he was one of Sprax's best spies. Noticeable by the thick, bony plates on his lower jaw, Puln was valued by Sprax for his ability to spy on Green's activities. In a third role, Puln provided information onSprax's activities to Prince Xizor himself. (SSR)

Puloorn

this planet was discovered to have an affinity with the Dark Side of the Force. (SWRPG)

Pulra

an alien race which is native to the volcanic world of Kuras III, the Pulras were amorphous beings which a highly flexible body structure. They have innate abilities of camouflage, able to change their skin coloration to exactly match their surroundings. This allowed a Pulra to hide from its prey, springing a trap at the last moment to capture it. Pulras have no sensory organs, and use a natural form of sonar to detect information about their surroundings. They were a social race, able to work together and cooperate in order to get things. Done. They reproduced by fission, but don't consciously decide to produce offspring. Instead, natural biochemical and environmental changes simply indicate when it is time to reproduce. They have an advanced brain, and can easily grasp the concepts of space travel and interstellar mechanics. (PG3, AE)

Pulsar

this *Lancer*-class frigate was part of the fleet Moff Sarne took with him when he fled Kal'Shebbol. It was supported by a trioof Skipray GAT-12g blastboats. (KO)

Pulsar

an *Imperial*-class Star Destroyer, the *Pulsar* was under the command of Captain Reder until he surrendered her after the Battle of Endor. (WBC, SWJ8)

Pulsar

this Corellian Engineering Corporation gunship was part of the New Republic naval fleet, during the latter stages of the war against the Yuuzhan Vong. Captained by Kartha, the *Pulsar* was badly damaged near Obroa-held when the Republic destroyed the Yuuzhan Vong fleet commanded by Komm Karsh, which had been guarding Obroa-skai. The *Pulsar* was unrecoverable, and was later scuttled for weapons and spare parts. (DW)

Pulsar Skate

a *Baudo*-class star yacht owned by Mirax Terrik, named for a deep-sea creature on Corellia which it resembled. The starship once belonged to her father, and was modified by Wedge Antilles who, at the age of fifteen, replaced its fusion chamber on the starboard engine. When Wedge took the new Rogue Squadron to the Chorax System, it found the *Pulsar Skate* being detained by the Imperial *Interdictor*-class ship *Black Asp*. The Rogues managed to scare off the *Black Asp*, and the *Pulsar Skate* assisted in the rescue of Corran Horn's X-Wing. Mirax's father used the shhip to smuggle spice, which attracted the attention on Hal Horn, who hunted down the elder Terrik and captured him. Horn sent Terrik to the correctional facility on Kessel. Mirax held no small amount of contempt for Corran Horn, despite Wedge's allegiance to Rogue Squadron, but she held her tongue. Mirax agreed to assist the New Republic during the Krytos crisis, ostensibly acting as the lead ship in the convoy that was to bring bacta from Thyferra to Coruscant, via the Alderaan System. The convoy was attacked by the Warlord Zsinj, after he was tipped off as to the convoy's flight plan, before Rogue Squadron could arrive to escort it to Coruscant. It was

believed that Mirax, her pilot Liat Tsayv, and the *Pulsar Skate* were destroyed in the ambush, but they had left the convoy and gone to Borleias with a sample of the bacta. (XWN)

Pulsar Skate

a deep-sea creature native to Corellia. (KT)

Pulsar Station

this was the name used by the New Republic to describe the Death Star-like construction discovered in a secret lab on the planet Liinade III. The Republic believed that Prince-Admiral Krennel was preparing to build the station, based on all the evidence it found in Valleyport. However, the lab had actually been set up in secret by Ysanne Isard, who hoped to undermine the efforts of Krennel and Isard's clone to disrupt the New Republic. Unlike the first two Death Stars, Pulsar Station was built around an array of smaller super-lasers, each of which could take out a Super-class Star Destroyer with a single blast. This allowed it to be more accurate than the second Death Star, while better utilizing the destructive capabilities of the super-lasers. In reality, there were no actual plans to build Pulsar Station. However, the Republic believed that Krennel was planning to build it into the shell of a large planetoid. When Mon Mothman announced that the Republic had discovered the lab and tried to undermine Krennel's efforts, he was sincerely able to rebuff her statements because he didn't know anything about it. (IR)

Pulsar Supertanker

this conglomerate was, at one time, a member of the Trade Federation. However, after Nute Gunray testified that Pulsar had acted with "malicious disregard for profit," and had given "charitable donations lacking discernible reward," Pulsar was voted off the Federation's Directorate. It was generally believed that Gunray's orations during the proceedings were what attracted the interest of Darth Sidious in choosing the Trade Federation for his own machinations. (COD)

Pulse Bomb

this form of explosive weapon was developed by the Gungans, and saw widespread use during the Clone Wars. (MBS)

Pulse Kneader

this was a form of water-based massage system, used in the bathrooms of well-to-do beings. (TG)

Pulse Laser

a starship weapon. (SWJ9)

Pulse Rocket

a Nuffin weapon. (JTH)

Pulse Siphon

this device used a cam to draw fluids into a tube to transport to another container. The cam can be powered magnetically or with a small battery. (GG2)

Pulse, Lowal

this immense man worked as one of the paid gladiators, representing the Nonsu corporation in the fights staged in the city of Ektra, on Metellos. Pulse was considered a ringer by most beings, since he was bankrolled by Nonsu itself. To distinguish himself, Pulse cut a notch in an earlobe for each of his victories. He was also something of a spy, working in the Moridebo District and providing information on the status of CarsinShare. (CCW)

Pulse-Blast Rifle

produced by Core World Arms during the golden age of the Old Republic, the pulse-wave rifle was considered by many weapons experts to be the grandfather of the modern blaster. It was an incredibly heavy weapon, but it could produce incredible amounts of damage. (AEG)

Pulse-gravity Interdiction Mine

developed by the Hapan peoples during the early stages of the Yuuzhan Vong invasion of the galaxy, and

provided to the Galactic Alliance shortly after the Battle of Ebaq, these mines resembled simple asteroids floating in the void of space. However, they generated an artificial gravity shadow into hyperspace. The gravity shadows of a cluster of these mines caused starship hyperdrives and navigational computers to suddenly revert back to realspace, where they were trapped behind the interdiction fields. Any starship which tried to escape the field often ran into the mines, which exploded with deadly force and severely damaged most ships. (UF)

Pulsejet

this thruster technology was employed by the Yevetha to move their *Aramadia*-class thrustships during taxiing in starports. (TT)

Pulsemass Generator

developed by the Hapans from Imperial gravity-well projector technology, these devices can be deployed in hyperspace to create false images of realspace masses, effectively keeping other ships in realspace near the generators, or bringing them out of hyperspace near them. These small devices are launched from tubes on a starship, such as the Hapan Battle Dragon, and the results are similar to those of the huge gravity wave generators on *Interdictor*-class ships. (CPL, COTF, CTD)

Pulse-sticker

developed during the early stages of the Clone Wars, this specialized medical patch was used to denote a patient's condition. The pulse-sticker could monitor the heartrate of the patient it was attached to, and could be set to indicate a patient's disposition. These devices found widespread use in the triage centers of battlefield hospitals and RMSUs, where clone troopers and other organic combatants were assessed for damage. The pulse-sticker was set to provide easy indication of a trooper's condition, so that individuals with the most need could be routed into the operating room first. Usually, patients were rated on a scale of 1 through 6. A 6 meant that the patient might survive, but only with intensive individual treatment. A 5 meant that a patient was more likely to survive, with less-intensive treatment. An X meant that the patient had mortal injuries or was highly unlikely to survive, no matter what the treatment. (MBS)

Pulse-wave Blaster

an ancient weapon, used before energy weapons were commonplace, pulse-wave blaster created a spatial distortion when fired. This caused severe damage to solid matter, as the wave altered atomic make-up. The wave dissipated as it moved away from the weapon. (E)

Pulse-wave Induction Spine

this ancient weapon resembled a modern bow, but produced a wave of energy when pulled and released. The ancient Krath used these weapons on their war droids, during the attack on the Jedi convocation on Deneba. (EGD)

Pulse-wave Rifle

an ancient weapon, used before energy weapons were commonplace, pulse-wave rifle created a spatial distortion when fired. This caused severe damage to solid matter, as the wave altered atomic make-up. The wave dissipated as it moved away from the weapon. (TOJC)

Pulta

this hydroponically-grown legume was used in many Aargauun dishes. (PH)

Pulverizer

this AP-300 prospector ship was owned by Lant Mining Corporation. (FBS)

Pumav

this Selonian was a noted athlete who competed in the "Mobquet Presents: Fastest Land Beings" racing event just prior to the onset of the Clone Wars. Pumav won the competition for quadrupeds, and finished seventh in the biped class that year. (HNN5)

Pummelstave

this blunt weapon was used by the Red Knights of Life. Made of tubal iron, the pummelstave is a crude but effective weapon. (VP)

Punch Gun

an older weapon that is used to blast holes in metal surfaces. (TJP)

Punch-and-Pop Bomb

this was the nickname of a type of explosive, like the Adumari Broadcap bomb, which penetrates the ground for several meters before exploding. (SOA)

Punch-dagger

a small, handheld knife with a specialized blade. The blade is forcefully extended when it is plunged into an opponent, causing a great deal more internal damage after the initial thrust. (HSL)

Punda

this is the Huttese word for "neck." (IS1)

Punisher

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. For many years, the *Punisher* was under the command of Captain Hugo Treece, before he was assigned to the Imperial garrison on Cloud City. (TIE, PH)

Punishing One

this ship was owned by the bounty hunter Dengar. A modified Corellian Engineering JumpMaster-5000 transport, the *Punishing One* was propelled by an outdated Class 3 hyperdrive, but its sublight engines were top-of-the-line. Dengar preferred the crescent-shaped ship to many newer designs, simply because it was easy to maintain. It was originally armed with a single quad-blaster and a mini ion cannon, and Dengar add a proton torpedo launcher later on. It had minimal crew space, with just enough for Dengar and a captive. (CCG4, GMR7)

Punt

this Gupin lived on the Forest Moon of Endor, during the years prior to the construction of the second Death Star. The cousin of Rin-Rin and Oobel, Punt was considered a selfish and greedy individual. He took control of the Gupin's fortress, hoping to earn power and wealth. However, the Grasstrekks attacked the fortress, and Punt took the cowardly way out: he gave the Grasstrekks the key to the Guniepal Chest to prevent his own death. (ECAR)

Punworcca 116-class Sloop

this was a 15.2-meter-long starship produced by the Huppla Pasa Tisc Shipwrights Collective on the planet Geonosis, during the years leading up to the Clone Wars. Similar in shape to the *Nantex*-class fighter, the *Punworcca 116*-class sloop had twin hulls sitting above and below the main fuselage. However, the *Punworcca 116* provided standing room for ten beings in its hold, along with cockpit space for a droid pilot. The cockpit was a clear sphere located at the front of the fuselage, but could be replaced with a weapon emplacement if cockpit functions were rerouted to the hold. While not fully armed, the sloop was equipped with 84 narros tractor/repulsor beams mounted along the twin prows, which could be used to deflect a projectile attack. Like the *Nantex*-class fighter, the *Punworcca 116*-class sloop was designed for atmospheric and in-system use. It could attain speeds near 1,600 kilometers per hour in atmosphere. (X2, NEGV)

Punyoo

this was the Huttese word for "weapon." (GMR5)

Pupton

a serving of vegetables. (TME)

Pure Sabacc

this term is used in the game of sabacc, and refers to a hand which has a value of exactly 23, either positive or negative. Some gambling establishments maintained a rule that a positive 23 won out over a negative 23, in order to make the game safer for the house. (CCC, RD, HT)

Pure Sabacc

this ramshackel Y164 merchant ship was stationed at Durren when Seti Ashgad and Dzym unleashed the Death Seed plague on the Meridian Sector. Owned and operated by Captain Bortrek, it was the *Pure Sabacc* which intercepted C-3PO and R2-D2 after the droids escaped from the *Borealis*. (POT)

Pure Sabacc

this *Marauder*-class corvette was modified for use as a transport vessel by its Captain, Vortia Kwis, during the early years of the New Republic. When the Yuuzhan Vong invasion of the galaxy began, Kwis and his crew agreed to help ferry refugees from Dubrillion to Dantooine, shortly after Dubrillion was attacked. Upon arriving at Dantooine, the *Pure Sabacc*'s crew was forced to fight its way to freedom after arriving in the middle of a Yuuzhan Vong sneak attack. This forced Captain Kwis to reconsider his position of support for the New Republic, which seemed to be losing the war despite all efforts. Kwis and his crew agreed to join the Peace Brigade, supplying the *Pure Sabacc* as a floating recruiting center. (NJOSB)

Pure, The

this monicker is used by the Yevethan rulers to describe their race. They believed themselves the purest form of life in the galaxy. (SOL)

Puree un cratta-u hemmin?

this Snivvian phrase, used in the world of art and antiquities, translated into Basic as "Did you mean to create a travesty?" (HNN5)

Purella

this arachnoid predator was found on the moon Yavin 8. It was distinguished by its scarlet-colored bristles and glowing orange eyes. Like most arachnids, the purella had eight legs and four barbed pincers near its mouth. Their pincers exuded a neurotoxic that immobilized the muscles and nerves of its prey, allowing the purella to drag it back to its nest. The purella was carnivorous, and preferred the meat of young Melodies to that of reels or raiths. They spun thick, black webs in their cavernous homes near the Melodie ceremonial pools. (LW, P)

Purenta

this was the Snivvian word for "twin." (HNN5)

Purgato, Klaggus

this man was one of the Holowan Mechanicals scientists who worked on the IG-88 project. Several rumors persisted that Purgato survived the assault on the Holowan lab, when the IG-88s were first activated, but none of these rumors was ever substantiated. (FTD)

Purge Virus

this specialized computer virus was developed by alien cultures who didn't want their technology shared with others. They planted the virus inside the programming of their equipment, and if another race's technology ever tried to interface with it, the equipment would dump the virus into the intruder's system. The virus then systematically ate away at the intruder's datacore. The damage could be contained by paying the virus' authors a fee for a translation database, which restored the intruder's datacore to its previous state. (SSR)

Purging Days

this was a Corellian Ensterite ritual that was celebrated on a regular basis, when individuals returned to their roots and honored their ancient families. (MJH)

Purity

this converted battle cruiser was part of the Black Sword Command fleet that was captured by the

Yevetha following the Battle of Endor. It was repaired and later used as Vol Noorr's command ship, from which he was able to capture the survey ship *Astrolabe*. (BTS)

Purnix

this was a common vegetable grown by the Sullustan race on their homeworld of Sullust. (MBS)

Puroth

this was one of the many Jedi Masters who were killed by General Grievous during the Clone Wars. Puroth died on Tovarski, along with Jedi Master Nystammall. Both of their lightsabers were confiscated by Grievous, who later used them in combat against Obi-Wan Kenobi. (VD3, E3N)

Purple Stingwort

this venomous plant was native to the shores of the planet Drongar. It used its color to attract its prey, which it rendered immobile by exuding a potent toxin. When this poison entered the system of most mammalian species, it caused excruciating pain and almost instant death in most lower species. Any humanoid being coming in contact with the stingwort venom was plunged into anaphylactic shock, which could result in death if not treated immediately. (MBS)

Purple-3

C-3PO's alias when he accompanied Han Solo and Luke Skywalker to Crseih station. Threepio had been painted purple to disguise him in case they encountered any Imperial agents at the station. (CS)

Purpsh

this was one of the four Vagaari who accompanied Bearsh on the mission to locate the remains of the Outbound Flight Project, some three years before the Yuuzhan Vong began their invasion of the galaxy. It was Purpsh who surreptitiously installed a navigational recording device aboard the *Chaf Envoy*, so that the Vagaari would have a way to escape the Redoubt after they eliminated the Chiss. (SQ)

Purr

this Tinnell originally left her homeworld when a freighter, known as the *Bottom Line*, landed to investigate the planet. She was curious about the ship, and sneaked aboard to explore. She was still in the ship when it lifted off, and wasn't discovered until the ship was deep in hyperspace. The crew of the ship didn't know her name, and gave her the nickname Purr. She was valuable to the crew of the *Bottom Line*, helping to repair the ship and make it run better. However, the crimelord who owned the ship wasn't too happy with the stowaway, and put Purr to work at a variety of menial jobs. After the crimelord and his gang were killed in a gangwar, Purr called upon The Force to help her survive. She fled on the first ship that would take her, and ended up on Dohu VII. It was there that she met the smuggler Dannen Lifehold, where Purr discovered that Dannen's ship, the *Lifeline*, was in need of repair. She was a natural mechanic, and agreed to help him fix the ship. Despite her experiences, she remained quite naïve and innocent about a great many things. (SWJ1)

Purse-world

this was the Basic translation of the Neimoidian word for "colony", describing any planet which had been colonized by the Neimoidian race. (SWI71)

Pursian

this alien race was native to the planet Pursin. (MC77)

Pursin

the leaders of this planet pursued their local Imperial Governor for support in their attempt to subjugate the neighboring planet of Yugami, during the months leading up to the Battle of Endor. The Pursian people had been at odds with the natives of Yugami for generations, and hoped that the support of the Empire would allow them to rule Yugami in any way they pleased. (MC77)

Pursuer-class Enforcement Ship

an older model of MandalMotors' police ship, this 30.1-meter craft was used by the Mandalorians as a system patrol vehicle. During the height of the Clone Wars, MandalMotors was forced to refit the ship for

use as a picket ship by the Separatists. The *Pursuer*-class ship required a single pilot, and had room for 2 guards and 5 prisoners. It had enough shielding to handle most pirates, and was armed with a twin blaster cannon, an ion cannon, and a proton torpedo launcher. The ship was basically a long, thin rectangle stabilized in flight by a port-side wing and maneuvering cluster. After the Clone Wars, the *Pursuer*-class enforcement ship was made available throughout the galaxy, but often only to those planets that were loyal to the Empire. *Note that Star Wars Gamer, issue 7, indicates that the Pursuer-class ship measured fifty meters in length.* (DESB, EGV, FOP, SWI80, GMR7)

Purtempas

this was the Snivvian word for "slavery." (HNN5)

Pushee wumpa!

this Huttese command literally meant "Get out of my way!" (GMR5)

Push-feather

this was one of the many games developed by the Jedi Knights of the Old Republic for developing the Force sensitivities of young students. The idea was for a student to use the Force to move a feather around. The game was meant to attune a student to the slightest changes in balance and pressure, and to train students to use an opponent's energy against them rather than blocking the opponent's energy with greater energy. (YDR)

Pustina

this was a Drach'nam swear word. (TFNR)

Putney

the Bakuran Army Commander in charge of the assault troops sent to take control of the planetary repulsor activated on Drall. (SC)

Putten Beatus

this near-human female had grey skin, large eyes, and gruff, demanding demeanor. She was an outcast who found work as a customs inspector at the Mos Eisley Spaceport. (GG7)

Puttie

a slow-moving sport. (COJ)

Puul

this was a Yuuzhan Vong expletive. (EVC)

Puullo

this Hutt worked for Shettora during the Galactic Civil War, controlling a criminal enterprise on the planet Brentaal. Puullo was known as a soft-spoken and relatively fair Hutt, and was considered to be even-handed during negotiations. This made Puullo something of an anomaly in the Hutt culture, but helped enlarge his empire. Despite his seemingly tender attitude, Puullo was nonetheless ruthless when he had to be, and ensured his operation ran smoothly with subtle hints and assassinations. (FOP)

Puurrgerr

this Wookiee clan was a longtime rival of the Grrobahrr clan. (C)

Puzzle Box

this gift was given by Hapans, on those occasions when they wanted to perplex or aggravate the recipient. The box itself contains a small surprise, which could be valuable or dangerous, depending on the nature of the gift-giving. However, the box was an intricately-created puzzle which took a variety of skills to solve and open. There is no limit to the complexity and steps required to open a puzzle box. These boxes originated as children's gifts, but evolved throughout Hapan history to their present form. (WOTC)

Puzzle Room

one of Moff Bendor's Game Chambers of Questal, the Puzzle Room is a natural cave. The floor of the chamber appears to be a single sheet of metal. The center of the room is marked by a large, black, laser-studded sphere suspended above a control panel. When one of Bendor's prisoners enters the chamber, the sphere begins to spin and descend, firing its lasers around the chamber. The object of the chamber is to determine how to use the control panel to turn off the sphere before it descends and shoots you to pieces. (GCQ)

Puzzleflower

this plant, native to the planet Nimban, has interlocking petals that surround the central stem. The Nimbanese people developed a crude form of analytical reasoning as they tried to open the flower's petals to reach the edible stem. (GG12)

Puzzle-wood

this was another name for the corsit-puzzle tree, but it more often referred to the wood that was harvested from the trees. The Thonnermen who lived on the planet cut down the trees with lasercutters, then cleared off the thick spikes from a section of the wood, to create a wicked staff or club. (GMR9)

PVC-800

this personal vehicle coordination device, produced by Vewas Data Controllers, was used to provide the pilot of a small speeder or hovercraft with a heads-up display of a variety of data. This allowed the pilot to have ready access to all sorts of information. The PVC-800 could also be programmed to take over from the organic pilot, in the event of an imminent collision or crash. (GFT)

Pveiz

the wood of this tree was known to be extremely brittle, even when healthy. (BP)

Pveric'ell

this was the Socorran term for "penance," and was used by the Society of the Black Bha'lir to indicate the punishment a member must take before rejoining the brotherhood. (BSS)

P-w401

Sienar Fleet Systems ion maneuvering jets used on TIE Fighters. They were referred to as P-W4-01 engines in *The Making of Baron Fel*. (EGV, MBF)

P-w702

this was a series of upgrading maneuvering jets produced by Sienar Fleet Systems for use on Imperial TIE Fighters. (CCG11)

Pwalloom

this was one of the most common male names used by members of the Lthorian race. Although most Lthorian names were not used for a specific meaning, historians found that this name meant "thunder". (GCG)

P'w'eck

this alien race resembled smaller versions of the Ssi-ruuk, and were also native to Lwhekk. The Ssi-ruuk used the P'w'ecks as slaves on their starships. The average P'w'eck has been bred by the Ssi-ruuk to be a drone, lacking any form of creativity or initiative. At fifteen years of age, all P'w'ecks were enteched by the Ssi-ruuk. At this age, the P'w'eck was old enough to reproduce but not yet matured into a full adult. The Ssi-ruuk discovered that P'w'ecks who were allowed to mature became unstable and violent, and were useless as slaves. About a year after the Yuuzhan Vong took control of the planet Coruscant and transformed it into a new version of Yuuzhan'tar, the P'w'eck arrived at Bakura claiming that they had defeated the Ssi-ruuk and freed themselves from slavery. The P'w'eck Emancipation Movement presented the Bakurans with an offer of alliance, to strengthen both groups against future invasions. This movement proved to be an elaborate ruse concocted by the Yuuzhan Vong themselves, in an effort to capture both Lwhekk and Bakura, in the hopes of cutting off the Unknown Regions of the galaxy. As part of the alliance, the P'w'eck leaders required that Bakura be consecrated, so that any P'w'eck who died on

Bakura would not lose their soul. In reality, the Keeramak was acting on behalf of the Ssi-ruuk, who were actually being controlled by disguised Yuuzhan Vong warriors. The Yuuzhan Vong hoped to take Bakura as well as Lwhekk, in an effort to gain a foothold along the border of the Unknown Regions. (TB, AE, FH2)

P'w'eck Emancipation Movement

this was group which outwardly championed the liberation of the P'w'eck race from their Ssi-ruuk masters. The movement won their freedom during the early stages of the Yuuzhan Vong invasion of the galaxy, and decided to strengthen their position by allying with their former enemies, the Bakurans. The hope was to unite the Bakurans and P'w'eck into an independent alliance that could stand alone, apart from the New Republic. The leader of the movement was a mutated Ssi-ruu known as the Keeramak, a rainbow-colored individual who opposed his race's self-centered view of the galaxy. Born several years before the Yuuzhan Vong invaded the galaxy, the Keeramak rallied the P'w'eck into a cohesive unit, and led them in a year-long battle to overthrow the Ssi-ruuvi Imperium. Five years later, Lwothin brought the movement's message of peace to the Bakurans. As part of the unification, the P'w'eck required that Bakura be consecrated, and a lavish ceremony was planned. It was later discovered that the movement was, in fact, a hoax conceived by the Yuuzhan Vong. Cleverly disguised with full-body ooglith masquers, Yuuzhan Vong posed as both P'w'eck and Ssi-ruu to fool the Bakuran people. Having conquered the Ssi-ruuvi Imperium, the Yuuzhan Vong hoped to also take control of Bakura and gain a foothold along the borders of the Unknown Regions. However, the spirit of the P'w'eck race was underestimated by the Ssi-ruuk and the Yuuzhan vong. Lwothin managed to kill the Keeramak, and P'w'eck crewmen managed to overpower their Ssi-ruuk superiors and halt the invasion of Bakura. A formal alliance between Bakura and the true P'w'eck Emancipation Movement - under the non-coerced control of Lwothin - spelled the end of the scheme to subjugate Bakura. (FH2)

Pwigiri

this was a common name among the Toydarian race. (WOTC, UANT)

Pwihei

this Ithorian surname was believed to mean "jeweler", according to historian who studied the Ithorian race. (GCG)

P'w'itthki

this deity was the father of the P'w'eck species. According to the Ssi-ruuk's sacred tome, the G'nnoch, there were four eggs formed at the creation of the universe. From the first hatched Ssi and P'w'itthki. Ssi's children hatched from the second egg, while P'w'itthki's children hatched from the third egg. The fourth egg was reserved for those descendants who earned a place in the afterlife. P'w'itthki taught his hatchlings to hate those of Ssi, showing them how to make war on their brethern. Eventually, Ssi was forced to defeat P'w'itthki in combat, but allowed P'w'itthki's hatchlings to live on, serving the children of Ssi for all eternity. This myth describes the beginning of the relationship between the Ssi-ruuk (hatchlings of Ssi) and the P'w'eck (hatchlings of P'w'itthki). (TBSB)

Pwoe

this name was commonly given to Quarren males, and meant "gifted". (GCG)

Pwoe

this Quarren Senator to the New Republic served on the Advisory Council during in the initial stages of the Yuuzhan Vong invasion. He was the first Quarren to serve on the Council, and was something of a surprise choice in the wake of the general apathy the Quarren showed the Alliance. It was whispered that Borsk Fey'lya had pushed hard for Pwoe's nomination. Pwoe was opposed to the formation of a new Jedi Council, and was one of the first Senators to question the validity of Leia Organa Solo's assessment of the Yuuzhan Vong's abilities. He also accused Leia of exaggerating the threat in an effort to gather power for herself in order to unseat Fey'lya. In addition, it was Pwoe who first accused Jagged Fel of harboring intense anti-alien biases, despite the fact that Fel had been brought up among the Chiss and was considered one of their own. Pwoe was one of few members of the Advisory Council to reach Borleias, in the wake of the Second Battle of Coruscant, and tried to take command of the Republic in the wake of Fey'lya's death. He met with stern opposition from General Wedge Antilles, who believed that Pwoe was

not going to work in the best interests of the Republic. Nevertheless, Antilles bowed to Pwoe's demands that Borleias be sacrificed so that the Advisory Council could reconvene and determine a strategy for saving the galaxy. For his own part, Pwoe named himself Chief of State of the New Republic, despite the fact that the Republic was virtually destroyed. He later began moving the command structure of the Republic to Kuat, disregarding the calls from Cal Omas on Calamari to reconvene there. Pwoe, now ostracized from the New Republic, had decided to meet his own agenda, and even agreed to meet with the Peace Brigade - and the Yuuzhan Vong's Supreme Overlord, Shimrra - on Ylesia to discuss treaty of friendship with the Ylesian Republic. Unfortunately, Pwoe's supporters were not interested in allying themselves with the enemy, and many deserted him. Pwoe and the few supporters that traveled with him to Ylesia were captured by General Tigran Jamiro's forces. (VP, DTO, DTR, EL1, EL2, Y)

PX-10

Nen-Carvon's CAVw PX-10 compact assault vehicle. (ISB)

PX-4

Nen-Carvon's mobile command base, this tread-driven armorer hulk provides field commanders with transport, protection, and a mobile headquarters that moves with his troops. These heavily-armored tanks are also sometimes used by Imperial governors on hostile worlds. For all their impressive protective measures, the PX-4 is only armed with a single heavy laser cannon. (ISB)

PX-7

this treaded personnel vehicle was produced by Nen-Carvon during the height of the Galactic Civil War. Measuring just over 13 meters in length, the PX-7 required a pilot and gunner to operate, and could carry up to six troops and 100 metric tons of cargo. It was armed with a twin light blaster cannon. (GMR5)

PX-7

this hand-held heat sensor was produced by ChandrilTech. (GFT)

PY-6

this was Arakyd's ground-to-orbit proton torpedo launcher. It was effective at pummeling an orbiting ship with torpedoes, but was hard to move and difficult to conceal. (HAS)

Pyash Yopayomba

this female Quara Aqualish was known as the Pirate Queen of Ando during the height of the New Order, a title she earned by raiding all manner of ocean-going vessels during her career. Dressed from head to toe in black clothing and armor, Pyash was a formidable figure even before she entered a fight. When the battle started to turn against her pirates, Pyash joined the fighting with her long vibroblade, cutting down her victims with great skill and little remorse. Her pirate vessel was also painted black, and was a modernized version of a traditional sailing vessel. In place of actual sails, the ship had specialized repulsor fins, giving the pirate vessel incredible speed and maneuverability in the water. Among the vessels she captured and refitted for her own use was the *Nanda's Luck*, which she took after beheading its former Captain, Bipopa Bogzider. She then removed the mineral-fish shells from her hold and filled the vessel with explosives. Her plan was to have Sissalik sail the *Nanda's Luck* into the Quantill City harbor and detonate it, hoping to pin the explosion and the resulting death and destruction on a group of Aquala radicals. She had been led to believe that the Imperial governor of Ando would pay her handsomely for starting a civil war between the Aquala and the Quara, a war which the Empire could use to fully subjugate the Aqualish. Her plans failed, though, when Sissalik reprogrammed the autopilot on the *Nanda's Luck*, ramming the ship into Pyash's own flagship, the *Majestic*. All hands on board, including Pyash herself, were killed in the explosion. (PH)

Pydyr

this moon, the innermost of three which orbited the planet Almanian, was a hot, dry world formed from sandstone and other soft rocks. Its constantly changing landscape forced its inhabitants to become highly adaptable. Meager oceans provided only enough moisture to allow plants and animals to survive, but they were home to the microscopic seafah, whose shells were valued as gemstones. The natives of Pydyr built grand cities of sandstone studded with seafah shells, which were constantly being rebuilt due to the harsh environment's continual erosion of the soft material. The Pydyrians became wealthy harvesting

seafah shells and developing medical unguents and salves, and were the creators of the healing stick. As a result this wealth, the Almanians became intensely jealous of the Pydyrians. A centuries-old grudge evolved, but was finally laid to rest by the evil machinations of Dolph. Dolph sent his specially-armed droids to Pydyrian sources, and detonated them all. He killed 1,651,305 Pydyrians, leaving a thousand prisoners for him to torture when he came to survey the destruction himself. (TNR, EGP)

Pydyrian

this race of tall, thin humanoids was native to the moon of Pydyr. These beings had two-toed feet and three-fingered hands, and their bone structure was very thin. Because of their skeletal structure, many xenoarchaeologists believed that the Pydyrians evolved from flightless birds. Their oblate skulls were bald at the top, but ringed with a fringe of hair at the base of the skull. All but 1,000 Pydyrians were slaughtered by Dolph when he rose to power, with the survivors being tortured for Dolph's own pleasure. (EGP, TNR, EGA)

Pydyrian

this was the native language of the Pydyrian people. (EGP)

Pyesmev

this Rendili StarDrive Light Corvette was actually a knockoff built in a backwater shadowport and purchased by Venslas Beeli. The ship was off poor quality compared to the original corvette, and was under constant modification. It was armed with six double turbolaser cannons. (FOP)

Pygmy Hummer

this was a species of tiny, avian creature that was popular throughout the galaxy. (RCHC)

Pyjam

this man, a native of Corellia, was a noted expert in protective clothing and armor. (GUN)

Pyjridi

Lando Calrissian once knew a pickpocket from this world. (BTS)

Pylat Bird

native to the mountain regions of the planet Neimoidia, this beautiful bird was prized for its white plumage and its soothing song. The wings of the pylat doubled as arms, and the first joint was tipped with a four-fingered "hand." The pylat was often maintained as a pet by the wealthier beings of the galaxy. (WSW)

Pylokam

this given name was common human males across the galaxy. (GCG)

Pylokam

an aged human who ran Pylokam's Health Food in Mos Eisley during the last years Luke Skywalker lived on Tatooine. Pylokam did a poor business, as none of the smugglers or bounty hunters cared for his healthy foods. The health food business was so poor that even Jabba the Hutt didn't demand a percentage of Pylokam's intake. (TME)

Pylum

this sour-faced man was the Master of Cerements for the living dead on the planet Necropolis, shortly after the Battle of Yavin. It was his job to ensure that the Curse of Sycorax was not invoked whenever the Necropolitans ignored their dead. When Doctor Evazan successfully reanimated the dead bodied in Necropolis' cemetery, Pylum revealed that he had been working with Evazan all along. Evazan had realized the benefit of having the Master of Cerements under his control, thereby being able to use the ancient superstitions about the dead to cover his experiments with bringing dead bodies back to life. Pylum had been disgruntled with the taunts and jeers he received for his belief in the ancient traditions, and had broken into the Crypt of the Ancients to see if they were true. He found that Sycorax's coffin wasn't filled with a witch's body, ready to exact revenge, but a simple old skeleton wrapped in rags. His own beliefs were shattered, and he decided to join Evazan and earn a portion of the credits the zombie experiments would bring. However, when Boba Fett returned to capture Evazan, Pylum fled the scene

and tried to escape. He was killed as he tried to exit the Crypt of the Ancients when one of the crypt's heavy doors fell on him and crushed him. (GOF2)

Pym

this yellow star was the central body in the New Plympto System. (GMR9)

Pym, Dirv

this precocious young boy was one of Senator Drexlar Pym's sons. Dirv and his brother, Kyle, were kidnapped by Imperial fanatics who were opposed to the Senator's work as the chief prosecutor for Imperial war crimes. They were later rescued by New Republic agents assisting their father. (SWJ7)

Pym, Drexlar

this native of the planet Exarga was an outspoken Senator to the New Republic. Pym was also the leader of a panel that prosecuted former Imperial officials for their war crimes, a position he cherished because of the fame and power it brought him. He was the target of a series of terrorist attacks from a former Imperial commando, but a team of New Republic agents discovered that Pym was receiving incredible dividends from stock purchases he had made during the New Order. Many of the companies had Imperial ties to active warlords of the early New Republic, or to criminal organizations which acted against the Republic. After the agents were able to rescue Senator Pym's family, the Senator himself was stripped of all governmental privileges until a full investigation of his dealings could be performed. (SWJ7)

Pym, Kyle

this precocious young boy was one of Senator Drexlar Pym's sons. Kyle and his brother, Dirv, were kidnapped by Imperial fanatics who were opposed to the Senator's work as the chief prosecutor for Imperial war crimes. They were later rescued by New Republic agents assisting their father. (SWJ7)

Pyn, Trondor

this man worked as a shipwright at the Kuta Drive Yards during the height of the New Order. He was hired by House Andrim to spy on the operations of House Purkis, and was promised that he would be well compensated. However, Pyn was caught by the agents of House Purkis, who agreed to let him go if he promised to spy for them instead. He agreed to the deal, primarily so that he wouldn't be arrested and sent to prison, but the stress of being a double agent eventually drove him mad. He tried to lash out at both houses by planning to bomb their orbital facilities, but was overheard in a bar discussing his plans. He was quickly arrested and thrown into prison. (CCW)

Pyollian Cake

a sweet dessert food. (OE)

Pypin

one of the Corporate Sector's Trianii colony worlds. (CSA)

Pyr

this ball of molten rock was the innermost planet of the Pyrshak System. (PH)

Pyre Folas

this was one of the many cities located along the path of the Rift Skyrail, on the planet Teyr. (EGP)

Pyrepenol

this drug is often used by addicts and other abusers. It often helps make the user feel invincible, ready to take on the very Fates that control his or her life. (POT)

Pyria

this was the name of the solar body at the center of the Pyria System, which included the planet Borleias. (EL1)

Pyria 6

this was the sixth planet in the Pyria System. Following the Battle of Coruscant, Wedge Antilles tried to

lure the Yuuzhan Vong into a trap by leaving Pyria 6 undefended in favor of Borleias. The plan was to make the alien invaders believe there was more going on at Borleias than there actually was, in hopes of luring a larger fleet to the Pyria System. (EL1)

Pyro Flower

native to the moon of Sulon, this flowering plant produced brilliant red blossoms. (RAG)

Pyros

this planet was raided by Alliance operatives shortly after the Battle of Yavin. The raid was met with intense resistance, contrary to initial reconnaissance. (GCQ)

Pyrospray

this was one of the unusual Ta-Ree powers, which manifested itself as a spray of colorful lights and sparks. This display of lights was accompanied by a staccato burst of sound. (E)

Pyrowall

this was a form of computer defense system developed during the last decades of the Old Republic. Computer systems used pyrowalls to prevent unwanted access or intrusion from outside forces. (MBS)

Pyrron Nox

this Dresselian trader was the one who brought Morst Tayl'skar to Dressel. He was captured by Orrimaarko while on Dressel, but was released when Tayl'skar vouched for him. Years later, he tried to renew Wrune Tsallin's BoSS license, only to learn that Wrune had been executed for trying to steal funds from Jatayus Outbound. He owned and operated the starship *Beginner's Luck*, and once transported the Shi'ido known as Vandolae to the planet Centares. Vandolae later used Pyrron's appearance to avoid capture, but was killed by Gideon and Keeta. (GG12, SSR, SWJ12, UANT)

Pyrshak

this star was the central body in the Pyrshak System, located in the Mid Rim. (PH)

Python

this CR90 corvette was part of an Alliance convoy dispatched to inspect and Imperial communications relay, shortly before the Battle of Endor. (XWA)

Pyub

this was a common female name given to Sullustan females. It referred to a flower that grew in Sullustan caves. (GCG)

Pyub

this wildflower grew in the caves of the planet Sullust. (GCG)

Pyussh

the berries of this plant, when crushed and fermented, proved to be an attractive lure for certain small, nocturnal creatures. (SWJ7)

P'zil

a Talz word for "home." (TME)

Pzob

third planet located in the K-749 System, near the Moonflower Nebula. It was originally settled by Gamorreans, and has a temperate environment. The Emperor sent a special team of stormtroopers there as part of the Eye of Palpatine mission. All but Triv Pothman were killed by the Gamorreans. The New Republic hasn't made any contact there; their databanks were updated last during the Old Republic. (COJ)

*** Q ***

Q2

a model of hold-out blaster produced by Merr-Sonn Munitions, the Q2 was considered the prototypical holdout weapon. It was lightweight, elegant, and functional, and it became incredibly popular among royals and nobles of the Empire. (RPG, GMS, FOP, AEG)

Q-2

this holdout blaster was produced by SoroSuub during the height of the New Order. It was a direct knock-off of the Merr-Sonn Q2 holdout blasters, with SoroSuub licensing the weapon's plans and manufacturing from Merr-Sonn. (GFT, AEG)

Q-3PO

this protocol droid was given to Doctor Deena Kinnet, after she accepted a position as an Imperial spy. Q-3PO was coated with a white enamel covering, to give it a "medical" look. The droid was actually one of Deena's information collection and transmission sources. (HR)

Q-4

Quarren Industrial's borer droid, the Q-4 is equipped with a repulsor engine, a heavy-duty drilling laser, and various sensor systems. They are small droids, and are programmed with a limited but cheerful personality. (DU)

Q4 Quickfire

see Quickfire-4 (AEG)

Q5A7

this bacta production facility was located on the planet Qretu 5. It was the target of a Rogue Squadron attack in the days leading up to the Battle of Thyferra. (BW)

Q-6100

this distinctive ground vehicle was produced by Jadai during the height of the New Order. It measured 8.5 meters in length, and was a heavy craft designed to carry passengers in style. It was last produced some thirty years before the Battle of Yavin, but remained popular on backwater worlds. By the era of the Galactic Civil War, only a few of these vehicles remained in service. (AIR)

Q7

this Phylon tractor beam projector system was used aboard the *Imperial*-class Star Destroyer. It was designed to pull in a target ship with primary tractor beams, then use magnetic field projectors and a docking suspension field to hold the ship in place. Boarding tubes could then be extended from the Q7 system to allow access to the captured ship. The Q7 could accommodate a starship up to 150 meters in length. (SCRE, EGW)

Q-7N

this spherical, repulsor-equipped droid served the Alliance as a translator. Q-7N was assigned to the Massassi Base on Yavin 4, during the evacuation of the base following the destruction of the first Death Star. (IS)

Q7-series Droid

this spherical astromech droid was designed to fit into the small droid port on the Alpha-3 *Nimbus* V-Wing starfighter. The upper hemisphere of the Q7-series astromech looked almost exactly like the dome of an R2-series astromech, while the lower hemisphere contained the droids' repulsorlift engines. (X3)

Q-8 Starfighter

a defensive starship designed and manufactured by Tocsan during the Galactic Civil War, the Q-8 starfighter was developed for use in small defense forces. (SSR)

Q9-series Droid

based on the popular R7 series of astromech droids, the Q9 series was an experimental series that never got off the ground. Some felt that the Q9s were a failure because they were too complex, while others demanded more testing. In size and shape, the Q9s resembled the R2 series. (AC, AS, EGD)

Q9-X2

Ebrihim's constant companion, Q9-X2 was a graphic display of the quirks of the Q9-series droids. In most ways, Q9-X2 was a standard astromech droid, equipped with manipulator arms and tools which helped it perform a variety of repairs. Beyond that, Q9-X2 was anything but normal. Q9-X2's intelligence was based on the advanced computing systems of the original Q9-series, and allowed him to continually improve himself, to that point that he installed all sorts of new technology on himself. He installed his own repulsorlifts for better mobility. He gave himself an upgraded brain and vocabulator unit, and learned how to talk. He equipped himself with various tools and sensors, replacing outdated equipment when newer models appeared. He has a tendency to talk too much, but has proven his value a number of times. (AC, AS)

Qaestar Port Control

this was the primary customs and law enforcement agency found in Qaestar Town, on the planet Talus. (CCW)

Qaestar Ridge

located on the planet Talus, this two-kilometer-tall plateau was located just outside of Qaestar Town. It was atop this plateau that the city's primary spaceport was located. Visitors walked into Qaestar Town by following the Qaestar Steps. (CCW)

Qaestar Steps

this series of seven wide promenades connected the city of Qaestar Town with its spaceport, located atop Qaestar Ridge, on the planet Talus. (CCW)

Qaestar Town

located on the planet Talus, this city was the largest on either of the Double Worlds. Located near the Qaestar Ridge, which served as the location for the city's spaceport, Qaestar Town served as the primary debarkation point for visitors to Talus. (CCW)

Qah

this form of bio-engineered cell was created by the Yuuzhan Vong Shapers for implantation into another's brain. When properly placed, the Qah cell removed an old memory and replaced it with a new one. The Qah cell could carry almost any form of memory, so the Shaper could create an entirely new history for an individual and then implant it in their brain. (EVC)

Qahsa

this was the name of the creature created by the Yuuzhan Vong to serve as a form of computer memory bank. Qahsa could come in a variety of sizes, from personal devices to the memory banks of a worldship. Most often, the data contained in the qahsa was accessed via a congition hood. This data was maintained in increasingly dense cortexes, and each successive cortex could only be accessed by a more experienced individual. Shapers maintained a qahsa which had seven specific cortexes surrounding the ultimate, eighth cortex. Only Master Shapers could access information beyond the fifth cortex. All information contained within the qahsa was believed to have been bestowed upon the Yuuzhan Vong by their gods. Any Yuuzhan Vong who searched for new information, beyond that which was contained in the qahsa, was considered heretical. (EVC, EVR)

Qalita Prime

this planet petitioned for membership in the New Republic after the world's Right Earl grew tired of piracy against their cargo ships. Their petition was delayed during the Yevethan Great Purge. (BTS)

Qalydon

this planet served as the base of operations for the Fellowship of Kooroo. (SWJ13)

Qana

this was a legume that grew in a pliable shell. The individual beans had to be removed from the shell before cooking or eating. (RCHC)

Qang Qahsa

this Yuuzhan Vong qahsa was designed to hold all information and protocols known to the Shapers of their people. The Qang qahsa had five primary cortexes, which were accessible to all shapers, with two additional inner cortexes which could only be accessed by Master Shapers. At the very core of the Qang qahsa, an eighth cortex supposedly revealed the most sacred of protocols bestowed upon the Yuuzhan Vong by their gods. The information in the Qang qahsa was maintained through the use of a massive rikyam brain. Unknown to virtually every Yuuzhan Vong individual, the Qang qahsa had not come from the gods. Instead, it contained all the information on the creation of biotechnology that had been given to the Ur-Yuuzhan Vong millennia ago, during their struggle to defeat a stronger alien race. All knowledge of the origins of the Qang qahsa's knowledge had long since been removed from their history, to ensure that subsequent generations continued to revere their gods above all else. In the intervening generations, all information was eventually taken from the Qang qahsa and bestowed upon the Shapers, so that they could create the things needed for the Yuuzhan Vong to survive and prosper. The eighth cortex was then said to hold the information needed to defeat the Jedi Knights, although it was, in fact, completely empty. (EVR, NJOSB)

Qanna

these insectile creatures, native to the homeworld of the Yuuzhan Vong, were bred for their ability to memorize and play back music, using their intricately-formed mandibles. The carapace of a qanna gleamed with all colors of the rainbow, making them pleasing to look at as well. (EVR)

Qaqququ

this man was an Imperial Lord, still holding onto dreams of the rebirth of the Empire during the early years of the New Republic. He was working under Hethrir to try and establish the Empire Reborn, supporting Hethrir by purchasing slaves from the Firrerreo. Like many of his kind, Qaqququ had managed to stockpile a large amount of credits following the downfall of the Empire, and still maintained a decent income despite the New Republic's plans to cut him off. (CS)

Qar Jalunn

this being was a youthful entrepreneur who arrived on the planet Genarius and began throwing credits at any operation which seemed to be even marginally profitable. Roughly half of his investments failed in the short-run, but his exuberance was nonetheless undeterred. (LFC)

Qarl

this Mon Calamari was a Captain in the Alliance Navy, and was the commander of the *Mantan Wanderer*. (ROE)

Qarohan Steppes

this flatland was located on the planet Drongar, some fifty kilometers to the south of the Jasserak Lowlands. (MJH)

Qasqi

this gas giant was the fourth planet of the Centares System, located in the Mid Rim. It was orbited by eleven moons. (WOA32)

Qat Chrystac

this Sumitra Sector planet was the site of Lando Calrissian's shieldship depot, serving the ships traveling to and from the Nomad City outpost on the planet Nkllon, during the early years of the New Republic. Much of the planet is covered with radioactive volcanoes that spew toxic lava across its surface at a prodigious rate. (TLC, REB, TTSB)

Qatak Qantaras

this Tarro was an Alliance operative who worked in the Masgen System during the Galactic Civil War. (GG12)

Qatya

this given name was commonly given to female human children throughout the galaxy. (GCG)

Qau Lah

this Yuuzhan Vong warrior took the place of Shok Choka, after Anakin Solo defeated Shok Choka in combat aboard the space station orbiting Yag'Dhul, shortly after the Battle of Duro. Unfortunately for Qau Lah and his soldiers, they had all witnessed the fact that Nom Anor had refused to challenge of Anakin Solo, something which would have disgraced the Executor in the eyes of Warmaster Tsavong Lah. To prevent any word of his cowardice reaching the ears of his superiors, Nom Anor shot Qau Lah in the back of the head, and killed the other soldiers in a similarly cowardly fashion. (EVR)

Qayayir

this was a common name among the Yinchorri race. (UANT)

Q-E

the small, red E-series droid C-3PO and R2-D2 meet on Kalarba. He, along with his droid companions U-E and 2-E, used to run the local nursery for as long as anyone in town can remember. About the time that C-3PO and R2-D2 were acquired by the town's baron, the three little droids were ordered by Mister Vuldo to build illegal blasters. After U-E was destroyed by Vuldo, Q-E and 2-E got C-3PO, R2-D2, and Nak to help them expose Vuldo's scheme. (DRO)

Qeimat System

a planetary system. (ISB)

Qeimet Fleet

this was the designation of a fleet of Imperial starships stationed near the Hook Nebula. The fleet was led by the flagship *Victorious*, and was home to the White Death Scimitar Assault wing carried aboard the Star Destroyer *Retribution*. The fleet's primary objective was to quell the rebellious worlds found near the Nebula and bring them under Imperial control. (ISB)

Qek

this is the seventeenth symbol in the Aurebesh script, and represents the Basic letter "q". (SWM)

Qektoth Attack Cruiser

this dagger-shaped warship was developed by the Qektoth Confederacy for their fleets. It measured 105 meters in length, and had a pointed bow which curved downward slightly, giving it the appearance of a sharp beak. It required a crew of 38, along with 10 gunners, and could transport up to fifty troops. The Attack Cruiser was armed with four turret-mounted plasma cannons and a forward-facing bio-energy array. They were capable of hyperspace travel, but Qektoth technology limited it to a Class-3 rating. (KR)

Qektoth Confederation

this band of criminals roamed the border of the Kathol Outback near the Kathol Rift from a base on Qu'mock Station. They preyed primarily on the Uukaalbian society, but hoped to locate Yvara and develop a human hive-mind based on the Yvarema physiology. The confederation was formed about 25 years before the Battle of Endor, by a group of scientists who wanted to find new uses for unusual bio-technology. They believed that modern technology was responsible for sapping the strength and spirit of any being it touched, and hoped to replace most items with biological equivalents. Over the next two decades, the Qektoth Confederation turned into a militant group that hoped to gain control by preying on those beings weakened by technology. Led by Trann Shoame, the confederation unleashed a biochemical agent mated with a strange, biotechnology found near the Kathol Rift, on the crew of the *FarStar* to test its effectiveness. The confederation also traded some of its technology to Moff Sarne, in return for starships and crews. Drigor Tarrens also discovered that the leadership of the Qektoth

Confederation had taken skin samples from all its employees, and was using the cells to create enhanced clones without their knowledge or consent. He threatened to expose them, but was apprehended and sentenced to death. Tarrens fled to Uukaablis, but later exposed the Confederation's plans with the help of the FarStar's crew. The Qektoth later discovered the Lifeline Project, and monitored the progress of the FarStar through Kathol Sector. When they learned of the Battle of Kathol, the Qektoth decided to try and take the DarkStryder technology from Sarne by helping the New Republic forces. However, the three warships the Confederacy sent to Kathol were poorly armed, and they were quickly knocked out of the battle. (KO, KR, E)

Qelah Kwaad

this young Yuuzhan Vong Shaper served under Nen Yim during the years following the Yuuzhan Vong conquest of the planet Coruscant. She was a member of Domain Kwaad, and was forced to continually make up for the shortcomings of Mezhan Kwaad. She suddenly found herself elevated to Master Shaper, however, when Nen Yim was captured and taken away from the planet Coruscant. She was elevated by Supreme Overlord Shimrra himself, who was unaware that Nen Yim had fled Coruscant of her own volition, hoping to locate the living planet Zonama Sekot. Her work on the magubat kan had brought her to the Overlord's attention, and her plans to develop biological weapons for use against the Jedi Knights gave her more power. She questioned Shimrra's decision to assign Ahsi Yim to serve as her assistant, in light of Nen Yim's disappearance, hoping to learn more about the Sekotan starship hidden in the Yim damutek. Her time for questioning these decisions was cut short when the Galactic Alliance launched its final assault on Coruscant, hoping to retake the planet and ultimately defeat the Yuuzhan Vong. When the ground forces of the Alliance reached the Citadel and began moving on the Well of the World Brain, Shimrra dispatched Qelah Kwaad - along with High Prefect Drathul and High Priest Jakan - to the Citadel. From there, they traveled to the Well to anoint the Jedi who had been captured there. Among those captured were Harrar, Han Solo and his wife, Leia Organa Solo. Drathul's plans to sacrifice them were cut short when Nom Anor, leading Mara Jade Skywalker and a band of Shamed Ones, flooded the chamber and confronted the warriors arrayed before them. Drathul demanded that the captives be executed, but his commander instead turned his forces against Drathul's guards. In a flash, Qelah Kwaad ran from the chamber, but was caught by Han Solo and forced to lead them to the dhuryam. After the deaths of Shimrra and Onimi - who proved to be the true Supreme Overlord - Qelah Kwaad and the rest of the Yuuzhan Vong agreed to surrender to the Galactic Alliance. In accordance with the advice of Jedi master Luke Skywalker, the Galactic Alliance allowed the Yuuzhan Vong to travel to Zonama Sekot to re-establish their civilization. The planetary consciousness Sekot welcomed them with open arms, then fled into the Unknown Regions to allow its new inhabitants to evolve in peace. (FP, UF)

Qel-Bertuk, Lanius

this Jedi Master succeeded Nerra Ziveri as the watchman of the Cularin System, some twenty-four years before the Battle of Naboo. Qel-Bertuk warned the Jedi Council of the system's dense concentration of the Force, especially the Dark Side energies discovered on the planet Almas. However, he received little in the way of assistance from the Council, which was already being stretched thin due to the increasing unrest in the Old Republic. Thus, Master Qel-Bertuk developed a form of autonomy from the main Council, but worked to ensure that the Almas Academy continued to teach its students with the highest of ideals. After the Battle of Naboo and the rise to power of the Thaereian Military in the Cularin System, Master Qel-Bertuk found himself more and more troubled by the advance of the Dark Side of the Force. This period also saw the emergence of the Believers, a group that deeply troubled the Jedi Knights. Thus, when he was approached by Broof Yurdel and Osten Dal'Nay about a possible military action against the Thaereians, Master Qel-Bertuk found himself reluctantly agreeing to support their plans. He solidified his position when Thaereian agents cut off all transmissions from Almas to Coruscant, forcing him to act with complete independence from the Jedi Council in supporting Operation False Horizon. Once the Cularin Militia managed to gain control of Thaereian-held bases, he pledged that the Jedi Knights on Almas would provide peace-keeping assistance throughout Cularin. However, like the Jedi Council on Coruscant, Master Lanius failed to see the dark cloud that erupted into the Clone Wars. He fought inner turmoil and political reservations to keep the Almas Academy free, until he was ordered by the Jedi Council to transfer all available Jedi to Coruscant to augment the Republic Armed Forces in the fight against the Separatists. He chose to send a handful of individuals, but remained committed to keeping the Almas Academy an active training center. He reasoned that there were many ways to follow the Jedi

Code, despite the unilateral call-to-arms that occurred as the Clone Wars broke out. His methods, he believed, would result in more Padawans completing their training, rather than leaving the Jedi Order to become disgruntled opponents or outright adherents of the Dark Side of the Force. (LFC, LFCW)

Qel-Droma, Cay

Ulic Qel-Droma's brother, and a Jedi Knight who learned about The Force from Master Arca on Arkania. Cay and Ulic were born to noble parents on Alderaan, and their mother was a Jedi Knight. He was good friends with Tott Doneeta, another of Master Arca's apprentices. When he, Ulic, and Tott were dispatched to Onderon to mediate the planet's growing unrest, Cay lost his arm in the battle between the Beastmasters and the Onderonians. He replaced it with a prosthetic arm from a droid which was destroyed in the battle. Like his brother, Cay was born on Alderaan. Unlike his brother, Cay was level-headed when it came to his abilities with the Force. Cay was greatly dismayed when Ulic attempted to infiltrate the Krath by turning to the Dark Side, and was caught up in the Sith War because of it. Cay tried many times to reach his brother and return him to the Light Side, but always to no avail. When Ulic was brought to trial on Coruscant, Cay tried to speak on his behalf. This plea was interrupted by the appearance of Exar Kun, who defeated the Jedi and reclaimed Ulic. Cay continued to fight against the Sith, and again met his brother in battle. This time, it was on Ossus, where the Jedi were trying to rescue their libraries from the destruction of the Cron System. There, Cay and Ulic were engaged in a starship battle that ended when Ulic shot Cay down. Only Cay's piloting skills kept him alive. When they met on the planet's surface, Cay pleaded with Ulic to return to the Light. Ulic refused, and initiated a lightsaber duel. Cay fought well, but could not bring himself to kill his brother. This left an opening for Ulic, who struck Cay down with a vicious swing of his lightsaber. Cay died in Ulic's arms as the remnants of the Light Side in Ulic were able to regain some control over his mind. However, Nomi Sunrider cut Ulic completely off from the Force, leaving him adrift. Some years later, Ulic remembered his slain brother by naming his starship Cay's Dream. (TOJ, DLS, TSW, TOJC)

Qel-Droma, Duron

this ancient Jedi Knight was the cousin of Cay and Ulic Qel-Droma. Duron participated briefly in the Great Sith War, but disappeared shortly after the Great Hunt and was never seen again. It was believed that he was dispatched to Korriban with Shaela Nuur and Guun Han Sareh, although they were never located. A datapad found later by another group of Jedi Knights - on Korriban to search for clues to the whereabouts of Dath Malak - revealed that the trip had been sent to Korriban to eliminate any rogue terentateks they encountered. Guun Han, however, was jealous of the romance that was blossoming between Duron and Shaela, and left for Korriban on his own. All three were eventually killed - and presumably eaten - by the terentateks. (KOTOR)

Qel-Droma, Ulic

an ancient Jedi Knight, Ulic was very powerful in the use of The Force. He was born on Alderaan, and raised in a family of great warriors. His mother was a Jedi Knight. Along with his brother, Cay, they were apprenticed to the Jedi Master Arca on Arkadia. When they had completed their training, Arca sent them - along with fellow student Tott Doneeta - to Onderon to help put an end to the fighting between the city dwellers and the beastmasters. When they tried to defend the city dwellers in Iziz, they discovered the Dark Side energies flowing there. They also discovered that the dwellers of Iziz were the real enemy, and strove to defeat Queen Amanoa. They eventually overcame the Dark Side threat, and later found the tomb of Freedon Nadd. They tried to rid the planet of Nadd's influence, but Arca was captured by the hidden King Ommin. Ulic sent for more Jedi and help from the Old Republic, and their combined forces were able to defeat Ommin and recover Arca. The Jedi then helped Iziz rebuild itself, during which time Ulic fell in love with Nomi Sunrider. When they were cleaning up the Dark Side artifacts, the spirit of Freedon Nadd reappeared and told Ulic he would become one of the greatest Sith Lords. Ulic and Nomi were assigned to assist in the retaking of the Empress Teta System from the Krath, who had declared war on the Jedi. Ulic proposed that he should join the Krath and attempt to defeat it from the inside. He made himself heard at the Great Council on Deneba. However, the Jedi Masters feared that Ulic would be drawn into the Dark Side, but during their discussions the Krath attacked. He fought bravely, only to see Master Arca killed while he was distracted. This hardened his resolve to eradicate the Krath, and he set out to discover the Dark Side of the Force first-hand. He hoped that by becoming a Dark Side follower, he could find its weaknesses and use it against the Krath. He was seduced by Aleema, and his

despair at Arca's death only made him an easier target for the Dark Side and the Sith magic. His brother, Cay, and Nomi Sunrider went to Cinnagar to return Ulic to the Light Side, but their combined love for Ulic could not sway him from the Dark Side. At this time, Exar Kun intervened and severely injured Aleema while trying to overcome Ulic and recover a Sith amulet. Their combined fury released an ancient Sith spirit, who claimed both of them for the Dark Side. Exar Kun was named Dark Lord of the Sith while Ulic was named his apprentice. He became caught up in Exar Kun's plans and became a Dark Jedi himself. He joined forces with the ancient Mandalorian warriors after defeating their leader, and conquered star system after star system with the power of the Dark Side. He was captured by the Jedi and brought to trial on Coruscant, but was freed by the intervention of Exar Kun and the Mandalorians. They then travelled to Ossus, in an attempt to take possession of the Jedi and Sith knowledge stored there. Ulic was again captured by the Jedi, this time by his brother, Cay, who challenged him to a duel. In his Dark Side fury, Ulic cut down his brother in a bloody battle. Some part of the Light Side still remained, and Ulic was brought to his knees by the import of what he had done. Nomi Sunrider, enraged by Ulic's actions, used the Force in anger and cut Ulic off from the Force. Thus weakened, Ulic felt no more need to support Exar Kun and the Sith. In the end, Ulic led the Jedi to Yavin 4, where they were able to defeat Kun and quell the Sith uprising. Ten years later, Ulic fled to Rhen Var in an effort to isolate himself from the galaxy and to find peace. He thought to let himself die in a storm, but the spirit of Master Arca urged him to survive. He was unprepared for the arrival of Vima Sunrider, who wanted him to teach her the ways of the Jedi. Despite his misgivings, Ulic realized that this was why Master Arca had urged him to live. He took Vima under his tutelage, and trained her to the best of his abilities. He even tried to be civil when Nomi arrived on Rhen Var to recover her daughter. However, shortly after Nomi's arrival, Sylvar came to the planet and challenged him to a duel. Sylvar had the advantage of contact with the Force, but Ulic fought bravely in an effort to return Sylvar to the Light Side of the Force. Sylvar came to her senses, but was too focused on herself to notice that Hoggon had followed her. Hoggon shot Ulic in the back with his blaster, believing that he had killed the greatest traitor of the Jedi order. Despite the fact that Ulic no longer had contact with the Force, his lifeless body nonetheless disappeared and became part of the Force. (TOJ, FNU, DA, DE1, DLS, TSW, EGC, TOJC, TOJR)

Qella

this alien race has a rare, eighteen-pair genetic structure built from six unique building blocks and contained in 62 chromosomes, and communicated via a series of pitch-based transmissions. Their civilization had descended from the earlier Ahra Naffi, but had no children of their own when it was discovered that the two moons which orbited their homeworld of Brath Qella were on a collision course with the planet. The vast majority of the Qella agreed with the evaluation that the moons' impact would cause ecological ruin on their homeworld, while a few were adamant that the threat was being overblown. Those who understood and believed the threat created the starship which would later become known as the Teljkon vagabond, and created a device which could house vast amounts of data on what the Qella held as important and necessary information. It also carried the blueprints of how to genetically rebuild the Qella race, should that become necessary. These Qella dug deep tombs in which to hibernate during the foretold ice age. The ship departed Brath Qella about 120 years before the Galactic Civil War, just after the Old Republic had first discovered their world. The smaller of the two moons of Brath Qella impacted the larger, and the resulting storm of huge pieces of rock virtually destroyed the planet. The Qella who remained on the surface of the planet were killed in the ensuing - and almost instantaneous - ice age. By the time a survey ship could return to the planet, it was deserted. The Teljkon vagabond eventually returned to Brath Qella, shortly after the Battle of N'zoth, and began the laborious process of re-warming Brath Qella and making it habitable again for the Qella. (BTS, TT)

Qes Dollis

this Quarren worked for Jabba the Hutt as the manager of the Sandstorm Shipping Concern, during the height of the New Order. Dollis was one of the many underlings who worked for Jabba, yet took a chance on seizing control of the Hutt's empire when Jabba was killed just prior to the Battle of Endor. Dollis' main competition came from Kisa Shaki, and the two spent most of their resources pummeling each other's forces, and neither was able to take advantage of Jabba's death. (RESB)

Qesya Vth'naar

this Sludir was a member of the *FarStar's* crew. Before joining the Alliance, Qesya, her brother Quayik, and

her mate Rokarn were forced to fight in gladiator battles for Imperial Moff Kentor Sarne on Kal'Shebbol. In a series of battles, Sarne forced Quyk to kill Rokarn before facing Qesya herself. Rokarn had sacrificed himself in order to give Quyk a chance to live, since he knew that Qesya was pregnant with their child. In the end, though, Sarne forced Qesya to kill her brother in order to survive. Qesya joined the crew of the *FarStar* after being liberated from Sarne's prison on Kal'Shebbol, and served as a combat instructor. During the search for Moff Sarne, she befriended Gunthar, and became increasingly worried about his demeanor as the *FarStar* probed deeper into the Kathol Rift. Shortly after the *FarStar* landed on Yvara, Qesya discovered that it was time to give birth to her offspring. She was brought to the ship's medical facility, where the ship's doctors and Yvarema physicians helped her give birth. Following the birth of her baby, Qesya elected to resign her commission with the *FarStar* and remain on Yvara to raise the child. Qesya later returned to assist the *FarStar* during the Battle of Kathol, as the Yvarema joined the fight against the Imperials. (DARK, KO, KR, E)

Q'et

this creature was bred by the Yuuzhan Vong as a kind of living sac. It was useful for transporting other living entities, such as a villip, which needed to be preserved for later use. (FP)

Qetix IV

this barren moon was located in the Dresscol System of Trax Sector. During the Galactic Civil War, the Alliance established a starfighter repair base on the moon, to support the shipyards in the nearby Ventil System. (GMK)

Qe'u

this Yuuzhan Vong was one of the Shamed Ones who was sent to Yavin 4 to serve the Shapers who were trying to determine the source of The Force. When Vua Rapuung was believed dead, Qe'u was given his duties. However, Vua Rapuung had faked his death, and later killed Qe'u to gain access to the Yuuzhan Vong complex for himself and Anakin Solo. (EVC)

Qeuo City

this city, located on the planet Stend VI, was besieged by the Khuiumin Survivors until shortly after the Battle of Yavin, when they simply stopped attacking the city. (SWJ10)

Qexis

this planet, located in the Outer Rim Territories, was almost completely given over to research and experimentation. Qexis was noted for the high level of security that protected the various research facilities established on its surface. (SOJ)

Qexi's

this cantina was located in the frontier settlement of Great Rock, on the planet Ord Mantell, during the height of the New Order. (GMR1, WOA15)

QFC

see Quality of Family Certificate (FC)

Qhal

this predator was once native to the Yuuzhan Vong homeworld of Yuuzhan'tar. (FP)

Qiaxx

this planet was the site of Dequc's base of operation. Note that it is often misspelled Quiaax or Quiaac. (MJEH)

Qid

this name was commonly given to Quarren males, and meant "quick-witted". (GCG)

Qid Proko

this Quarren was working as a speeder repairman on the planet Poderis, during the years surrounding the Battle of Hoth. Unknown to most other beings, Proko was once a Jedi Knight. He fled the Core Worlds

when the first word of the Jedi Purge reached his ears, and he chose Poderis for its remote location. (RESB)

Qieg

this small, insectoid race is native to the planet Lan Barell. Each Qieg had three body segments, including the head and two abdomens, supported by four legs. The rear set of legs was made for jumping, which the front set were for walking. A pair of arms on the upper torso allowed the Qieg to manipulate objects. A hive society, the Qieg cared little for the individual. Even child were simply individuals, and all offspring were raised regardless of their familial relationships. They live inside the hollowed-out carcasses of cactus-like succulents, and live in groups of 20 or more. They have been mining the planet's three moons for profit, but have reduced one of the moons to rubble. In fact, many of the off-world mining interests modeled their operations after the Qieg system, forming cooperatives rather than trying to be successful as individual corporations. (SWJ1, AE)

Qiernal

a radical sect of Qiegs from the planet Lan Barell that dislike all humanity and live within the cactus forests. (SWJ1)

Qiemmo Adrangar

this was one of the smaller Ansionian overclans, made up from the Alwari who lived west of the city of Cuipernam, on the planet Ansion. (APS)

Qiilura

this ostensibly neutral planet saw a great deal of combat during the early stages of the Clone Wars. It was a remote world that was best-known for its production of barq and kushayan. The export of these and other luxury foodstuffs accounted for some fifty percent of the entire galactic market, although very little of the profit ever made it back to the farmers. Shortly after the Battle of Naboo, the Trade Federation took control of the exports, and used their profits to help fund the Confederacy of Independent Systems. When the Old Republic discovered that Ovolot Qail Uthan, a Separatist-funded scientist, was developing a deadly nanovirus at a facility on the planet, they were forced to launch a mission to Qiilura. The nanovirus was targeted specifically at the clone troopers, and would have given the Separatists a huge advantage. A team of clone commandos, ostensibly led by Jedi Padawan Etain Tur-Mukan, was able to infiltrate the facility and capture Uthan before destroying the nanovirus. The mission was greatly assisted by the help of the native Gurlanin, who refused to fully join the Republic. Qiilura was located in the Tingel Arm of the galaxy, some forty light-years from Ord Mantell, and was orbited by a single moon. (RCHC)

Qiiluran

this was the spoken language of the natives of the planet Qiilura. (RCHC)

Qiluiy

an Alliance CR-90 Corvette in use during the Galactic Civil War. (XW)

Qina

see Mina (GMR9)

Qipat Firewasp

this fist-sized insect was native to the ancient planet Yuuzhan'tar, the homeworld of the Yuuzhan Vong. (GMR8)

Qiraash

a race of near-humans with large cranial cavities. (CCG)

QL-2a

this speeder truck was developed and manufactured by Ubrikkian Industries, during the height of the New Order. It could carry a pilot and two passengers, and could accommodate up to 50 metric tons of cargo. It measured twelve meters in length. (GMR5)

Qlaeren

this was one of the many Vratix hives which lived on the planet Thyferra. (UANT)

Qlaeren Rhirr

this was the name of a distinguished member of the Vratix hive Qlaeren. (UANT)

Qlaern Hirf

this Vratix member of the Ashern Circle tipped off the New Republic that the Warlord Zsinj was in possession of bacta, during the Krytos crisis. He approached Wedge Antilles and made the Rogue Squadron commander an offer: a gift of highly-potent bacta in exchange for sponsorship for admittance to the New Republic for the Vratix. He also presented his services as a verachen, in hopes that he could examine the Krytos virus and develop bacta that would defeat it. Wedge agreed, and Qlaern Hirf's team was able to discover the ability of kor ryll to enhance bacta. They provided the New Republic with the ability to produce its own rylca, but Wedge was unable to immediately petition for the Vratix's application. Ysanne Isard had taken control of Thyferra, and the question of planet-wide acceptance needed to be answered first. (KT)

Qlothos

this cloudy, defenseless world was inadvertently attacked by a squadron of TIE Bombers dispatched from the Interrogator by a subordinate of Captain Vharing. Vharing himself had been asleep, but the misplaced raid resulted in the death of sixty people, including a high-ranking Kuat Drive Yards engineer and his family, who had been on vacation at the time. Vharing was executed for the error. (TFNR)

Q'Maere

this planet was located just inside the Kathol Rift, a short distance from Danoor. Of course, actually reaching Q'Maere took a skilled crew more than a week's time. The planet was the site of a scientific outpost established by the University of Sanbra. The crew of the FarStar made a run for Q'Maere, shortly after entering the Rift, when they discovered that the food stores they had obtained at Danoor were contaminated. The planet itself was an inhospitable world covered with ammonia seas, which were sparsely dotted with volcanic islands. The atmosphere was poisonous, and there was no known life on the planet. The average day on Q'Maere lasted 36 hours, and its year encompassed 344 local days. (KR)

Q'Maere Research Facility

this University of Sanbra planetology research outpost was established on the planet Q'Maere, where it could investigate the workings of a planet covered with ammonia seas. The station was covertly turned into a penal facility by Moff Sarne, shortly after a group of its scientists left to join the Qektoth Confederacy. When it was discovered by the crew of the FarStar during a stopover to obtain supplies, the facility was operating as a cross between a prison and a mental institution. (KR)

Q'mai

the Kamarian word for "offering," it is used in reference to any form of payment given to obtain fulfillment of fantasies or dreams. Han Solo thought it meant "admission," since the Kamarians used it in reference to the trinkets and gems they gave him in return for showing the holofeature Varn, World of Water. He discovered the word's true meaning when he tried to show Love is Waiting and the Kamarians started to tear down his holoprojector. (HSR)

Q'mara

this planet and its surrounding star system was known as a haven for pirates during the New Order. (GUN)

Q'nithian Aeropteryx

this is a species of sentient avians from the Q'nithian System. They are quite ugly in appearance, being covered with dingy gray feathers and equally gray skin. Their wings are useless, rendering the aeropteryx flightless, and its small legs are incapable of supporting their bodies. Thus, the aeropteryx must drag itself forward with the tips of its wings. The tips end with a small hand that it tipped with a pair of talons. Their two beady, black eyes provide minimal ability to actually see what's around them. Thus, many aeropteryx who travel the galaxy have specialized lenses to augment their natural sight. (MA)

Qol, Viran

this man was a Major in the Alliance's Special Forces unit, and was an expert on Imperial fortification engineering. A native of Niran, he graduated from college just day before the Empire subjugated the planet. Viran joined the Niran Resistance, which was eventually absorbed into the Alliance. Viran regularly lectured on the construction and defense of Imperial garrisons to new recruits. (SWJ12)

Qom Jha

this is one of two major factions of the winged creatures native to the caves of Nirauan. Like their brethren the Qom Qae, they resemble meter-tall avians with smooth skin and small heads. They have dark eyes that allow them to see in the dark, and hard talons that allow them to grip the stone of their lairs. The Qom Jha had lighter skin than the Qom Qae, and were slightly larger in size. They have a minor control of the Force, and can use it to telepathically communicate among themselves and with other Force-sensitives. The Qom Jha, however, live in the caves, while the Qom Qae live in the open air. They referred to Luke Skywalker as "Walker of Sky." (VOF, EGA)

Qom Qae

this is one of two major factions of the winged creatures native to the caves of Nirauan. Like their brethren the Qom Jha, they resemble meter-tall avians with smooth skin and small heads. They have dark eyes that allow them to see in the dark, and hard talons that allow them to grip the stone of their lairs. The Qom Qae were smaller in size, and had darker skin than the Qom Jha. They have a minor control of the Force, and can use it to telepathically communicate among themselves and with other Force-sensitives. However, the Qom Qae live in the open air of the planet, while the Qom Jha inhabit the caves. The adults were quite territorial, but they allowed the young to freely mix with other nestings. This was probably a way for them to gather information about other nestings without violating territorial boundaries. They referred to Luke Skywalker as "Jedi Sky Walker." (VOF, EGA)

Qonto

an alien race. (RM)

Qordis

this ancient Sith Lord existed only as a spirit avatar when the Brotherhood of Darkness was destroyed on Ruusan. Lord Qordis had been part of the command structure put in place by Lord Kaan, and had died in the explosion of the thought bomb that killed everyone on Ruusan - except his student, Darth Bane. Qordis appeared to Darth Bane shortly afterward, aboard the *Valcyn*, belittling Bane and calling him a coward for having survived the detonation of Lord Kaan's thought bomb. Darth Bane refused to be baited by Qordis' spirit, however, so Qordis extended one last time beyond the grave and severely damaged the *Valcyn*, shortly before it arrived on Dxun. Qordis hoped to make Darth Bane's life a living hell, for having survived Ruusan. (GMR3)

Qorih

this lowly creature was once native to the Yuuzhan Vong homeworld of Yuuzhan'tar. It was considered a low form of life, lacking any sort of predatory instincts or usefulness. (FP)

Qork

this Nebulon-B2 frigate was part of the Imperial Navy, during the height of the Galactic Civil War. (TIE)

Qorl

an Imperial TIE Fighter pilot who fought in the Battle of Yavin, Qorl was caught in X-Wing defensive fire and forced to crash-land on Yavin 4. Badly injured, he managed to survive there for over twenty years, until he was discovered by Jacen Solo. Qorl held the Solo twins hostage until they repaired his ship, which he took. Employing the hyperdrive installed by Jaina Solo, Qorl left the Yavin System. Qorl then joined the Second Imperium and served as a pilot and trainer aboard the Shadow Academy. His damaged body was repaired with cybernetic implants, including his entire left arm. He successfully captured the Adamant and obtained valuable hyperdrive cores, turbolasers, and shield codes for the Imperium's fleet. In the climactic battle between the Shadow Academy and the Jedi on Yavin 4, Qorl was again shot down by the New Republic fleet. He was presumed dead, but decided that he'd had enough of galactic conflicts and remained a hermit in the jungles of Yavin 4. Qorl reappeared two years later, when

the Peace Brigade tried to capture the students at the Jedi praxeum on Yavin 4. Aging but still fiesty, Qorl had finally given up the fight to preserve the Empire, and helped Anakin Solo and Tahiri Veila escape the moon by keeping an eye on Remis Vehn and remaining near the moon until the last possible moment. (HTF, SA, L, JUS, EVC)

Qormot

alternately known as the most docile and the most fearsome forest animal on the planet Yeshocq, the qormot was merely reacting to seasonal changes in its environment. During the warm months of spring and summer, they are peaceful herbivores which fought only to defend themselves from other predators. However, as the weather turned colder and mating season approached, they became territorial about their prospective mates. Competition for the best mates almost always resulted in fierce battles, and beings were warned to stay away from qormot territory during this time. Qormots resembled large, ovine beasts, with stout bodies and a series of spiked frills surrounding their heads. Each qormot had a single eye, located atop a long, bony snout. (COG)

Qorn

this was a common name used by the Geonosian race. (UANT)

Qornah

this Jedi Master was known to have trained Kibh Jeen. Together, they were part of the team dispatched to investigate dark-side energy which permeated the planet Almas. Qornah was unprepared for the Dark Side's assault on Kibh Jeen's mind. Thus, upon landing on Almas, Qornah was cut down from behind by his own apprentice and killed before any investigation could take place. (LFC)

Qotile

this planet was ravaged by war during the Stark Hyperspace Conflict. When a military deserter fled to Qotile and established himself as King, during the height of the Galactic Civil War, the bounty hunter Bossk was employed to eliminate him. For his efforts, Bossk was given the honorary title "Monarch of the Qotile System." (NEGC, MC67)

Qretu 5

this planet, ringed by a dense asteroid belt, was the site of bacta production facility Q5A7. (BW)

Qrikki

a sweet, bread-like substance produced by the Ssi-ruuk. (TBSB)

Qrrl Toq

Qrrl Toq was a Nazzar prince and Jedi Knight who fought in the Battle of Koros Minor and who was present at the Jedi Assembly on Deneba. He was trained in the ways of the Ulizra by Vrrk Jikat, but needed to take time off to perform his boqeri. During this time, he traveled to Ulda Frav and encountered a Jedi Knight for the first time. He had never heard of the Jedi - the Nazzar were very isolationist in their relationship with the galaxy - but the Jedi knew that Qrrl was strong with the force. Qrrl agreed to accompany the Jedi to Ossus, and there he discovered the Jedi way. Toq was an apprentice of the Jedi Master Vodo Siosk-Baas, and created many of the armor types worn by the Jedi of the time. He was nearly killed on Onderon by Dark Side treachery when the Naddists there drained the Light Side energy that was protecting the Jedi Knights. (FNU, DLS, TOJC)

Qrrulla

this was a common name among the Togorian race. (UANT)

QS100

an automated welding arm. *This automaton was named for the robotic device that Dark Forces lead programmer Ray Gresko programmed in a previous assignment.* (DF)

QS-2D

this heavily-modified administrative droid was owned by a pair of Twi'leks who tried to scout the moon of Uffel. When the Twi'leks were killed, QS-2D and his R4-series astromech companions R4-S2 and R4-J9

persevered, surveying the planet and starting up a small mining operation with the automata the Twi'leks had brought. Over time, QS-2D established a relationship with Riboga the Hutt, and the mining operation expanded quickly. All during this time, QS-2D continued to work under its former master's name, so as not to draw attention to itself. When QS-2D had built a small fortune, it bought out Riboga and took ownership of Uffel outright. QS-2D grew the Uffel mining operation into a droid manufacturing center, and produced some of the Old Republic's highest-quality specialty droids. (LFC)

Q-series Destroyer Droid

this was the official designation of the droideka, or destroyer droid, produced by the Colicoid Creation Nest for the Trade Federation. (TCG10)

Q-Signal

this was the brand name of Incom's automated messenger droid, developed for use by the fledgeling New Republic. Measuring 6.2 meters in length, these drones were equipped with hyperdrives in order to get messages from one location to another as quickly as possible. The Q-Signal could carry up to 800 kilograms of cargo, which could include datacards and computer cores. (DARK)

QT-3PO

a protocol droid who was captured by Jawas when his master's ship put down at Mos Eisley spaceport for repairs. He was stuck inside a Jawa sandcrawler for an extended period of time before being rescued. (SWSB)

QT-7

this droid appears to be nothing more than a large, high-tech suitcase. A cheerful droid which loved to play sabacc, QT-7 was instrumental in helping the Alliance recover the *Black Ice*. QT-7 was able to tap into the Imperial computer system on Lotide and recover coded files that detailed the actions of replenishment fleet DV-209. This information allowed the Alliance to intercept the *Black Ice* and steal its cargo of fuel cells. (BI)

Qu, Anistia

this woman, a native of the planet Cularin, was one of several hundred natives who disappeared from public view during the years following the onset of the Clone Wars. Many people secretly attributed these disappearances to the Thaereian Military, which spent the nighttime hours removing an vocal opponents to its control of the Cularin System. (LFCW)

Qua

this Chancellor of the Zenox Star Cluster was also an Imperial supporter. He attended the 13th Imperial Diplomatic Conclave on Phelarion. (CSWEA)

Quaad

this given name was common human males across the galaxy. (GCG)

Quaal

this was the last of seven seasons experienced on the planet Guiteica. (AE)

Quaal Stavi Giniras

this legendary Bitthaevrian warrior was a Major in the Guiteica Militia, and was best-known for his decades-long feud with Major Zoul Lavor Xariv Lar. The pair fought each other more than 400 times, each time inflicting heavy damage to the other. However, both warriors were back challenging each other as soon as they healed. Over fifty years' time, Lar had defeated Giniras 212 times to Giniras' 211 victories. Only the fact that Giniras died of old age stopped the rivalry. In the end, Lar took one of his own elbow quill and imbedded it in Giniras' dematoil, which he buried with Giniras in the hills of s'Korth'an. (AIR)

Quaal Tavier Catharius

this Bitthaevrian was the thirt-first leader of the m'Yalfor'ac Order, at the height of the New Order. He was one of the most famous heroes of the Bitthaevrian people, mainly for his prowess in battle but also

for his anti-Republic rhetoric. With the advent of the New Order, Tavier recognized that the Empire was corrupt and wicked, but it was also the lesser of two evils, and was better than the Old Republic. (AIR)

Quad 32PCX

this is a four-chambered fuel injector used on pod racers and other high-speed ground craft. (RAC)

Quad 44

this is a four-chambered fuel injector used on pod racers and other high-speed ground craft. (RAC)

Quadanium Steel

a dense, strong alloy of steel used in starship hulls. (SCORE)

Quadex

this corporation manufactured high-output power cores for Imperial starships. *Note that the name is sometimes misspelled as Quadrex.* (SCORE, SL, CPL)

Quad-helix Prismatic Crystal

specially-modified crystals that are used in laser cannons to generate the weapon's laser beam. (SWSB)

Quad-laser Cannons

a ship-mounted battery of four laser cannons which fire two at a time. They are usually fired by gunmen controlling the weapons from a free-moving command chair. They can also be fired remotely. Han Solo installed two such batteries - AG-2G lasers, one on top and one below - on the *Millenium Falcon*. (SW, RASB)

Quad-Lo

this diminutive alien worked aboard the Bazarre space station, buying and selling anything he could get his hands on, including slaves. (LTA5, MC59)

Quadranium

this incredibly strong and durable element was used in the manufacture of starship fuel tanks. (FOP)

Quadrant

this game of strategy and skill was popular during the early days of the Imperial Academy, but lost some of its appeal during the height of the New Order. After the Battle of Endor, it once again became popular with Imperial officers. (IF)

Quadrant Seven

this planet was located beyond the borders of the Old Republic, during the decades leading up to the Battle of Naboo. It was a temperate world that supported a race of humanoid beings, also known as Quadrant Sevens. Much of the planet was pristine, natural land, and the Quadrant Sevens worked hard to maintain the ecosystem. (SOJ)

Quadrant Seven

this race of humanoid beings was native to the planet Quadrant Seven. They were shorter than the average human, with pointed ears and a collection of fine antennae on their heads that looked like hair. The antennae were used to "read" the wind and other disturbances in the air. As a people, the Quadrant Seven race refrained from adopting high-technology, and even went so far as to use a BlocNet to eliminate comlink communications during the final decades of the Old Republic. Their rationale was simply that comlinks made distances smaller and problems bigger. They prided themselves on the fact that the last war on Quadrant Seven occurred more than 570 years before the onset of the Clone Wars, and that the environment of Quadrant Seven wasn't polluted with toxic wastes and industrial refuse. (SOJ)

Quadra-Pod

this was a type of podracer, distinguishable by its four turbine engines. This configuration places a high level of emphasis on the energy binders that keep the engines in place, as most stock binders are

designed to support just two engines. Under the heavy strain of a podrace, the energy binders of the Quadra-Pod configuration sometimes give way, releasing the engines to fly off in different directions. (TPM)

Quadrenium

this precious ore was mined on the planet Averill during the New Order, and was refined for use in the construction of starships. (SWJ13)

Quadrex

see Quadex (SCRE)

Quadri

this was one of the sectors of the northern half of the city of Zehava, and was inhabited by the Daan some twenty years before the Battle of Naboo. (UP)

Quadrijet 4Barrel 904E

see Quadrijet 4Barrel 940E (NEGC)

Quadrijet 4Barrel 940E

this was a model of podracer manufactured by Bin Gassi Racing Engines. It was famous for its massi, spherical engines and its elongated cockpit. The cockpit itself measured 6.86 meters in length, and the engines measured 7.39 meters across. It was capable of achieving speeds in excess of 790 kilometers per hour. (IG1)

Quadrijet Air Brake

this was the most powerful air brake available to pod racers, employing four reverse-thrust jets to increasing stopping power. (RAC)

Quadrillium

this mineral is found in abundance in many asteroids, including the Tava Yagen field. (CTD)

Quadro

this boxy musical instrument produced a wide range of deep, thrumming notes. (MBS)

Quadronomic Fluxer

this starship drive component was rumored to have the ability to provide an incredible boost of power to virtually any standard drive system. While the quadronomic fluxer had no effect on a starship's hyperdrive, it was believed to have the capability to improve a sublight drive's speed by twenty percent or more. Shortly after the onset of the Galactic Civil War, the plans for the Fluxer were put up for auction by the Nessesmites, who hoped to sell them at a great profit. Before the auction could take place, however, the plans for the fluxer were stolen by the Transdoshan mercenary Ssorku. His theft was surmised by a team of Alliance operatives, who cornered him in the Starbirth Lounge and recovered the plans. However, the device was never built by the Alliance. (WOA12)

QuadStar

this was the name of Solomahal's modified YV-888 freighter. (WOA34)

Quaensan Prime

this planet was wiped out by the Lortans during the Reslian Purge. (GG12)

Quaestor

this Old Republic Star Battlecruiser was one of the many ships that participated in the early stages of the Clone Wars. However, during a mission to the Quarren-held planet of Pammant, the Captain of the *Quaestor* brought the ship out of hyperspace too late. Instead of arriving in open space, the ship reverted to realspace within the crust of the planet. The resulting explosion of the *Quaestor's* reactor core set off an intense, nuclear detonation, fracturing the planet to its core and bathing it in radioactivity. (X3)

Quaffug

this long-limbed Hutt once lost a fortune to Lando Calrissian, including the rights to the Ceramo-Werx facility, during a sabacc match at the Rafa Chabalrussa, during the early years of the New Order. Quaffug maintained a grudge against Calrissian for many years, retiring to the Blimph System in order to restore his criminal empire from scratch. When the Alliance chose Lando to negotiate a treaty with Quaffug, the Hutt had Lando imprisoned and subjected to the Duff-Jikab. Quaffug hired Bossk, Dengar, 4-LOM, and Guchluk to hunt down Lando, but they were unprepared when the gambler befriended the native Jokhalli warriors. The four bounty hunters were quickly captured and returned to Quaffug, who was forced to return control of Blimph 3 to the Jokhalli, in return for Lando's not turning him over to the natives. Lando also demanded membership in the Hutt Guardsman's Guild, and Quaffug was again forced to accede. Lando later used this membership to infiltrate Jabba the Hutt's fortress on Tatooine, under the guise of Tamtel Skreej. (BHSW)

Quagga

this Wookiee was 210 years old at the time of the Battle of Endor. He was known for his skills in restoring vintage starships and vehicles, and tried to establish his own business on the outskirts of Mos Eisley. However, his remote location, his exorbitant prices, and pesky Jawas kept him from making a decent living. In order to pay his bills and try to get ahead, Quagga was forced to enter Jabba the Hutt's series of demolition derbies, flying his beautifully-restored Trade Federation AAT repulsortank into battle against a variety of contestants. (SWD)

Quagga's Garage

this starship restoration and repair operation was owned by the Wookiee Quagga, and was located on the planet Tatooine during the early years of the New Republic. (NEGW)

Quaghen

this creature is native to the planet Tzarib. They travel in slow-moving swarms, and are easy to capture. (CSWEA)

Quagmire, The

this was the nickname of the Alliance's DVL-181 outpost. (HAS)

Quald Runium

this valuable ore was often found in meteors. (HFAS)

Quality Electronics of Torina

this small corporation, based on the planet Torina, was known for its cheap imitations of modern galactic technology. (PG3)

Quality of Family Certificate

this Imperial document provided information about a potential officer's family history, including any Imperial military service. For most officers, the QFC was a validation of their abilities. For those potential officers who failed to score highly on the Standard Officer's Intelligence Test, it allowed them to receive a second chance at becoming an officer. (FC)

Quallung Tula

this male Aqualish was a pirate of some renown during the years leading up to the Battle of Naboo. He worked briefly with Meeko Ghintee before the Muttani was arrested, and later worked with Sabo Leeda, Grillo Zaman, Bado Karpa, and Tuba Acho to steal fuel cells from the Outland Transit Station during Ghintee's escape from Oovo IV. However, a bounty was placed on all their heads by Rozatta, and Quallung Tula was captured by Jango Fett shortly afterward. (BH)

Qualo

this native of Arda-2 was one of the governmental leaders of the city Tun Wala. (CSWEA)

Qual'om Soach

this Twi'lek was a native of Ralme IV, where he parents worked as miners for the Lant Mining Corporation

after escaping from slavery. Soach himself worked as a miner before getting involved in several less-than-legal activities. Soach found that he had a knack for crime, and he eventually took control of most of Ralme's black market operations. He desired more power than what he had on Ralme IV, hoping one day to take control of all of Brak Sector. He made a deal with Jabba the Hutt, gaining the Hutt's support in return for a percentage of Soach's profits. With the partnership, Soach was able to take control of almost a third of the criminal activity in Brak Sector, and began bumping heads with Ral Nalmar. Soach quickly lost patience with the normal squabbles between the two organizations, and launched an all-out attack on the Nalmar estate in the city of Mennia, on Genesia. Soach believed that his troubles were over when Ral Nalmar was killed, but he was dismayed to learn that Eelien Kirat had assumed control of the Nalmar organization. (FBS)

Qualtrough

this planet was locked in an intense civil war when it was first discovered by the Jedi Knights traveling aboard the *Chu'unthor*, many centuries before the Battle of Yavin. The Jedi were able to negotiate a truce, allowing the natives of Qualtrough to join the Old Republic. This was one of many events which served to promote the mission of the *Chu'unthor*. (PJSB)

Quamar Messenger

a starship which, on its maiden run, was single-handedly hijacked by Gallandro. It was crewed by 45 people serving up to 600 passengers, and was equipped with a hyperdrive. (HSL, CSA)

Quambah

this physical game was played by the children of the planet Vernet. (SWJ15)

Quamilla

this Orfite word is used to describe two or more quamin. (POT, SWG8, TOD)

Quamin

native to the jungles of Kidron, these flying predators are silent and aggressive. In the Orfite language, the plural form is quamilla. Swarms of quamin attack in packs, making a series of small attacks on larger creatures which open small wounds on their prey's skin. These creatures then latch onto their prey and suck out the blood and other vital fluids, eventually killing the larger prey. The favored prey of the quamilla is the sodbeast. The average quamin is nearly two meters in length, and has hollow bones supporting its body. Its leathery wings are edged with razor-sharp hooks, and their spiked tail is often used as a weapon. Their faces are actually a collection of sponge-like organs which are used to suck the bodily fluids from their prey. (POT, TOD, COG)

Quammo

this Sludir worked as Guttu the Hutt's majordomo during the height of the New Order. (SWJ15)

Quandary

this tramp freighter transported Tinian I'att and her companions from Ksiczzic III, after they had fled from Imperial forces on Druckenwell. (SWJ6)

Quannith

this Imperial Governor was in charge of the planet Siluria III until he was attacked and killed by the resistance led by Kaiya Adrimetrum. (GG9)

Quannot's Disease

an inexplicable, degenerative disease which attacks the nervous system and causes body-wide deterioration. (COJ)

Quant

this was a common name among the Toydarian race. (WOTC, UANT)

Quanta Sector

this area of the galaxy was controlled by Imperial Moff Jerjerrod, before his posting at Endor during the construction of the second Death Star. (SWDB)

Quantana

this bounty hunter started out life as a street rat from Lopor Station. He had a strong sense of family, and was known to be cool under pressure. (GG10)

Quanta-technology

this ancient, but not understood, technology was developed by the Gree race at the height of their civilization. (SWJ8)

Quantill City

this was the largest city of the planet Ando, and was one of the few situated on solid land. The environs of the city were clearly divided into Aquala areas and Quara areas. (SWJ11)

Quanto

a large alien with a squarish body and thin legs, he appears to have a hard, ivory-colored exoskeleton. He worked with Gudb and Rek for the Stenness system's local Hutt crimelord, but was killed by Nomi Sunrider following their attack on her husband, Andur. (TOJ)

Quanton

Airen Cracken was subjected to Imperial interrogation under the influence of Bavo Six, after being captured on this planet during the Galactic Civil War. (CFG)

Quantrax Creek

a fertile farm area located on the planet Makthierse. (COG)

Quantum Crystal

a frozen form of crystal which emits strong energy in the form of X-radiation. Often these are small crystals with specific applications. The smaller of the two stars that formed the Crseih system was condensed into a huge quantum crystal. Its energy emissions were so strong that they eventually warped the very fabric of the Force. This, when combined with the suffering induced by Hethrir in the prisons on Crseih Station, caused the being Waru to be pulled into the galaxy. (CS)

Quantum Fiber

developed some twenty years after the Battle of Endor, this material was used to create blast-proof vests and armor. It was later combined with molytex to create laminanium armor. (SBS)

Quantum RAM

developed by the Empire, this form of random-access memory was used in the most sophisticated droids. It employed near-molecular storage systems, allowing for nearly immediate access to information and cycles. (AFA)

Quantum Storm

this Gallofree Yards medium transport ship was the first Alliance cargo ship to successfully escape the Battle of Hoth. Its flight proved the worth of the v-150 ion cannon, as a single blast from the cannon incapacitated an *Imperial*-class Star Destroyer and allowed other transports to leave with minimal escort. (EBSR, SWTJ)

Quantum-crystalline armor

the type of armor used to shield the Sun Crusher, it is made from layering just a few densely-stacked atoms on top of another layer that is phase-shifted. It is nearly indestructible. (JS)

Quantum-resolution Generation Device

an extremely expensive food generation system, it can create any food matter from a basic bulk matter. (SS)

Quanya

this was a potent liquor which was popular among smugglers during the early years of the New Order. (T16)

Quar Rat

this vicious creature was considered a pest in the sewers of Barancar Port. (SWJ8)

Quara

one of two factions of Aqualish living on the planet Ando, the Quara have adapted to living on the planet's small islands. The Quara are also known as the fingered Aqualish, since they have fingers instead of the paddle-like fins of the Aquala. While they make up just ten percent of the Aqualish population, the Quara considered themselves higher socially and genetically, and eventually moved out of the water and lived on the smaller islands and in the swamps of Ando. The Aquala claimed that the Quara were responsible for the gradual decline in the fish population of Ando's oceans, and started a civil war that lasted several generations. The war was ended when an exploration vessel of unknown origins landed on Ando, and the two sides stopped fighting each other and destroyed their visitors. The two groups then reverse-engineered the ship and discovered how to fly it and then build their own ships, although the process was painstakingly slow for the non-technical Aqualish. The uneasy truce was soon broken, and the two groups took their battle to Ando's sister planet, utterly destroying it. (GG4)

Quarantine

this was the name used by the Outbound Flight Colony to describe the makeshift prison they established in the remains of *Outbound Flight's* D-Six Dreadnaught. Chak Fel and the Aurek-Seven unit of the Imperial 501st Legion discovered that the Quarantine wasn't set aside for criminals, but actually for those children and descendants of the Survivors who manifested any sort of connection to the Force. These individuals were first held in Quarantine until the Outbound Flight Colony was convinced of the strength of their connection. If true powers were demonstrated by an individual, they were incarcerated in the D-Three Dreadnaught, which was all but impossible to reach. (SQ)

Quarg

this fat governor of the planet Drexel One commanded a huge ship that operated in the oceans of the planet, making war against the sea-dragons and their Dragon Lord masters. Quarg was eventually unseated by Luke Skywalker and Han Solo. His father was the former Governor of the Kortein Asteroid Belt, who hated the Old Republic for snooping into his business. Quarg's father fled to the Drexel System when the Old Republic interrupted his "mining activities", which were actually piratical ambushes of cargo ships. His father had been using sonic jammers to wreck ships near the belt and salvage their cargo. Quarg continued in his father's footsteps, using the jammers to cause pain to the sea-dragons, which felt intense pain in the ultrasonic ranges they were used to communicating with. Quarg's machinesmiths managed to drag Luke Skywalker's ship out of orbit, during his mission to scout the system, and Quarg forced Luke to help him repair many of his hydra-craft in preparation for destroying the Dragon Lords. When Crimson Jack arrived in the system hoping to locate lost treasure, Quarg ordered his forces to drag the massive pirate ship out of orbit. Crimson Jack's arrival coincided with a massive attack by the Dragon Lords, and Quarg tried to fight both battles at once. Unfortunately, the power needed to drag the pirate ship from orbit drew power from his own propulsion systems, leaving him adrift in the ocean. When Luke attempted to rescue Leia Organa, he managed to knock Quarg off the central mast of his ship. Quarg fell to his death, drowning in the churning seas. (MC12, MC13, MC14)

Quarkmeter

this was a type of sensor that was part of a starship's standard equipment. (SWJ3)

Quarle, Daven

a native of the planet Verkuyl, this man was an aide to Imperial Governor Parco Ein, and was placed in charge of the selection of a corporation to build a bacta refinery on Verkuyl. Unknown to agent Selby Jarrad, Quarle was also a member of the resistance on Verkuyl, and was working with the New Republic to remove the yoke of Imperial control. Unknown to the Republic, Quarle was actually a double-agent, working primarily for Governor Ein. He used his connection with Selby to determine that the Republic was planning to send in a fleet and liberate Verkuyl. He then alerted Ein to the fleet's arrival, and

doublecrossed Selby. Ein later revealed that Daven hated his grandfather, Corlin Quarle Deld, and helped the Empire take control of Verkuyl. Selby learned of his duplicity, and shot him at point-blank range. (TFNR)

Quarlitech Aergronics, Incorporated

this corporation produced a wide range of exercise equipment during the height of the New Order. (GFT)

Quarlo

this independent spacer witnessed the subjugation of Hyrol Preen Beta by the Empire. (FTD)

Quarmall

this former Jedi Knight was lost to the Old Republic during the Clone Wars. He was known to have accompanied Tassida Judrelle to Cona, during the break-up of Lojrak Shrag's slat smuggling ring, just before the Battle of Geonosis. He was captured and twisted into an agent of the Dark Side of the Force by Emperor Palpatine. Palpatine trained Quarmall to hide out until something happened to the Empire, which turned out to be the Battle of Endor. After Palpatine's death, Quarmall emerged and began using his skills with the Dark Side to spread a message of intergalactic peace and harmony. The goal was to weaken the New Republic's military by having its leaders "convert" to Quarmall's prophetic message. Quarmall's deception was exposed by a group of fledgling Jedi during one of his rallies. They challenged Quarmall by talking about his true motives, and Quarmall became angry. His true nature was released, and the young Jedi were forced to defeat him. Rumors spread out from Quarmall's supporters that the young Jedi had killed legitimate Jedi Knight working for peace, even after a large crowd witnessed Quarmall's actions. (GMS, HNN5)

Quarra

these domesticated hunting animals were bred by the Devaronian race. The Devaronians used quarra to dispense the death penalty to murderers and assassins, letting loose a pack of the beasts to rip the criminal apart. It was rumored that this practice was the reason the New Republic wouldn't accept Devaron's application for membership. Quarra have inbred instincts that make them attack the soft underbelly of their victims, ripping out the guts while the prey dies. Then, the quarra can consume their prey at leisure. (TBH)

Quarrel

the projectile fired from a bowcaster. They can be set to explode on contact, or a short distance in front of their target. (SW, HSR)

Quarrelgrass

a plant native to Coruscant, it has a distinctive odor. (BTS)

Quarren

a humanoid race native to Calamari's deep oceans, the Quarren were distinguished by their helmet-shaped heads and the mass of tentacles located below their close-set eyes. The Quarren were more accustomed to deep-sea living, and chose to live below the water. Although it has never been scientifically proven that the Quarren evolved from squid-like creatures, their appearance and the fact that they could squirt ink into the water when startled pointed to a similarity between them. Their conservative and solitary nature led them to be unwilling to trust new ideas or lofty concepts. When they first came in contact with the shore-dwelling Mon Calamari who shared their homeworld, the Quarren were hesitant. They eventually began to cooperate with the Mon Cal, and together they developed a symbiotic relationship in which the Quarren provide the raw materials, and the Mon Cal provide the knowledge and expertise; this led to the construction of the huge floating cities that dominate Calamari's oceans. Because of their pragmatic nature, the Quarren did not want to travel and explore the stars, as the Mon Cal did, and this began to create friction between the two races. When the Mon Cal's dream of contact with other stars became the deadly war with the Empire, the Quarren chose to ignore it, leaving the battle to the Mon Calamari who brought it upon themselves. However, the Quarren could not escape the Empire, and it is rumored that a Quarren helped the Empire evade the Calamarian defenses and overtake the planet. Unfortunately, the Quarren were enslaved along with the Mon Cal. When the Mon Cal resisted Imperial rule, the Empire began destroying the floating cities. This served to unite the two races

temporarily, and together they were able to solidify their defenses and drive off the Empire with nothing more than crude weapons. After that, there were a number of Quarren who left the planet, seeking a life among the stars as their neighbors the Mon Cal did. (ROTJ, DE1, DA, SWSB, YDR)

Quarren

this was the native language of the Quarren people. (GMR10)

Quarren Crystal

this beautiful glassware rarely makes it off Calamari. (BW)

Quarren Industrial

this Calamarian corporation manufactures the various mining implements used by the Quarren to obtain the valuable ores from the bottom of the Calamari seas. They built the Q-4 borer droid. (DU)

Quarren Isolation League

this band of Quarren was formed just prior to the Clone Wars, in opposition to the reformation of the Mon Calamari Knights. As the galaxy was swept up in the Clone Wars, the Quarren Isolation League sided with Count Dooku and the Separatists, accepting weaponry and technology in an effort to defeat the Mon Calamari and turn the planet over to the Confederacy of Independent Systems. The Quarren had historically felt that they were considered second-class citizens to the Mon Calamari, but their inherently solitary nature seemed to keep them in this position. Senator Tikkes, the Quarren whose corruption was exposed by the Galactic Senate, returned to Calamari and brought the Quarren Isolation League to the forefront. The League demanded that Calamari sever all ties to the Old Republic, and sought to eliminate any opposition - from the Mon Calamari or fellow Quarren. The League was supported by many of the most influential mining operations on the planet, which were led by Quarren and funded by the Commerce Guild, and it accepted advanced underwater warships from the Techno Union. However, as the Clone Wars dragged on, the Quarren Isolation League was eventually defeated by the Mon Calamari Knights, who were supported by Jedi Master Kit Fisto and a squadron of clone troopers. (SWDB, CWC1)

Quarren Sector

this was one section of Crevasse City, located on the planet Kalkovak. It was named for the fact that it was originally settled by a group of Quarren. (UYV)

Quarren Tower

this was one of the largest buildings located on Coral City, on the planet Mon Calamari, during the height of the New Republic. During the Yuuzhan Vong invasion of the galaxy, Quarren Tower served as a residence for many of the dishomed Senators and leaders of the fledgling Galactic Alliance. (UF)

Quarrenese

this was the name given to the native language of the Quarren. (ANT)

Quarr-tellerra

this Wookiee name was given to Bria Tharen, during her work with the Kashyyyk underground resistance. The name means "sun-haired warrior." (RD)

Quarry, The

located in an underwater cavern near the core of the planet Naboo, this was where the Gungans sent their criminals to be punished. During their time there, Gungans were forced to break large stones into small grains of sand, then form them back into stones again. Until Jar Jar Binks was ordered to spend time in the Quarry for letting the specimens of the Otoh Gunga Zoological Research Facility loose, no Gungan had been sent to the Quarry for three generations. Many Gungans had considered the Quarry to be horrendous a punishment, but Boss Nass decided that it would be perfect to try and straighten out Jar Jar. Most of the passages into or out of the Quarry were blocked by grates or bars. (E1A9)

Quarter Moon Street

this avenue was located in the third quadrant of Coruscant's Senate District, during the last decades of the Old Republic. (DH)

Quartermain III

this was one of three Imperial maintenance carriers assigned to the replenishment fleet which contained the *Black Ice*. (BI)

Quas Killam

this planet, located on the farthest edge of the Mid Rim, was the homeworld of the Killam race. The planet was site of a civil war several years before the Battle of Naboo. The two government factions fought over who would control the planet's trinium resources, and the Jedi Knights were called in to negotiate a settlement. Siri Tachi and her Padawan, Ferus Olin, managed to get one cartel to agree to a large number of concessions, ending the conflict but never truly solving the problem. Ultimately, the cartel allied itself with the Trade Federation, and used the clout of the Federation to crush the other faction and take total control of the planet. (SOJ)

Quasar

this man was the Captain of a luxury liner during the years following the Clone Wars. During a trip which took his ship across the Merson Asteroid Belt, Captain Quasar was forced to enlist the aid of Obi-Wan Kenobi in calming the passengers and defending the ship. Obi-Wan was able to discover the location of a homing signal generator and disabling it, allowing the passenger ship to continue unharmed. (MC24)

Quasar Fire-class Bulk Cruiser

this SoroSuub cruiser-carrier was 340 meters in length, and had a flat, triangular shape. The point of the triangle held the bridge and command section. A long hull brace fanned out behind the bridge, widening into the rear section of the ship. This section, which formed the base of the triangle, was designed to house four squadrons of starfighters (forty-eight in all). The rear section was deep enough to allow incoming ships to land, and was open to space. Only a magnetic field separated the flight deck from space when the ship wasn't at battle stations. The Quasar Fire normally had a crew of 250, more than half of which were starfighter mechanics. It was armed with only a pair of heavy turbolasers, as its mission profile was to deliver its payload of starfighters into the battle then retreat from any engagements. (EGV)

QuasarFire

Taim & Bak ground-based turbolaser turrets which have their own power generators. (CSA)

QuasarKing327

this was the HoloNet codename used by Groz Niclari, during the last decades of the Old Republic. (HNN5)

Quash

this swamp surrounds the communal pool on the planet Ergeshui. (PG2)

Quasiwood

a material which is made from wood and other additives and used to build furniture. (LCM)

Qua'Tahc

this was one of the many mining towns located on the planet Af'El. Qua'Tahc was known for its rich meleenium deposits. (SWJ10)

Quatra

this woman was one of the many Jedi Masters who worked from the base on Dantooine during the years leading up to the Great Sith War, some 4.000 years before the Battle of Yavin. Among her most noted Padawans was the Cathar known as Juhani, who struggled to contain her instincts and the Jedi Code. During a training exercise, Juhani became angry with Quatra's continuous banter, and lashed out at her Master. Quatra was accidentally killed by Juhani's attack, and her death drove the Cathar into the wilderness. (SWDB)

Quatrain Pudundruh

this unsavory Twi'leki entrepreneur worked on the planet Ord Mantell during the height of the New Order.

One of his most lucrative businesses was entertainment, and for a while he managed the sister act of Amaiza and Jodelle Foztrain. However, after a particularly rough season, Quatrain was forced to sell off many of his assets, including the Foxtrain sisters. (GMR4)

Quatreen River

this river wound through Foulahn City, on the planet Cartao, separating the city from the Triv Spaceport. (SWI69)

Quaxcon

this small corporation produced a variety of diagnostic kits during the early years of the New Republic. (TG)

Quay

this round, hard-plastic sphere measured about twenty centimeters in diameter, and used by the Weequay as a sort of communications device. The Weequay believed that they could use the sphere to talk to the moon-god Quay. In reality, the plastic sphere was a simple random response generator. When prompted for a response, the ball would generate a random phrase, such as "It is decidedly so" or "Ask again later." To the Weequay, the quay resembled one of their homeworld's moons, thus giving it even greater significance and a way to communicate with Quay, the god of the moon. (TJP)

Quay

this was the Weequay god of the moon. In their native tongue, "weequay" meant "follower of Quay." Many Weequay continually sought Quay's advice through a device, also called a quay, which seemingly answered their questions. (TJP, GG12)

Quayce

this woman never knew what planet she was born on, but she knew that Shesharile 5 was her home. She joined the swoop gang known as the Rabid Mynocks, and was chosen their leader after the previous leader was killed in a raid. Under Quayce, the Mynocks enjoyed a brief prosperity until the Spiders and the Raging Banthas joined forces against them. Quayce and her core team barely escaped, and vowed to eliminate the rival gangs. To show her defiance of their attempt to kill her, Quayce shaved one side of her head as a reminder. (SWJ6)

Quay'kizac

this village, located well beyond the borders of Meirm City in Sriluur, was a religious retreat for the native Weequay population. (SSR)

Quebe-Luxfause Systems

headquartered on Tatooine during the height of the New Order, this small corporations produced the Queblux line of power generators. (IWSST)

Queblux

this was the common name used to describe Quebe-Luxfause Systems. (IWSST)

Queblux

this was a version of low-grade power sources, used to support small buildings, that was produced by Quebe-Luxfause Systems during the early years of the New Order. (GG7, TME, IWSST)

Quecks

this Phindian was a Major in the Sentient Property Crime Bureau, during the height of the Clone Wars. Quecks was the first Phindian to respond to the presence of Solis and Fidelis on Phindar, when the droids accompanied Whie Malreaux - who was traveling with Jedi Master Yoda to Vjun - after they departed from the *Reasonable Doubt*. Quecks was unprepared for the actions of Solis during a Separatist attack on the Jedi accompanying Whie. Solis saw an opportunity to abandon the Jedi, and grabbed the neural-net eraser from Quecks' hands, breaking his fingers in the process. Seeing their leader disarmed so easily, the troops supporting Quecks ran for their lives, and Quecks wasn't far behind. (YDR)

Quedlifu

this New Republic Senator served as the chairbeing of the Economics Committee under President Gavrisom. (SOP)

Quednak

this six-legged, reptilian herbivore was domesticated by the Yuuzhan Vong for use as a mount and transport. Because of the variety diets of plants and roots, quednaks were known to be excessively flatulent. Quednaks were also minimally intelligent, able to comprehend the basic commands of their riders. (Y)

Quee

this surname was common among human settlements found throughout in the galaxy. (GCG)

Quee, Danni

this young woman was one of the original members of the ExGal-4 outpost team sent to the planet Belkadan. The daughter of a bureaucratic father, she was just eighteen at the time, a native of Commenor who hated the oppressive atmosphere of the densely-populated Core planets. Her mother was an astrophysicist who tried to stay out of politics as best she could. Her father was a bureaucrat, and her parents split up when she was still young. Danni claimed that her mother's influence caused her to join the ExGal Society at fifteen, hoping to escape the press of too many people and the demands of government. She thought that she would have her moment of glory when the ExGal-4 station detected an asteroid from beyond the galaxy's rim near Helska, only to find that the asteroid was a Yuuzhan Vong worldship and the advance ship in their invasion of the galaxy. She took the outpost's Spacecaster shuttle to Helska to see what had happened, but was captured by the Yuuzhan Vong and held captive. Although she failed to understand the honor she was given by the Yuuzhan Vong, she realized that she was alive and sought any way to escape. She was held on Helska, and was later joined by Miko Reglia. The Yuuzhan Vong tried to break his will by bombarding him with images of his own failure, but Danni struggled to keep him sane enough to escape. They managed to steal two ooglith cloakers, and tried to get off the planet. Miko sacrificed himself so that Danni and Jacen Solo could escape, and they were rescued by Jaina Solo during the defeat of the Yuuzhan Vong over Helska. Danni returned to Commenor to rest before rejoining the New Republic's efforts to defeat the Yuuzhan Vong. She later accompanied Leia Organa Solo on a mission to Bastion, where they attempted to enlist the aid of Gilead Pellaeon and the Imperial Remnant in battling the Yuuzhan Vong. She found herself more and more attracted to Jacen Solo, despite the difference in their age, and she slowly cultivated a relationship with him. Danni later accompanied Jacen and his uncle, Luke Skywalker, on a mission into the Unknown Regions, where they hoped to find the rogue planet Zonama Sekot. Upon landing on the planet, Danni was amazed at the life force which infused the world. However, the native Ferroans were not convinced of the Jedi's motives, nor was Sekot, the sentient part of the planet. A group of Ferroans attacked their camp and took Danni hostage, and she suffered a concussion in the attack. Sekot had orchestrated the attack to test the Jedi, and both Luke and Jacen were able to convince the planet of their peaceful intentions. Danni was freed, and Zonama Sekot agreed to follow them back to the galaxy. Danni, however, found no solace in the return to the known galaxy, for she had come to the realization that she would never truly be a Jedi Knight. Despite the words of Luke Skywalker and the examples of her latent ability, Danni despaired of ever truly communing with the Force. Her mood didn't improve even when Sekot specifically requested her presence on the surface when the living planet returned to realspace near Coruscant. It was only after Sekot revealed what it had discovered about its own past that Danni discovered what she wanted to do with her life. After battling the Yuuzhan Vong for so long, Danni elected to remain on Zonama Sekot when it returned to the Unknown Regions, in hopes of learning more about the extra-galactic aliens and their bio-technology. (VP, DTO, DTR, FH1, FH3, UF)

Queedle Malto

this being was one of the best swoop racers on the planet Manaan, during the era of the Great Sith War. (KOTOR)

Queen Aelnari

this is a moderately-priced cruise ship that plies the hyperspace tourist lanes of the Outer Rim. (GG9)

Queen Jesrella

this was the name of the main character in a popular series of holovids, produced during the years surrounding the Battle of Naboo. The series was cut short when its star, Levi Shoen, was murdered on the set. (WOTC)

Queen of Air and Darkness

this sabacc card had a value of plus or minus two. (HT)

Queen of Empire

This Corellian Engineering Corporation luxury liner was owned by the Haj Shipping Lines, and made regular stops at Cloud City during the middle years of the New Order. Measuring 150 meters in length, the *Queen of Empire* was operated by a crew of 122, which included the pilot, co-pilot, and 120 servants and wait staff. It could accommodate up to 600 passengers and 2,000 metric tons of supplies. Since it was a civilian vessel, the *Queen of Empire* was only lightly armed, with a pair of double turbolasers being its only weaponry. Bria Tharen boarded the *Queen of Empire* as Bria Lavval, and was nearly captured by Boba Fett but for the timely intervention of Lando Calrissian. However, Calrissian was unable to rescue her without the timelier intervention of Drea Renthall and her pirates. They had used an asteroid's mass shadow to drag the luxury liner out of hyperspace, and began looting the ship as Fett tried to escape with his prey. Drea stopped the bounty hunter before he could escape, and offered to pay Bria's bounty in return for their safety. Fett had no choice but to agree. The ship was well maintained, and continued to operate throughout the Galactic Civil War and the early part of the New Republic. It was attacked by pirates hired by the Peace Brigade during the Yuuzhan Vong invasion of the galaxy, after it was learned that Major Showolter was transporting Elan and Vergere to Coruscant on the ship. (RD, HT, NJOSB)

Queen of Ranroon

a legendary lost starship, sometimes seen by spacers in the depths of space. Legends say that it was filled with the treasure of Xim the Despot, and was on its way to deliver the treasure to Xim's vaults on Dellalt when it was lost. Lanni finds the ship's log-recorder while working in the mines of Dellalt, but she is killed by J'uoch. Hasti and Badure try to recover it and the *Queen of Ranroon* with the help of Han Solo and Chewbacca, only to discover that the treasure she held was cheap, abundant materials and weapons that Xim hoped to stockpile and use in his galactic conquest. (HSR)

Queen of the Valkyries

this is the name of the starship promised to Belezaboth Ourn by Nil Spaar. The ship was to be payment for the damage done to the *Mother's Valkyrie*. Spaar kept the starship in the Yevethan fleet protecting N'zoth, claiming it was needed to defend the Yevetha from the New Republic's Fifth Battle Group. This also served to keep Ourn on Coruscant, providing Spaar with a ready source of information on the Republic. (SOL)

Queen Yram's Needle

this tall, thin monument was erected in the city of Theed, on the planet Naboo. (IWE1)

Queen's Monument

erected by the Gungans after the Battle of Naboo, this unique monument was built in honor of Queen Amidala. It symbolized the peace which had been forged between the Naboo and the Gungans, which allowed them to break the Trade Federation's hold on their world. The center of the monument was a stone spire, atop which was set a single light representing the unified planet of Naboo. Five small globes encircled the spire, representing Amidala's virtues of leadership, compassion, beauty, wisdom, and strength. (IG1)

Queen's Own Armored Cavalry Troop

this ground-based unit was a branch of the Atrisian Assault Corps. (ROE)

Queesh

the smaller of Ergeshui's two land masses. (PG2)

Quegh

this man served the Old Republic naval forces as a Captain, and was in command of the *Ranger* during the mission to liberate the Intergalactic Communications Center from the Separatists, some two and a half years after the Battle of Geonosis. (JT)

Quekka Fish

this flavorful fish was considered a delicacy on many planets. A civil war on the fish's native planet resulted in a toxic waste spill that killed off a huge part of the quekka fish population. (HAS)

Quekka Trench

this twelve-kilometer-deep trench was the site of a Rendeel Industries processing plant, which was made profitable by the canning of the local quekka fish. It was also the site of a battle between local governmental factions, which resulted in a toxic waste spill that killed off the quekka fish population. (HAS)

Quekka Trench Station

this one of the Rendeel Industries' type 07034 processing plants, located deep within the Quekka Trench. This plant processed tons of quekka fish each year, providing the delicate fish to chefs across the galaxy. However, when the local government splintered into warring factions, the Trench became the site of an intense battle. During the struggle, toxic wastes were dumped into the Trench, killing off a huge portion of the quekka fish population. The station survived the battle undamaged, unlike Shelf Station 432. Rendeel abandoned the plant, which was no longer profitable, along with Shelf Station 321. (HAS)

Quelben

this was a common name given to male Duros children. The name Quelben literally meant "bearer to the skies", a reference to the original Duros diaspora. (GCG)

Queldor

this was the name of a turret-mounted pulse laser cannon produced by Taim & Bak. It was first used on the Corellian HT-2200 medium freighter. (SWJ5)

Quelii System

a section of the galaxy ruled by the Warlord Zsinj following the death of Emperor Palpatine at Endor, it includes Dathomir. (CPL)

Quella

Ah Kwan's female companion at Jabba the Hutt's palace. (TJP)

Quella Stone

this beautiful blue gemstone is most famous as the trademark of the master thief known as Tombat. Tombat always left a small blue quella stone at the scene of his crimes. Quella stones were known to be found only in the Alderaan System. (SWJ4, SWJ6, SWJ8)

Quelleg Industrial

this corporation produced a wide range of riot-suppression weapons, including stun rays, during the decades leading up to the Great Sith War. Most of their products were designed for use on droids and other automata, and were designed to be non-lethal. This allowed Quellegh to sell their products on the public market, although much of their marketing was directed toward power-hungry despots and other beings who desired power. (KOTOR)

Quellor

this planet was one of many worlds on which peaceful, anti-Imperial rallies were held in the aftermath of the Battle of Yavin. At one such rally in Terrina Square, Moff Toggan called in a legion of stormtroopers to keep the peace, and he specifically ordered them to hold their fire unless he gave the order. Unfortunately, when the protesters burned an effigy of Emperor Palpatine, the stormtroopers opened fire. All the protesters were incinerated. (RESB)

Que-Mars Redath-Gom

this was the name of a noted Weequay individual. (UANT)

Quenak

this twelve-legged beast was bio-engineered by the Yuuzhan Vong to serve as a mount for their Chazrach troops. (UF)

Quence Sector

this area of the galaxy is found within the Outer Rim Territories. (GG9)

Quench Weed

this plant, found on the planet Naboo, was boiled by the Gungans and reduced to form a powerful adhesive. When placed into water, the boiled quench weed expanded while retaining its adhesive properties, creating a sticky glob which could plug up holes or pipes. (GF, GMR4)

Quenfis

a New Republic escort frigate, the *Quenfis* was sent to locate the *Katana* under the command of Captain Sarin Virgilio. Borsk Fey'lya and Leia Organa Solo were also on board. When the Imperial Star Destroyer *Judicator* intercepted the *Quenfis* at the *Katana*'s location, Fey'lya ordered Virgilio to leave, an action that would strand the members of the New Republic which had already entered some of the Dreadnaughts. When Leia tricked Fey'lya into expressing his views over the frigate's loudspeakers, Virgilio opted to throw Fey'lya in the brig and remain with the *Katana* Fleet. (DFR)

Quenin

this city, located on the northern continent of the planet Daltarra, was also the site of the largest spaceport serving the planet. (RESB)

Quenker

this small, subterranean mammal was native to the planet Dantooine. Similar in many respects to most canids, the quenker moved about by hopping on its hind legs. When hungry, the quenker exuded a toxin bile from its mouth, which it used to break down and partially digest its prey before consuming it. This bile was especially dangerous to human flesh, which all but disintegrated when it came into contact with the bile. (ROD)

Quenno

this was one of the two factions of the Saurton race. The Quenno opposed the "progress" of the Des'mar faction, wishing to return Essowyn to the complete control of the Saurton. The Quenno felt that the major mining corporations which moved in to mine the system's asteroid belts were taking control of Essowyn and leaving nothing for the Saurton. Despite their obvious majority, the Quenno couldn't make much progress because it lacked the wealth and power of the Des'mar. (PG1)

Quent Assassins

this was one of the many teams which participated in the Royal Imperial Shockball League, during the height of the New Order. (CRO)

Quentel

this Aqualish engineer worked for Chalmer Trillili and the Scourge, and was a member of the Quara race. He had a knack for fixing things, and was responsible for installing the gravity well projector in the Impasse. (OE)

Quenton

this Imperial Commander was dispatched by Grand Admiral Thrawn to the planet Tatooine, in order to investigate the auction of the moss-painting known as *Killik Twilight*, some four and a half years after the Battle of Endor. Assigned to the *Chimaera*, Commander Quenton was given a wealth of credits with which to secure the artwork, and no price was considered too high. However, when he noticed that a Devaronian and a Twi'lek - actually Han Solo and Leia Organa Solo, in disguise - were trying to destroy the artwork, Quenton and his men opened fire in Mawbo's Performance Hall, in an effort to secure it.

They were unable to foresee that Kitster Nabai would steal the painting and flee into the desert, but Quenton reacted quickly and sent a detachment out to recover both Banai and *Killik Twilight*. (TG)

Quentor

this was the name of a small, yellow-tailed summerbird which was kept as a pet by one of the Old Republic's Senators, during the years following the Battle of Naboo. Fligh used Quentor's name as his "source" for information on the fixing of certain events at the Galactic Games on Euceron. He maintained this story until he was caught by Obi-Wan Kenobi, who discovered Quentor's true identity. (JQ3)

Quenus

this gas giant was the fourth planet in the Chandrila System. It was orbited by three moons. (CCW)

Quermia

this Outer Rim planet is home to a race of intelligent invertebrates known as Quermians. (IG1, IWE1)

Quermian

a race of intelligent invertebrates native to the planet Quermia, these creatures had a vaguely humanoid physique, but their small heads were supported by long, thin necks. Their large torso is supported with four thin arms and two legs. They had two brains, and their olfactory organs were located in their hands. It was believed that the Quermians were related to the Xexto of the planet Troiken, and research into their origins proved this to be true. Almost 17,000 years before the Battle of Endor, the Quermian people were actually created by the geneticists of a rogue group of Arkanian scientists, who brought Xextos with them to Quermia and began a series of genetic experiments on them. The Arkanians grew bored of waiting for something to happen, and left Quermia. In their stead, the Quermian people evolved. The Quermians developed space travel on their own, but chose to populate only those worlds in their immediate star system. Quermians weree strongly telepathic, and could converse by locking eyes with one another. However, when traveling away from Quermia, they did their best to hide this trait from the rest of the galaxy. As a species, Quermians valued advanced and complicated philosophical contemplation, and many of the Old Republic's greatest diplomats and thinkers were of Quermian descent. (IG1, OWS, ANT, PJSB)

Quermian

this was the name given to the native language of the Quermian race. It consisted of a number of melodious sounds, and the Quermian alphabet contained as many vowels as consonants. (ANT, UANT)

Quersey, Bren

this young man dreamed of attending the Raithal Academy, before joining the Alliance. He trained on the X-Wing under Wedge Antilles, and served as Red Eight during the Battle of Yavin. Quersey was killed in the battle. (CCG9)

Ques

this planet is located in a system between Sriluur and the Si'Klaata Cluster, along the Ac'fren Spur of the Sisar Run. It was the connecting point for ships travelling from Varl toward the Sisar Run. (SSR)

Quest

a fantasy, role-playing type of game. (COJ)

Quest for Quasar

this was a holofilm produced by Myris Pictures during the last decades of the Old Republic, and was based on the popular roleplaying game of the same name. Fans of the game protested the choice of Harlan Ottekvar for the leading role of Lord Baltharog, claiming that Ottekvar stood just 1.86 meters in height while Baltharog was clearly described as being 1.89 meters tall. (HNN5)

Quest for Quasar

this was one of the most popular roleplaying games of the last decades of the Old Republic. It was eventually made into a holofilm by Myris Pictures, shortly before the Clone Wars. (HNN5)

Quest, Sarcev

this man served in the Agricultural Corps of the Old Republic, shortly before the Battle of Naboo. Bored with this lifestyle, Sarcev believed he had been rescued when Chancellor Palpatine took him as an apprentice and aide. His handsome looks allowed Sarcev to mingle with the nobles and dignitaries of the Imperial court, gathering intelligence without appearing to pry. At night Sarcev worked as an infiltrator, spying on Palpatine's enemies and gathering hard evidence of their plans. After the Battle of Endor, Sarcev used a clone of Sate Pestage to try and maintain control of the Imperial Ruling Council, but the clone was eventually killed and Ysanne Isard took control of the Empire. Sarcev himself allied with Carnor Jax, and even manipulated events so that Jax would supplant the Emperor's clones to lead the Empire. When Jax was killed, Sarcev was ostracized by the Ruling Council, and went into hiding. It was later revealed that Sarcev Quest was the father of Irek Ismaren, although many believed that Irek was the son of Emperor Palpatine himself. Quest was eventually captured, after a bounty was placed on his head by Jeng Droga. Although Droga believed that it was Boba Fett who brought in Quest, it was actually Ailyn Vel working in disguise. (GMR5, EL2, SWI80)

Questal

this remote planet was an evolving world settled by people who simply wanted a quiet existence away from the hustle and bustle of the galaxy. Their peace shattered by the chance discovery of ardanium, which led to an increase in crime and an increase in notice from the Empire. Moff Bandor was installed as the planetary ruler, and he ruled with an iron fist. He kept the populace in line by using the hurlothumbic generator, and drained the planet of every last cran of the mineral. After Bandor was defeated by the Alliance, Questal became a planet of little political value. Its inhabitants established their own government, overthrowing the crime bosses and pledging loyalty to the Empire. In secret, though, they established negotiations with the Alliance. (GCQ)

Questal Sector

this area of the galaxy is home to the Protean species. (SWJ12)

Que'still, Zurric

this man was known to be grim and uncaring. Distinguished by his pure-white hair and his unblinking eyes, he was a former industrial engineer whose deep-space installation was nationalized by the Empire. His wife was killed when she tried to escape, and he never saw any of his friends again. He managed to escape the installation, and later joined the Alliance. (ND)

Question Number One

this was Admiral Traest Kre'fey's name for his primary mission, at least in his own mind. Question Number One, painted on the bulkhead leading to the command deck of the *Ralroost*, read "How can I hurt the Vong today?" (Y)

Question Number Two

this was Admiral Traest Kre'fey's name for his secondary mission, at least in his own mind. Question Number Two, painted on the bulkhead leading to the command deck of the *Ralroost*, read "How can I help my own side grow stronger?" (Y)

Question of Master Jrul

this was one of the many lessons taught to Jedi Padwans in their training, during the last decades of the Old Republic. Master Jrul was noted for asking two simple questions: What is the good, if not the teacher of the bad? What is the bad, if not the task of the good? (E3N)

Questionable Activity Report

this report was required by the Old Republic from all passenger liners operating during the Clone Wars, in the event that a passenger - whether living or droid - acted in a way that was contrary to what was considered normal. In general, the QAR was created by a remote security system that was connected to a mainframe computer, rather than by a living security officer. This made that usefulness of the QAR somewhat dependent on the programming of the security system. (YDR)

Quetarra

this Zabrak musical instrument employed a set of strings that could be plucked or strummed to produce sounds. The music produced by a quetarra could be tuned to a variety of musical styles, but was exceptional at the plangent tones of Zabrak music. A quetarra had eight strings, which were usually made of bucky-fiber, that had to be tuned correctly in order to make the instrument sound its best. The hollow, ornate body of a quetarra was shaped like a figure eight, with several holes to produce optimal tones, and a fretboard that sometimes required a performer to use their chin in order to obtain the correct notes. A carved headpiece sat at the end of the fretboard, with turnkeys to assist the musician in tuning the strings. (MBS)

Quetemoor the Elder

this woman was the oldest child of Quetemoor the Venerable, and the heir to his criminal empire on the planet Coruscant, during the early years of the New Order. (CCW)

Quetemoor the Sub-Elder

this pale-skinned man was one of Coruscant's wealthiest nightclub owners, during the last years of the Old Republic and into the New Order. Like Volven Roxe and Beuga Odell, Quetemoor made his fortune without the intervention of the Hutts. Quetemoor was the latest in a long line of Mugaari criminals, and was the first to arrange for a sort of truce with Black Sun's Prince Xizor. He was outwardly known for his boisterous laughter and robust sense of humor, but he could also be brutally sadistic when necessary. (CCW)

Quetemoor the Venerable

this Mugaari crimelord was one of the major underworld forces on the planet Coruscant, during the decades leading up to the Clone Wars. Upon retiring, he turned his operations over to his children, Quetemoor the Elder and Quetemoor the Sub-Elder. (CCW)

Quetemoor the Younger

this man was the nephew of Mugaari crimelord Quetemoor the Sub-Elder. (CCW)

Quetzal Sisters

this was the alias used by Zeela Nall, Nuri Pravada, and Sheyne Tyndos, when they went undercover with Leia Organa to locate a holocube stolen by Nescan Tal'yo. Dressed as the seductive Quetzal Sisters, the women kept Imperial Commander Shad and his detachment occupied while Leia tried to retrieve the holocube. (T15)

Quexius Bird

native to the forest moon of Endor, this aggressive bird has bright green and red plumage. The bird's head and beak appear to be too large for its scrawny neck. When it flies, the quexius bird resembles a hummingbird, as its wings beat at incredibly fast speeds. The quexius bird is also quite stupid, and will antagonize creatures many times larger than itself. (TSK)

Queyta

this planet was the site of a Separatist outpost, during the years leading up to the Clone Wars. The biological weapon known as swamp gas, which killed a number of Gungans on Ohma-D'un, was developed on Queyta eight months earlier. Obi-Wan Kenobi was the only surviving member of a team of five Jedi Masters dispatched to Queyta to recover the antidote for swamp gas. It was on Queyta that he encountered Asajj Ventress, one of the masterminds behind the swamp gas project. Ventress was unable to stop Kenobi's raid, but vowed to capture him eventually. (SWI66, RBR, TCD)

Quey'tek

see Quy'Tek (LEV)

Quharek

this Force-sensitive Mon Calmari male was one of the leaders of the Village of Aurilia, on the planet Dathomir, serving on the council that was led by Rohak. Quharek, like the other settlers, had been exiled to Dathomir because he was perceived as a threat to Emperor Palpatine. During the height of the

Galactic Civil War, Quharek was one of the growing number of individuals who wanted to expand the Village by taking in offworlders who wanted to learn more about the Force. Rohak eventually agreed with Marite that the Village of Aurilia should open its arms to Force-sensitive offworlders. In this way, the lore and knowledge of the settlers could be passed on, while the offworlders helped defend the settlement from attacks by the Nightsisters. (SWGAL)

Quialeg

this creature is hunted on the planet Endoraan, and is cooked for a sumptuous feast. (SWJ8)

Quian

this planet was allied with the Empire during the height of the Galactic Civil War. (SWJ4)

Quiberon V

this planet was mined by Gamorrean Interstellar during the Galactic Civil War. (GG10)

Quick 6

one of Merr-Sonn's sporting blasters, the Quick 6 was a lightweight weapon that was useful for bringing down live game. While not as durable as weapons designed for competition, it's light weight made it popular among amateur hunters. (RASB, AEG)

Quick Pit

based on the outskirts of Mos Eisley, on the planet Tatooine, Quick Pit was the name of a starship docking system managed by Pg'lax and his Verpine cohorts during the height of the New Order. Because most of Mos Eisley's docking bays were privately owned and operated, their owners often charged exorbitant fees from spacers. Rather than paying these fees and cutting into their own profits, spacers could land on the outskirts of Mos Eisley and have their ships serviced wherever they landed by the Quick Pit team. Four A-A5 speeder trucks moved from ship to ship, providing all manner of resupply and refueling services. Because Pg'lax and his team serviced a large number of ships each day, they could charge their clients a much lower fee than the private docking bay owners. (GMR7)

Quick Ship

this 17-meter-long transport shuttle was designed and manufactured by Heckson Industries during the New Order. It was developed for planetary police forces, and was armed with a pair of triple blasters. It required a pilot and a gunner, and could transport up to six passengers and 100 kilograms of cargo. (GMK)

Quickclay

a thick, greenish clay that acts like quicksand and covers much of the planet Circarpous V. (SME)

Quicker

this flying predator was native to the planet Kuras III. The average specimen measured two meters in length, with a wingspan approaching five meters across. (PG3)

Quickfire-4

this was a model of hold-out blaster produced by Merr-Sonn during the early years of the New Republic. It was outlawed in many systems because it was extremely powerful for such a small, easily-concealed weapon. (GUN)

Quick-jelly

this was another name for blorash jelly. (UF)

QuickMed

this small medical kit was produced by Jassim Design some 4,000 years before the Battle of Yavin. (TOJC)

Quick-Seal Splint

this device was found in most med-kits, and could be used to set a broken bone in an emergency. (IG1)

QuickShot

this was the name of Drolan Plasteel's wrist-mounted projectile launching system. It was essentially a crossbow mounted to the user's arm on a heavy sleeve, which could be worn under robes or a cloak. Despite the ease of use of the QuickShot, the weapon was eventually replaced by hold-out blasters and dart pistols. (TOJC, AEG)

Quicksilver

this Corellian courier vessel was used by a young Han Solo on his diplomatic mission to Coruscant, on behalf of Jabba and Jiliac. (THG)

Quicksilver

a nickname given to the droid M-TD by Jaina Solo. (SHA)

QuickSnack

this was the name of Bisquit Baron's largest fast-food meal, available for purchase at any location during the years leading up to the Clone Wars. (HNN4)

QuickSnackLite

this was the name of Bisquit Baron's smaller fast-food meal, available for purchase at any location during the years leading up to the Clone Wars. (HNN4)

QuickSnap 36T

SoroSuub's blaster carbine weapon. (RPG)

QuickSnap 36T/I

this was the second-generation model of the SoroSuub QuickSnap 36T blaster carbine. (GFT)

Quickwit

this Old Republic courier ship was attacked near Ando, shortly before the onset of the Clone Wars. Her captain, Kendra Tissido, had brought the ship out of hyperspace to recalibrate the ship's navigational computer. Tissido claimed that a frigate-sized ship disgorged five droid starfighters that immediately attacked the *Quickwit*. Tissido's crew managed to jump into hyperspace and escape. Many historians point to this event as one of the early conflicts of the Clone Wars. (HNN5)

Quien, Corman

this human was a member of the Alliance, and was trained as a scout. After being stationed on Hoth, Corman became one of Echo Base's tauntaun handlers. He was responsible for capturing, breaking, and trainging the beasts for use as mounts. Unfortunately for the Alliance, Corporal Quien was killed during the evacuation of Echo Base, when a group of tauntauns was startled and broke free, trampling Quien and four others. (CCG, SWI74)

Quiet

this was Tam Azur-Jamin's callsign, used when he was a member of Saber Squadron during the defense and evacuation of the Jedi Knights' base on Eclipse, some two years after the Yuuzhan Vong first invaded the galaxy. (SBS)

QuietLift

manufacturers of repulsorlift propulsion systems. (SS)

Quig

one of Cabrool Nuum's bodyguards. (JTH)

Quiglee

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. The name referred to a species of fish that was native to Naboo. (GCG)

Quiglee

this species of fish was native to Naboo. (GCG)

Quilan Hive

the governmental seat of the planet Lan Barell, found within the boundaries of Shulell. (SWJ1)

Quilan Pyradex

this inscribed crystal pyramid was designed to assist the user in solving huge mathematical problems. It was attuned to beings who lived as part of a hive mind, but could be used by other races with practice. (GMR7)

Quill Knife

this was a traditional Bitthaevrian weapon. (AIR)

Quillan

this Imperial Moff was one of the few who survived deep into the tenure of the New Republic. Quillan was one of the Moffs present when Admiral Pellaeon delivered his proposal for surrender to the Republic, and it was Quillan who immediately questioned Pellaeon's ability to lead the Imperial Navy. His protests were cut short by Moff Disra, who saw a way to insinuate Pellaeon's peace treaty into his own plans. (SOP)

Quillarat

native to Kashyyyk, these small mammals stand about a half-meter tall. They have a mottled green-brown fur, which they use as camouflage to hide in the dense jungle foliage. When attacked, they can literally shoot their needle-sharp quills at their attacker. Wookiees hunt them bare-handed as a demonstration of their skill. Only males are allowed to hunt them, and a captured quillarat is often presented to a female Wookiee as an engagement present. If the female eats the tender flesh of the quillarat's belly, she accepts the male's betrothal. (RD)

Quiller, Abel

this alias was maintained by Talon Karrde during the early years of the New Republic, although he often had Dankin act as Quiller in order to avoid being recognized. According to the backstory developed for Quiller, he was the Captain of the *Hab Camber*, and was known as an impatient and "bombastic" individual. Captain Quiller was based on the Valrar. (TLC)

Quill-head

an alien race. (TME)

Quillin Arkell

this Velabri Lancer served the Alliance under the command of Airen Cracken. He was chosen to assist Cryle Cavv in extricating Rivoche Tarkin from Imperial control shortly before the Battle of Hoth. Arkell chafed at the assignment, believing Cavv to be nothing more than a thief. Arkell was the son of Quillin Durand, who was rescued from Imperial attack by Airen Cracken. Durand swore a Velabri Bloodvow to repay Cracken's bravery, but died soon after the rescue. Arkell took up the mantle of fulfilling the Bloodvow, and served the Alliance with Cracken. (SWJ12)

Quillin Durand

this Velarbi was rescued from Imperial attack by Airen Cracken, shortly after the Empire subjugated the world of Velabri. Cracken saved their transport ship from Imperial fire, and allowed Durand and his family to live another day. Durand swore a Velabri Bloodvow to Cracken, hoping to repay the debt of their rescue. Unfortunately, Durand died shortly afterward. Durand's dying wish was the his son, Quillin Arkell, fulfill the Bloodvow to Cracken. (SWJ12)

Quillion

one of six Kathol Republic Marauder-class corvettes sent to rescue the *Bravado III* from attack, shortly after the *FarStar* offered assistance. The 195-meter vessel was armed with eight double turbolaser cannons and three tractor beam projectors. (KO)

Quin, Sixtus

this huge, dark-skinned human was a member of the Imperial Special Forces unit under the command of Marl Semtin. During the search for the *Eidolon*, Sixtus and his team were sent to Ryloth to intercept Rogue Squadron before they could recover Firth Olan. Sixtus and fellow agent Septaas were pitted against Wedge Antilles and Winter by Cazne'Olan in a virtual-reality battle to determine who would obtain Firth. Sixtus and Septaas defeated the Rogues, but all four were swept away in a firestorm. When he learned that Semtin had taken Firth off Ryloth himself, Sixtus became suspicious of Semtin's loyalties. When he discovered Semtin at Eidolon Base trying to build his own empire, Sixtus executed Semtin and - along with his entire unit - defected to the New Republic. He joined a team of infiltrators, led by former Rogue Elscor Loro, and specialized in the liberation of worlds from the ground. One of the most notable worlds Sixtus and his team liberated was Thyferra. Working with Rogue Squadron - which had resigned its New Republic commission - they managed to obtain help from the native Vratix and took control of the bacta production. (XWBT, BW)

Quinberry

the fruit of this plant was often used to create succulent pies and tarts. (JQ7)

Quincey's Girl

this immense slave ship was owned and operated by the Sludir known as Big Quince. (SWJ2)

Quink

this Twi'lek and his cousin, Padda, re-established Chabak's, the casino owned by their uncle on Zirtran's Anchor. Quink was the older of the two cousins, and was a grim-faced individual who made a small fortune through hard work and determination. He was good friends with Kara Reenogga, and the pair were known to insult each other at virtually every meeting. (SWJ5)

Quinlan

this given name was common human males across the galaxy. (GCG)

Quinn, Dorak

this man was considered one of the most honorable big-game hunters on the planet Tatooine, during the era of the Great Sith War. He was among the first hunters to vocally object to the tactics of Tanis Venn, who used reprogrammed battle droids in hunting the wild creatures of Tatooine. (KOTOR)

Quint

this race of tall, thin beings was native to the planet Quint. Their bodies were covered with delicate fur, and their small heads were dominated by triangular eyes. Quints were known to be quick and agile. (EVE)

Quint

this planet was the homeworld of an alien race known as the Quint. (EVE)

Quintama

this Melida was the Captain of the Melida Liberation Force some sixty-two years before the Battle of Naboo. He was killed during the Twenty-First Battle of Zehava, leaving behind his wife Pinani, and several children. (DOD)

Quintar Nebula

a planetary nebula in an uncharted sector of the galaxy. Tron Nixx once navigated the multi-colored clouds by tapping the Force. (SWJ5)

Quintarus Returyl

this Twi'leki businessbeing worked for the Spice Mines of Kessel during the Galactic Civil War, serving as a procurement agent for slave laborers. He was the being who purchased the Alliance agent Kentara as a slave on Deysum III. (GMK)

Quintas, Xerxes

this spice lord, native to the planet Sevarcos, controlled the planet's Southern Deserts. At the height of the New Order, Quintas was one of the most powerful of the Spice Lords of Sevarcos. He was despised by the locals, however, because he had developed an alliance with the Imperial forces on the planet to strip-mine the deserts for carsunum and andris. (SWJ2, SWJ12)

Quintberry

this fruit-bearing shrub was native to the planet Romin. The small berries were pressed to produce an overly-sweet juice that was popular among the Romins. (JQ8)

Quintell, Pallas

this former Imperial naval gunner left the service after his hitch was up, preferring the more raucous lifestyle of a pirate. He served under Jondrell Inx for several years, developing a friendship based more on Pallas' efforts than Jondrell's. A brush with the Alliance helped turn Pallas from mere pirate to Alliance supporter, and he left Jondrell's band to become the nominal leader of the rebel cell on Kallistas. Many years later, Jondrell came to Kallistas to ask for Pallas' help in a scheme to sell off Cressis Linrec. Pallas reluctantly agreed to help. However, Pallas was captured by Chandrex Grenn and Sirenas Firil before he could be of much assistance. (GG10)

Quintik Kahr

this was the given name of the Sludir known as Big Quince. (SWJ2, PSPG)

Quinto

this was the primary crop grown on the planet Kegan. The grain of the quinto was mashed into tasteless patties and fed to the children who were educated in the Learning Circle. (FFT)

Quintus System

this star system was known for the amount of spice smuggling traffic which passed through it, during the last decades of the Old Republic. (DH)

Quinze

this man was one of the Peacekeeperrs who protected the survivors of the Outbound Flight Project, during the years leading up to the Yuuzhan Vong invasion of the galaxy. (SQ)

Quirt

this Imperial Colonel once pursued Han Solo and Chewbacca into the Maw during a Kessel Run just before the Battle of Yavin. Quirt patrolled the sector surrounding Kessel looking for illegal activity, with the goal of using captured smugglers as slave labor on Kessel. Han and Chewie dumped their spice and marked its location before Quirt intercepted them, but he found nothing in the *Millennium Falcon's* holds to arrest them with. Han and Chewie later returned to the Maw and retrieved the spice. They tried this tactic shortly after the Battle of Ylesia, but were unable to find the spice. This left Han deeply in debt to Jabba the Hutt, and forced him to go to ground on Tatooine. (RD, MCI1)

Quist

this childhood friend of Adar Tallon was not as focused or outgoing as Tallon was. Quist was always looking out for himself, and wanted to pursue the life of a spacer. Through it all, he remained close to Tallon. When Tallon decided that he had had enough of the New Order, Quist agreed to help Tallon stage his death. It was Quist who was in command of the pirate ship that attacked and destroyed the *Battalion* in the Dalchon System, and Quist kept Tallon's secret for a number years. When he was suddenly apprehended by the *Relentless* and Captain Parlan, Quist bargained for his life with the information on Tallon. Parlan let Quist go free, provided that Quist return to Tallon and act as a safety valve if Jodo Kast failed to capture Tallon. Thus, Quist infiltrated Tallon's compound on Tatooine and nearly betrayed his former friend. (TM)

Quist

this man served the Empire as an Admiral in the Imperial Navy during the early years of the Galactic Civil War. Admiral Quist was in command of the Star Destroyer *Conqueror*, that served as Darth Vader's

flagship shortly after the Battle of Yavin, after Vader returned to the Empire and began searching for Luke Skywalker. When the *Millennium Falcon* re-appeared at Yavin 4, to begin assisting the Alliance with locating a suitable planet for its new base, Vader ordered Admiral Quist to capture the freighter. Han Solo, however, avoided capture by flying into a nearby asteroid field. Quist ordered that the Imperial pursuit be cut off when most of his TIE Fighters were destroyed by asteroids. Unfortunately, Vader was not pleased with Quist's inability to capture the ship, and used the Force to choke Quist to death. (3D2, 3D3)

Quivry

this creature, native to the moon Antar 4, was the chief prey of the Gotal race. Individual quivry were distinguished by their antlers, which were prized as trophies for hunters of all races. (GG4, GMR1)

Quiyyen

this Anx served as an Ambassador to the Old Republic, during the last years of the Old Republic. He was captured by General Grievous, about two years after the Battle of Geonosis, and held captive on the planet Vandos. His capture was part of a trap that Grievous laid to lure a contingent of Jedi Knights to the planet, where he planned to simply murder them. Although Quiyyen was ultimately rescued, only Flynn Kibo managed to survive the rescue. (SWG6)

Quizzer

this curious creature inhabits the upper levels of the forests which blanket the temperate regions of Gamorr. These mischievous little climbers are generally harmless, but have a penchant for stealing shiny objects. The average quizzer stands less than a meter tall, and is roughly humanoid in stature. A row of spade-shaped spines runs along their spine, and they use their clawed hands and prehensile tail to climb in the trees. They are poorly adapted for walking on the ground, however, and remain in the trees for much of their lives. Despite their reptilian appearance, quizzers are mammals, and produce live offspring. They communicate in a simple language of squeaks and barks, and feed mainly on fruits and leaves. (SWJ10, COG)

Qulo Ecls

this Sullustan was the brother of Loro Ecls, and operated the Gelgelar Outfitters general store during the height of the Galactic Civil War. Qulo kept a finger on the economic pulse of the Gelgelar Free Port, trying to keep his prices competitive while not bankrupting the settlement. (PSPG)

Qulok's Fist

this small bounty hunters' guild was active during the last years of the Galactic Civil War and into the New Republic. Based on the modified freighter *Steel Fist*, the gang started out working in the Minos Cluster of the galaxy and eventually expanded into Kathol Sector. (DARK)

Qulun

this clan of Ansionians was unusual among the Alwari in that they were willing to go into the cities of the offworlders. While most Alwari stayed well away from the urban areas, the Qulun moved through them quite readily. The Qulun were known among the Alwari as traders and information brokers, a clan which was not well-liked by served an important purpose on the open plains. The Qulun caravan was filled with all manner of goods and wares, from the basic fruits and dried meats consumed by the Ansionians to rare, handcrafted items and offworld bric-a-brac. The Qulun operated on a barter system, and often traded information for trinkets. Most of the other Alwari clans stayed away from the Qulun, and many Ansionians considered the Qulun to be separate from the Alwari. (APS)

Qu'Mock Station

this space station is the primary settlement of the Qektoth Confederation, and is located in the Kathol Outback near Uukaablis. It was originally commissioned as a scientific outpost aimed at exploring the region of space near Gandle Ott, but the station disappeared just months after beginning its work. Records discovered later explain that the station was hijacked by a group of escaped criminals led by a team of crimelords, and the station was towed back to their hidden base for refitting. When the pirates' homeworld was besieged with earthquakes and rendered unlivable, the station was abandoned until it was found by Drigir Tarrens. Tarrens told the Qektoth Confederation of its existence, and it was restored

for their own uses. The Qektoth placed the station in an empty region of space near Uukaablis, so that they could perform their research in peace. Qu'mock Station is a long, needle-shaped station guided by four huge solar fins deployed at the stern. (KO)

Quockra-4

this planet, located in the Minos Cluster, is covered with flat, featureless deserts. The planet's environment is essentially that of a huge desert, with scorching days and frigid nights. The most obvious inhabitants of the planet are a strange society of droids. Most of the droids are Imperial designs, but some have unknown origins. The droids have developed a sort of hierarchical society of their own, and remain more or less uninvolved with Quockra-4's native sentient lifeform, the Quockrans. The planet has an average rotation of 31 standard hours, and its year lasts 402 local days. (GG6)

Quockran

this is the only sentient race native to the planet Quockra-4. The average Quockran is an enormous, black-skinned slug which lived below the surface of the planet during the day, emerging at night as the desert cools. It was the Quockrans who built the strange droids which populate the surface of their planet, creating them to interact with offworlders. The Quockrans despise non-Quockrans, although they are in no way violent about it. They just dislike alien creatures. (GG6)

Quoia

this was once of the many names given to Duros females. Among the Duros, it meant "evening star". (GCG)

Quold Runium

this fuel additive is used to pressurize power fluids prior to activation. (X1)

Quoorian Marshsucker

this was an immense, predatory species of insects. (KOTOR)

Quoreal

this Yuuzhan Vong served as the Supreme Overlord of his species during the years before Shimrra rose to the position. It was the priests who served under Quoreal who realized that the discovery of Zonama Sekot would have grave consequences for the Yuuzhan Vong, and many suggested that the Yuuzhan Vong avoid the galaxy altogether. Their research had found prophecies that claimed the discovery of a living planet would undo the Yuuzhan Vong completely. Although Shimrra claimed that he defeated Quoreal in combat in order to make his ascension, many Yuuzhan Vong secretly wondered if this was true. There were stories that Quoreal's stance against invading the galaxy had angered Shimrra and the other leaders who demanded a new galaxy for the Yuuzhan Vong to conquer. Rumors spread that Shimrra killed Quoreal in order to gain the power required to begin the invasion. After Shimrra ascended to the throne and the invasion of the New Republic began in earnest, the Yuuzhan Vong won many victories and much of this heretical discussion faded into the background. However, as the Jedi Heresy gained strength among the Shamed Ones, and as the Yuuzhan Vong forces began to suffer defeat after defeat, the questions about Shimrra's gods-given right to rule resurfaced even stronger than before. Those who believed Quoreal had been dishonorably murdered, known as the Quorealists, began to gain a louder voice, especially after the realization that the Eighth Cortex was empty, and the living planet of Zonama Sekot actually existed. Others began to wonder if Quoreal had wanted to find a peace with the New Republic and learn more about Zonama Sekot, since the planet seemed to provide a linkage between the Yuuzhan Vong and the peoples of the Republic. (FP, UF)

Quorealists

this was the name given to those Yuuzhan Vong who did not believe Supreme Overlord Shimrra's claims that he defeated former Overlord Quoreal in combat in order to make his ascension. After the invasion of the New Republic began in earnest, and many victories were won, much of this heretical discussion faded into the background. However, as the Jedi Heresy gained strength among the Shamed Ones, and as the Yuuzhan Vong forces began to suffer defeat after defeat, the questions about Shimrra's gods-given right to rule resurfaced even stronger than before. Those Quorealists who believed Quoreal had been dishonorably murdered began to gain a louder voice, especially after the realization that the Eighth Cortex

was empty, and the living planet of Zonama Sekot actually existed. Others began to wonder if Quoreal had wanted to find a peace with the New Republic and learn more about Zonama Sekot, since the planet seemed to provide a linkage between the Yuuzhan Vong and the peoples of the Republic. When the living planet suddenly appeared near Coruscant and wrought major seismic and ecological upheaval, the Quorealists grew more vocal, and began releasing more information on Shimrra's treachery to the general populace. (FP, UF)

Quori City

this sprawling metropolis is the capital city of Corlass. It has a dense, endless system of alleyways and dead-ends, much like those of Imperial City on Coruscant. (SWJ5)

Quor'sav

a warm-blooded, avian/monotreme species whose average height is about 3.5 meters, Quor'savs were native to the planet Uaua. When a group of colonists arrived on Uaua, the Quor'sav initially welcomed them. However, when a virus that had been carried by the colonists to the planet began infecting the Quor'sav, the avians were forced to stop all immigration until a cure could be found. Since this time, the Quor'sav have been reluctant to trust other species, especially mammalian races. *A Quor'sav can be seen walking by the screen as Luke Skywalker sells his landspeeder in Star Wars.* (SW, CCG, GMR5)

Qurang Lah

this Yuuzhan Vong was the creche'-brother of Warmaster Tsavong Lah. Qurang was charged with carrying out the plans of Nom Anor, in the wake of the Battle of Duro and the disaster on Yavin 4. Qurang Lah hated the fact that he was forced to work with Nom Anor, especially when the Executor's plans began to unravel near Yag'Dhul. Qurang Lah thought that he could be rid of Nom Anor once and for all upon his return to the Warmaster, having witnessed the Executor refuse a challenge from Anakin Solo. However, before they arrived, Nom Anot killed all the warriors who had been with him on Yag'Dhul, including Qurang Lah. (EVR, NJOSB)

Qurgg

this was a common name among the Elom race. (UANT)

Q'urh Kick

this was a form of kicking attack used by Yuuzhan Vong warriors in melee combat. (FP)

Qusak Laal

this was the name of a distinguished Togruta individual. (UANT)

Quul

this was the second of seven seasons experienced on the planet Guiteica. (AE)

Quulaar

these huge, woven sacks are used by Wookiees to raise and lower visitors to their villages. The Wookiees usually carry the quulaars, but they can also be attached to ropes. The term quulaar literally translates to 'baby sack,' and refers to the fact that the sacks were originally created to transport infant Wookiees. (RD)

Quvil Valley

during the height of the Galactic Civil War, this valley was controlled by the Empire, which desired that output of the many mines which lined the valley. Alliance forces tried many times to take Quvil Valley, but were never successful. (WOTC)

Quyik Vth'naar

this Sludir was the brother of Qesya Vth'naar. Like his sister and her mate, Rokarn, Quyik was forced to fight in gladiator battles for the Empire. In one fateful battle, Quyik was pitted against Rokarn. Rokarn allowed Quyik to win the battle, knowing that Qesya was pregnant. Unfortunately for Quyik, this meant that he had to kill Rokarn in order to survive. Quyik carried the guilt of this act only for a short time, for the

Empire then forced him to fight against Qesya herself. In the battle, Qesya defeated Quayik and killed him in order to survive. (KR)

Quyste

Talon Karrde maintained a training facility on this planet, shortly after the Battle of Endor. (TFNR)

Quy'Tek

this was a meditative technique developed by the Jedi Knights of the Old Republic. It was used primarily to mask an individual's connection to the Force, allowing a Jedi to pass unnoticed, even to other Force-sensitive beings. (TCD)

Q-Varx

this Mon Calamari New Republic Senator was one of the primary leaders of the Rationalist Party. It was also believed that she was part of the plans of Seti Ashgad, since Ashgad received information about the Republic from a source in the Rationalist Party. It was later revealed that Q-Varx had taken a huge bribe from Ashgad and Dymurra to coordinate the poisoning of Carlist Rieekan with the disappearance of Leia Organa-Solo. Although it was believed that Q-Varx was ignorant of Dzym's part in the overall plan, Q-Varx was nonetheless arrested for treason and imprisoned. *There is some inconsistency in Planet of Twilight, in that Q-Varx is referred to as both 'he' and 'she.'* (POT)

Qwi Xux

an Omwati working at the Maw Installation. When Grand Moff Tarkin needed the best minds working at the Maw Installation, he went to Omwat and "recruited" several youths to train in his orbiting school. The school turned out to be a brutal weeding-out process by which Tarkin would eventually end up with one viable candidate for employment at the Maw. Qwi was the survivor of Tarkin's plan, but she only saw it as a triumph of her mental capacity. She was more than glad to go to the Maw and begin solving the intricate problems Tarkin and her mentor, Bevel Lemelisk, provided to her. Her Omwati background could never prepare her for Tarkin's real objective: the subjugation of races beneath the Empire's boots. She believed in the simplistic goals for the Death Star and the World Devastators, even given their ominous names. She hoped they would be used to terraform worlds to make them habitable for many different races. It was not until Han Solo was intercepted and tortured at the Maw that she realized the scope of the projects being developed at the Installation. The thought of her work being the cause of billions of deaths overcame her, and she helped Han, Chewie, and Kyp escape with the Sun Crusher. She then gave the ship's technical data over to the New Republic. When she met Wedge Antilles the first time, she wasn't sure whether or not to trust him. A trust did eventually grow, and the two shared many beautiful moments, until Kyp stole Qwi's mind from her. Wedge nursed her back to health, but she was never the same again. She and Wedge maintained their relationship, but he was increasingly called upon in military matters, and Qwi became more and more absorbed in her work. Both agreed that the relationship was evolving to be a convenience, rather than a true romance, and they went their separate ways. Qwi eventually decided to travel to Vortex and help the Vors repair the Cathedral of Winds. While there, she hoped to find her own inner peace and eliminate the memories of all the beings her superweapons had killed. (JS, DA, COTF, SOA, DTR)

Qwohog

an alien race, also known as the Wavedancers, native to the planet Hirsi. They are an aquatic species, living in the freshwater rivers and lakes of Hirsi and feeding on fish and plant material. They are a seemingly small, delicate race of humanoids, but they are very strong and agile. They are covered with dark skin punctuated by raised scales on their heads, wrists, ankles, and wastes. They have long, pointed ears which can pick up the modulated sound waves they send through the water as a form of communication. These sound waves don't carry well in air, so Qwohogs use a crude sign language when out of the water. They can survive out of the water for short periods, but must keep their skin moist or risk rapid and debilitating dehydration. They also cannot exist in saltwater, for it burns their gills and damages their lungs. They are known as Wavedancers because of the fluid, ballet-like way they move across the surface of the water. Their lives are directed at survival and leisure, and they have barely risen above primitive tool technology. They were unaware of the presence of rudic crystals in their environment, which brought them into contact with the Alliance. The Alliance offered friendship and nothing more in return for the ability to mine the crystals, but the Empire had other ideas. Imperial forces slew the Alliance team and

raped Hirsi of its resources. The Qwohog were powerless to stop it. When the supply of rudic crystals dried up, however, the Empire simply left. An Alliance rescue team arrived, and the Qwohogs helped explain what happened. They pledged whatever support they could muster to the Alliance, and helped establish a secure base of operations there. Some Qwohogs have left Hirsi, working for the Alliance and later the New Republic. (GG12)

Qwohog

this was the name given to the unusual form of verbal communication used by the Qwohog race. It employed the use of sound waves generated in a variety of patterns to communicate words. While this form of communication worked well under water, it could not be spoken across long distances in the air. There was no written form of the Qwohog language, although Qwohog Sign Language was used to communicate across distances whenever the Qwohogs were out of the water. (UANT)

Qwohog Sign Language

this form of communication was developed by the Qwohog race, and was used whenever they needed to communicate while out of the water. When the Qwohog joined the galactic community, this sign language was eventually replaced by the Basic alphabet, although knowledge of the sign language remained part of the Qwohog heritage. (UANT)

Qwot

this man worked as a personal aide to Linkaas. (SWJ1)

*** R ***

R

this was the alias used by one of the most powerful gangsters in the Cularin System, during the height of the Clone Wars. Jedi Master Darrus Jeht spent several months trying to locate R, with little success. (LFCW)

R-0

this astromech droid was owned by Milinae, during the height of the Clone Wars. (LCFW)

R0/5T.N1

see 5T-series Droid (EGD)

R02-E

this SE-4 servant droid was owned by Drayk. (GG7)

R0-4

Koth Melan's security/protocol droid. (SE)

R-1

this was the first of the reconnaissance droids produced by Arakyd. Developed to assist the cloen troopers of the Grand Army of the Republic, the R-1 droid could infiltrate an enemy position and then relay coordinates and other information to a remote location. This allowed the forces of the Old Republic to target Separatist locations from a great distance, with accuracy that could not be achieved with normal targetting systems. (LAWS)

R-10

a series of droids designed by Lovolan, the R-10 was designed to work in households as party waiters, bartenders and drink mixers. They stood about a meter tall, and were box-shaped. Their top was made of a slab of marble surrounded by a brass railing. The marble top was specially charged so that drink glasses placed on it do not move around during transport. Four small casters allowed the R-10 to move in any direction smoothly, while a number of retractable manipulator arms allowed the R-10 to effortlessly mix any number of drinks. Also, the R-10 was programmed with routines that made it impossible to spill a drink or drop a glass. (COJ, EGD)

R-19

this Nen-Carvon paraglider was designed with military use in mind. The frame was structurally more rigid without sacrificing weight, and was equipped with a number of stealth and sensor-baffling accessories. The R-19 also had brackets for equipment storage and weapons mounts. A low-level transponder was optional, and could help pinpoint a downed glider's position. A pull-down display visor helped the pilot see in the dark. (ROE)

R1-G4

this outdated astromech droid was refitted by its owner with a Mark II reactor drone's armored shell. Thus, R1-G4 was almost two meters tall. When its owner was captured, R1-G4 was abandoned. It was later recovered by the Jawas who captured R2-D2 and C-3PO, and was offered to Owen Lars. (CCG, ICS)

R1-series Droid

this was the first true series of mass-produced astromech droids developed by Industrial Automaton. Following closely on the heels of the failed P2-series droid, the R1-series saved on development costs by reusing the shell of the Mark II reactor drone. The R1 series was equipped with a standard Intellex III computer. The primary drawback to the R1 series was its size, which relegated the droid to use aboard capital ships. (TNR, IG1, EGD, SWJ7)

R1-T4

this astromech droid was part of a cargo shipped by Simms Jonndril to Janelle Seras on Seikosha, shortly

after the Battle of Endor. R1-T4 contained coded information which contained instructions on how to find the Emperor's hidden weapons stores. (POC)

R2(S5)

this prototype R2 Series 5 astromech was first used by Prince Isolder of Hapes. It was a gift from Leia Organa during her attempts to gain Hapan assistance following the Battle of Endor. Isolder used the R2(S5) droid in his Miy'til starfighter, *Storm*. (EGV)

R200

Koensayr ion fission engines used on BTL A4 Longprobe starfighters. It is rated at 250 KTU. (SCORE, XW)

R-200 Raptor

this Ikas-Adno speeder bike was designed to be a combination swoop and speeder bike. The development of the Raptor evolved into little more than a speeder engine strapped to a frame, with control vanes attached to provide maneuverability. The Raptor also placed the driver at the rear of the bike, with a simple safety bar to keep the driver in place. This allowed Ikas-Adno to give the Raptor a larger engine, and also gave the driver more maneuverability by allowing them to use their body weight to steer the bike. While these designs provided incredible speed, the prototypes of the Raptor were considered too dangerous for production. Despite early setbacks, however, the Raptor was eventually produced shortly after the Battle of Endor, and became increasingly popular. (AEG)

R-22 Spearhead

this arrow-shaped fighter served as the design basis for the A-Wing starfighter. (NEGC)

R-23

this was Nen-Carvon's recreational paraglider outfit. Like other paragliders, the R-23 was equipped with a light repulsor motor and frame-mounted hand controls. Its wingspan was four meters across. The R-23 found use among paramilitary units, since it was very quiet and was small and sleek enough to evade sensor sweeps. (ROE)

R2-4B

this astromech droid was owned by Lorn Moonrunner, and was used to assist in flying the starship *Refugee*. R2-4B wore what appeared to be a standard restraining bolt, but Lorn had modified a detonation device to resemble the bolt. This was all a precaution taken in case the Empire should ever discover that Lorn - the former Imperial Major Corvus Langlier - was on Rhamalai. When this finally happened, shortly after the Battle of Yavin, R2-4B was confiscated and placed in the Imperial droid pool. When R2-4B had been placed in the garrison in Argona, it activated the programming which activated the detonator. The resulting explosion destroyed much of the Imperial garrison. (SWJ13)

R2-5

this is the name given to the droid Owen Lars first purchased from the Jawas, before he bought R2-D2. (JLS)

R2-A5

this white and green astromech was programmed by the Empire for combat communications. It was used to acquire targeting data and relay it to starfighters and gunnery systems. It was assigned to Tatooine during the search for R2-D2 and C-3PO. (CCG9)

R2-A6

this green astromech droid was assigned to Ric Oile's N-1 starfighter during the Battle of Naboo. (IG1)

R2-AG Series Droid

developed by Industrial Automaton during the last decades of the Old Republic, this series of astromech droids was based on the popular R2-series of astromech droids. (HNN4)

R2-AG4

this flat-headed version of the R2-series astromech droid was developed for agromech use. *Note that the Star Wars Technical Journal gives a picture of R5-D4 to describe the R2-AG4 unit.* (SWTJ)

R2-B1

this blue and gold R2 unit was part of the astromech pool that was used aboard the Naboo Royal Starship, during the reign of Queen Amidala. Like G8-R3, it was dispatched to fix the ship's shield generators during the Queen's attempt to escape the Trade Federation blockade of Naboo. Also like G8-R3, it was destroyed by Federation turbolasers. (IG1)

R2-B3

this was the name of the astromech droid assigned to Jaina Solo's X-Wing, when she took command of the Twin Suns Squadron, some months after the Battle of Coruscant. She later nicknamed the droid Cappie. (EL1)

R2-B4

this astromech droid was dispatched by the Lady Amber Comark, acting as the Alliance agent Tigress, to assist an Alliance Special Operations team during their mission to expose the Death-Hunter project. A battered droid, R2-B4 was nonetheless feisty and loyal. It carried Comark's messages and orders to the Alliance team, and was instrumental in the mission. (SWJ9)

R2-C3

this astromech droid was owned by the Alliance, and was infiltrated into the Imperial Sector Plexus station near Keltos IV. Its duties as an Imperial droid were to monitor the Plexus' computer networks for illegal intrusion. As an Alliance operative, Seecubed (as he was known to the Alliance) recorded information from the Plexus' computers and transmits important data to the Alliance. (CRO)

R2-C9

this modified astromech droid was owned by Marka Durn. (IA)

R2-D0 (Artoo-Deo)

Tiree's R2-model astromech utility droid, R2-D0 was known as "Deo." Deo managed to escape from the various scrapes Tiree was caught in, and assisted several groups of Alliance agents in rescuing Tiree. (RPG, GCQ)

R2-D2 (Artoo-Detoo)

an astromech utility droid, R2-D2 was used extensively during the time of the Old Republic as a starship maintenance droid within the Naboo droid pool. He was part of the contingent of astromechs which was aboard Queen Amidala's personal starship when she fled Naboo for Coruscant, shortly after the Trade Federation invaded the planet. When the ship was damaged while trying to run the Federation's blockade, R2-D2 and its companions were dispatched to repair the shield generators. Of the four astromechs dispatched, only R2-D2 managed to complete the work and return to the ship. He was rewarded by the Queen with a thorough cleaning, and accompanied her to Tatooine and Coruscant. On Tatooine, R2-D2 made the acquaintance of the incomplete protocol droid C-3PO, which was being constructed by Anakin Skywalker. Although their encounter was brief, it set the tone for future meetings. After the Battle of Naboo, in which R2-D2 helped young Anakin destroy the Federation's droid control ship, R2-D2 was thrust upon the intergalactic scene. R2-D2 accompanied Padme' almost everywhere she went, and his knowledge of starship programming made him an invaluable resource to the flight crews of the Republic. R2-D2 was reunited with C-3PO when Padme' and Anakin traveled to Tatooine to see Anakin's mother, Shmi. After Shmi died, C-3PO was reclaimed by Anakin, and accompanied Anakin and R2-D2 to Geonosis, in an effort to rescue Obi-Wan Kenobi. After Anakin and Padme' were married, Padme's gave R2-D2 to Anakin as a gift. Anakin spent his free time upgrading Artoo's subsystems, adding all manner of interfaces and devices to the little droid's already impressive arsenal. Anakin also made sure that the little droid never received a memory wipe, so that it could remember certain tactics and maneuvers. In the aftermath of the Clone Wars, R2-D2 managed to avoid the mandatory memory wipe that was given to C-3PO by Bail Organa. It was later discovered that some of Anakin's modifications allowed Artoo to never reveal more than it knew, thus allowing it to keep secrets and remember much of its history. Years later,

when the Alliance decide that it was time to break away from the Empire and launch an all-out attack, they used Artoo as a decoy. They figured that most people - even the Imperials - wouldn't suspect that a lowly astromech droid was carrying the top-secret plans to the first Death Star. When the consular ship *Tantive IV* was intercepted while trying to reach Obi-Wan Kenobi on Tatooine and deliver the plans to him, Artoo's mission was modified. Instead of just holding the Death Star plans, he was also programmed by Princess Leia to seek out Obi-Wan and enlist his aid without human assistance. Artoo jettisoned from the ship along with his good friend, the protocol droid C-3PO, and they landed on Tatooine. After being sold at a Jawa auction to Luke Skywalker, Artoo couldn't trust Luke, and sought Obi-Wan himself. This led to Artoo's almost being destroyed by the Sand People, but Obi-Wan rescued them, and the rest is history. Following the Battle of Yavin, Artoo had to be refitted a number times from damage sustained as Luke's X-wing astromech droid. Artoo has nevertheless remained a loyal droid, lending his assistance whenever necessary. He accompanied Luke on virtually every mission the young man was given, and also accompanied Luke to Dagobah to locate Yoda. While on Dagobah, Artoo was nearly swallowed by a swamp creature, but proved too hard to consume. Later, on Cloud City, Artoo was separated from Luke during the search for Han Solo, and helped Leia, Chewbacca, and Lando Calrissian escape the city after Darth Vader had it garrisoned. During the Battle of Endor, Artoo was part of Han Solo's strike team, dispatched to the Forest Moon to assist in disabling the shield generator that was protecting the second Death Star. Decades later, during the Yuuzhan Vong invasion of the galaxy, Artoo and Threepio both had reason to wonder about the true meaning of life and existence, as the alien invaders hated all forms of technology, especially droids, which the Yuuzhan Vong deemed blasphemous simulacrum of life. When the Yuuzhan Vong finally surrendered at Coruscant, the droids found that there was another trait they needed to confront: obsolescence. The two droids agreed that they would meet this and any other challenge just as they always had, with each other. *Artoo-Detoo was portrayed by Kenny Baker in all five Star Wars films.* (SW, SW1, AOTCN, UF, VD3, E3N)

R2-D6

this astromech droid was part of the droid pool assigned to the Alliance's Edan Base, during the early days of the Galactic Civil War. The efforts of R2-D6 were instrumental in the destruction of the Imperial Star Destroyer *Havoc*. (IAG)

R2-D609

see Thirteen. (WS)

R2-D9

this astromech droid was owned by Verzon Tennd. (WOA6)

R2-Delta

this was the name of an upgrade which was developed for use on R2-series astromech droids twenty years after the Battle of Endor. It involved new algorithms and programming to speed up the calculation of navigational data, shortening the time it took to develop a hyperspace jump. This allowed many owners of R2 units - especially large military concerns like the New Republic - to get many more years of service out of their large pool of R2 droids. (DTO)

R2-K7

this R2-series astromech droid was owned by the Mytaranor Slaving Council, and was packed with a variety of weapons, altered circuitry, and insidious programming. R2-K7 was the primary astromech aboard the *Vanquisher*, working with Rian Rann's three Verpines to keep the ship in top operating condition. (AIR)

R2-L1

this astromech droid was assigned to Essara Till's N-1 starfighter, during the period leading up to - and including - the Battle of Naboo. She nicknamed the droid Ell-One, primarily because the droid had become something of a friend to her. R2-L1 also had a wry sense of humor, which evidenced itself during combat. (SFT)

R2-M3

an astromech droid used to compensate for the *One Liner's* lack of a navigational computer. (SN)

R2-PU

this R2-series astromech was part of a family-run repair business that operated on the galactic rim for many generations before the Battle of Endor. (GCG)

R2-Q2

this black and white R2 unit served on many Imperial reconnaissance missions in the Expansion Region before being assigned to the *Devastator's* mission to capture the *Tantive IV*. (CCG2)

R2-Q5

this clumsy waiting droid was employed at the Lucky Despot. It was said that not a day passed that R2-Q5 didn't stumble down the hotel's stairs at least once. (GG7)

R2-Q5

this shiny, black-bodied R2 astromech droid, distinguished by its red access panels, was stationed aboard the first Death Star. (TCG4)

R2-Q8

this astromech was the companion of Alliance agent Shaparo. Shaparo used the Intellex IV droid brain inside R2-Q8 and modified it to access the prison records of the Dnlavec garrison on Sriluur. (SWJ10)

R2-QU

this astromech was owned by Alore Breesa. (IA)

R2-R

this recon/astromech droid was used in X-Wings and Y-Wings that were assigned reconnaissance duty. In addition to normal astromech programming, the R2-R series could accumulate and download recon data. (SOL)

R2-R9

this red astromech droid was part of the droid pool which services Queen Amidala's Royal Starship. During her escape from the Trade Federation blockade shortly before the Battle of Naboo, R2-R9 was dispatched to repair the shield generators. Unfortunately, R2-R9 was hit by a blast from a Trade Federation Battleship and destroyed. (IG1)

R2-RC

this astromech droid served Cryle Cavv aboard the *G Cat*. (SWJ12)

R2-RD

this Alliance astromech droid was paired with C-D20 during their assignment to Commander Dauntarist aboard a newly-manufactured HT-2200 freighter. (SWJ5)

R2-S4

this astromech droid served the Alliance as the co-pilot of a Y-Wing for many years, until the Y-Wing was flown by Pike Angeles. When Angeles became a field operative, R2-S4 went with him. Like most R2 units, R2-S4 was quite independent, and tended to wander off when bored. Angeles enhanced the droid's programming, giving it the ability to break into and control starship computers, especially Imperial freighters and transports. (CRO)

R2-series Droid

the second model in Industrial Automaton's R series of astromech droids, the R2 was considered the most popular series ever produced, since it interfaced with most of the starships in production and was small enough to fit on a starfighter. IA promoted the R2-series with the slogan, "No job is over this little guy's head." It was first introduced about five years before the start of the Galactic Civil War, and remained in active production well beyond several other, later R-series models. *Note that The New Rebellion indicates that the R2 series is sixteen models outdated within 25 years.* (SW, BTS, TNR, FTD, EGD)

R2-V0

this astromech droid is owned by Ixsthmus, and served the Ithorian aboard the *Long Shot*. R2-V0 was disassembled over 50 times by the ship's so-pilot, Siene Symm, to repair the continuous stream of nonsense that issues from R2-V0's sound actuator. Symm is convinced that the actuator system is faulty, but has been unable to repair it. This is because the sounds are not the result of a defect. R2-V0 is simply a poet, and he creates the sounds because they sound nice together. (SWCP)

R2-V6

a standard astromech droid owned by Gryseium Incorporated, Sabel Corazon used this droid to hold the computer virus she was going to introduce to Premier Provisions' central computer. The droid was intercepted by Alliance agents, who used him to infiltrate Gryseium and foil the plans of Corazon. (SN)

R2-X0

this astromech droid was owned by the Krish mechanic known as Maniac. Maniac nicknamed the droid Patchwork, as he spent much of his free time modifying the droid for a myriad of uses. The droid had a great deal of additional armor plating, and Maniac installed a variety of additional tools around the droid's carcass. R2-X0 often emitted a high-pitched giggle after Maniac spoke, a modification many felt that Maniac implemented himself. (CRO)

R2-X2

this black and white astromech droid was Red Ten's companion during the Battle of Yavin. (CCG)

R2-X9

this astromech droid was part of the droid pool which worked at the Mon Calamari shipyards, during the height of the Galactic Civil War. It was R2-X9 which discovered Ral Shawgrim's escape from the facility, when an unauthorized shuttle blasted away from the shipyards. Thanks to R2-X9, the plans for the T-65 starfighter which were carried by Shawgrim were recovered. (SWJ4)

R2-Z1

this was the designation of Tereb Ab'Lon's astromech droid, affectionately known as Fweep. (SWJ3)

R2-Z13

this was the designation of Koril Bekam's astromech droid, which he nicknamed Plug. (EL2)

R2-Z4

this astromech droid was owned by Kara Saffch, and was put to work on the *Night Havoc*. (PG2)

R2Z-DL

known as Toozy, this droid was the only astromech ever to earn the Alliance's Rohal Cross for valor. At one time, Toozy was owned by a deep-cover Alliance operative, but the agent was assassinated by the minions of crimelord Qa'till. Qa'till took control of the droid, and eventually placed it in his labor pool on Hypotria, where Qa'till controlled all the starship maintenance operations. Toozy remained loyal to the Alliance, however, stealing information from starships which land on Hypotria and relaying important data to the Alliance. It was Toozy who tipped off Koedi Raef to the Empire's movements near Vilosoria, during the Alliance's liberation of the planet. Raef was awarded the Rohal Cross for the successful liberation of the planet, but Raef refused the award and deferring it to Toozy. (CRO)

R-3

this astromech droid, specially designed to fit on the *Aethersprite* Delta-7 starfighter, was assigned to Mace Windu. (T13)

R300-H

Koensayr hyperdrive motivator used on BTL A4 Longprobe starfighters. (SCRE)

R37-series Droid

this was a series of maintenance droids developed for use aboard Imperial starships. (BI)

R3-A2

this R3-series astromech was upgraded to provide coordination of piloting angles and approach vectors during combat. (CCG9)

R3-D Series Droid

this astromech droid was developed during the last decades of the Old Republic, to assist on starfighters with target acquisition and management. The use of an R3-D droid allowed the pilot to concentrate on flying the craft. The original design of the *Aethersprite*-class interceptor called for an R3-D astromech. (AOTCN)

R3-K8

this R3-series astromech droid was assigned to the droid pool aboard the New Republic corvette *FarStar*, during the search for Imperial Moff Kentor Sarne. R3-K8 was unusual in that it had been fitted with an astromech voice box, to better communicate with its living counterparts. (DARK)

R-3PO

this copper-colored protocol droid served the Alliance during the Galactic Civil War. R-3PO was once owned by the smuggler Chaz, who left the droid behind during a mission and never returned to retrieve it. Major Palo Torshan had R-3PO programmed to search out and identify espionage droids which the Empire had infiltrated into Alliance bases. R-3PO was stationed at Echo Base, on Hoth, where its garish paintjob caused many undercover Imperial agents to disregard its presence. R-3PO had the words "Thank the Maker" tattooed on its left posterior plating. (CCG3, SWI74)

R3-series Droid

the R3 series of astromech droids from Industrial Automaton had more memory and advanced circuitry than their predecessors, the R1 and R2 series, making them more efficient at calculating hyperspace jumps. The R3 was given a clear plastex dome as a marketing move, allowing owners to literally "see" the droid working on solutions. The specialization of the R3-series limited its applicability to military starships, but its high pricetag made the series highly profitable. *Note that Star Wars Insider, issue 76, indicates that the R3 was considered a scout droid.* (CCG, EGD, SWJ7, SWI76)

R3-series Droid

this was a series of simple droids. (GG7)

R3-T2

this astrmoech escaped from a crew of pirates that was based in Mos Eisley, on Tatooine, and roamed the spaceport town in an effort to avoid them. R3-T2 had increased memory capacity over most standard R3 units, and was programmed to both enhance and sabotage hyperdrive systems. Note that this R3 unit does not have a clear dome. (CCG9)

R3-T6

this Imperial astromech droid had red and white markings, and served aboard the first Death Star. (CCG2)

R3-T7

this yellow-trimmed astromech droid was often seen rolling through the Coco District of Coruscant, during the years leading up to the Battle of Geonosis. (SWI69)

R-4

this reconnaissance droid was produced by Arakyd during the early years of the New Order. The primary mission of the R-4 droid, like that of other series before it, was to infiltrate a remote location and send tactical coordinates back to a weapons emplacement, allowing for pinpoint targetting across great distances, without sacrificing an organic team to make the journey. (LAWS)

R-408

this was a series of mainframe computers that were used on many backwater worlds during the last decades of the Old Republic. (SWI77)

R-41 Starchaser

an outdated form of starship, often found in pirate fleets. These insectile ships are sleek, 15-meter-long fighters armed with 2 laser cannons and 2 ion cannons, with minimal 30-SBD shields protecting a 15-RU hull. (TIE)

R-444

this is the designation of Nen-Carvon's sky swooper. The R-444 is essentially a repulsor-equipped hang glider, and they are armed with a single blaster. The pilot rests in a sling, and controls the flight of the glider with hand and foot controls. The vigilance needed to concentrate on all aspects of controlling flight makes firing the blaster difficult. The R-444 were primarily used by Imperial troops on stealth raids, or on planets with difficult terrains. The overall unit measures 4 meters in length. (CFG)

R4-B11

this agromech droid was controlled by Slythor the Squib shortly after the Battle of Yavin, although Slythor soon tired of R4-B11's inability to handle even the simplest of tasks. R4-B11 was known to be cranky and destructive, and Slythor had it disassembled and rebuilt to his own specifications as an assassin droid. The familiar appearance of the agromechs allowed R4-B11 to get close to its targets, and Slythor often added R4-B11 as part of a trade whenever Slythor wanted to recover what he gave away. Once "sold," R4-B11 would kill its new owners and return to Slythor, at which time the Squib would recover the other objects. (OE)

R4-D1

this was one of the two astromech droids used by Darrus Jeht aboard his Delta-6 fighter, during the height of the Clone Wars. The Delta-6 was one of several prototypes that remained in active use after the production of the Delta-7, and Jeht chose to leave the two-astromech set-up intact. However, R4-D1 and its companion, R4-D2, often provided more input data than the ship's flight computer could handle, causing certain instabilities to occur at the worst of times. The droids also tended to argue with each other over their input, causing another set of problems. Jeht, however, liked the unpredictability of the craft, and kept it at the Almas Academy along with the *Night Gyre*. (LFCW)

R4-D2

this was one of the two astromech droids used by Darrus Jeht aboard his Delta-6 fighter, during the height of the Clone Wars. The Delta-6 was one of several prototypes that remained in active use after the production of the Delta-7, and Jeht chose to leave the two-astromech set-up intact. However, R4-D2 and its companion, R4-D1, often provided more input data than the ship's flight computer could handle, causing certain instabilities to occur at the worst of times. The droids also tended to argue with each other over their input, causing another set of problems. Jeht, however, liked the unpredictability of the craft, and kept it at the Almas Academy along with the *Night Gyre*. (LFCW)

R4-E1

this Industrial Automaton creation was the companion of BoShek, and was a fiercely independent droid. R4-E1 was similar in size and construction to R5-D4. (CCG)

R4-G9

this bronze-colored astromech droid was assigned to the new Jedi starfighter used by Obi-Wan Kenobi, during the last months of the Clone Wars. R4-G9 replaced the trusty astromech R4-P17, which had been destroyed during the First Battle of Coruscant. On Utapau, Obi-Wan had R4-G9 fly off in control of the Jedi's starfighter, in an effort to fool General Grievous into believing that Obi-Wan himself was leaving the planet. (SWI73, OWS, VD3)

R4-I9

this black-colored R4-series maintenance and repair droid was one of the multitude of droids deployed by the Empire aboard the first Death Star. (VD)

R4-J1

this astromech droid was purchased by an Outer Rim scavenger many decades prior to the Battle of Yavin. Over time, R4-J1 developed an unusual trait that caused it to jury-rig the devices and equipment it

was supposed to properly repair. R4-J1 also developed a scavenging routine of its own, often scouring junkyards for parts it "might need later." Despite its quirks, R4-J1 was nevertheless an excellent mechanic. (RESB)

R4-J9

this astromech droid was part of the droid pool which was assigned to the Twi'leki scouts who set out to explore the moon of Uffel. When their ship crashed, R4-J9 was one of three droids which managed to survive the crash and repair themselves. R4-J9 went to work for QS-2D, surveying the mineral deposits of the moon and helping to set up mining operations to obtain raw materials from which to manufacture droids. (LFC)

R4-M17

this stubborn but hardworking Industrial Automation agromech droid was owned by a Mos Eisley moisture farmer. (GG7)

R4-M9

this multi-purpose droid was designed to control and repair computers and vehicles. This black-and-white striped droid was used by Darth Vader's team to search the computer core of the Tantive IV for information on the stolen plans to the first Death Star. (CCG)

R4-P Series Droid

this series of astromech droids was developed during the last decades of the Old Republic. These astromechs were used in place of R3-D series astromechs whenever a pilot was skilled enough to handle the weaponry of their starfighter, even during a dogfight or evasive maneuvers. (AOTCN)

R4-P17

this R4-P series astromech droid was owned by Obi-Wan Kenobi, and was used on his Jedi starfighter *Delta-7*, some ten years after the Battle of Naboo. It started out as a standard R4-unit, including the truncated conical head, operating on the planet Gyndine. R4-P17 had a female personality, and was nearly destroyed when she fell into a trash compactor and later scrapped. Anakin Skywalker discovered the unit and rebuilt it for use as an astromech droid. Because of the extensive damage caused by the compactor accident, R4-P17 was rebuilt with a smaller main body. It eventually became the prototype of the astromech used for the *Aethersprite*-class interceptor, being further reduced in size and serving as a dedicated astromech to the ship. After the Battle of Geonosis, R4-P17 and Obi-Wan's starfighter were recovered from Geonosis, and R4-P17 was restored to its former configuration, complete with a body and legs. R4-P17's replacement was destroyed, along with Obi-Wan's starfighter, some six months before the First Battle of Coruscant, when Obi-Wan rescued Quinlan Vos from the *Titavian IV*. R4-P17 was then restored to "active duty" when it was placed in the astromech socket of Obi-Wan's Eta-2 *Actis* Interceptor during the First Battle of Coruscant. Unfortunately, a buzz droid managed to latch onto Obi-Wan's fighter and ripped the "head" off R4-P17, rendering the droid useless. (SWI57, SWDB, AOTCN, SWI80, RDR, IS3, E3N)

R4-S2

this astromech droid was part of the droid pool which was assigned to the Twi'leki scouts who set out to explore the moon of Uffel. When their ship crashed, R4-S2 was one of three droids which managed to survive the crash and repair themselves. R4-S2 went to work for QS-2D, surveying the mineral deposits of the moon and helping to set up mining operations to obtain raw materials from which to manufacture droids. (LFC)

R4-series Droid

produced by Industrial Automaton, the R4-series of astromech droids was developed for ground-based use by civilians who needed repair and maintenance of landspeeders and other repulsorlift vehicles. In an unusual move, Industrial Automaton targetted the R4-series specifically for the Outer Rim market. Based on the R2 series but with fewer astrogation capabilities, the R4 was successful because it was cheap and reliable, meeting the needs and requirements of its target audience. It utilized the existing Intellex IV droid brain, which was populated with repulsorcraft designs instead of starship information. *Note that the*

HoloNetNews.com *website indicates that the R4-series was designed as agromech droids.* (EGD, SWJ7, HNN4)

R4-series Droids

a series of agromech droids. (TME)

R-55

this pol-droid intercepted R2-D2 and C-3PO on Vorzyd 5, after Luke Skywalker and Leia Organa were captured by Imperial forces. R2-D2 managed to slip out of R-55's grasp, while keeping C-3PO quiet long enough to get free. (CSWEA)

R5-A2

this orange maintenance droid was often seen roaming the streets of Mos Eisley, during the years leading up to the Battle of Yavin. (CCG2)

R5-D2

Wedge Antilles' astromech droid, he often referred to it as "Mynock." When the droid required a memory wipe, shortly before the Battle of Thyferra, Zraii wiped it and gave it some new programming. This resulted in the droid's designation changing to R5-G8. (XWN, BW)

R5-D4

often simply referred to as Red, this Industrial Automaton droid was one of the last R5 units ever built. Red was purchased by Owen Lars from the Jawas, just before he purchased C-3PO. R5-D4's motivator (or servomotor-central) blew just after purchase, so Owen ended up buying R2-D2 instead. The Star Wars Radio Drama explains that R2-D2 modified R5-D4 so that its would motivator would fail, drawing attention to himself. R5-D4 then spent a number of days riding along inside the Jawa's sandcrawler, until the sandcrawler was attacked by Imperial forces looking for R2-D2 and C-3PO. R5-D4 was in no condition to move, and bided his time until another group of Jawas came by to claim the left-over machinery. R5-D4 made it back to Mos Eisley, where he was purchased by Voren Na'al and reprogrammed. With the help of Momaw Nadon, Na'al sold R5-D4 to the local Imperial prefect's assistant administrator. There, R5-D4 recorded everything is heard and saw, holding the data until it could be recovered by Nadon. After the Battle of Yavin, it was rumored that R5-D4 had some sensitivity to The Force, although this was never proven. There was a story of a Jedi droid named Skippy that matched R5-D4's description. (SWN, SWR, MTS, T1)

R5-G8

this was the new designation given to Wedge Antilles' astromech droid Mynock, after Zraii gave it a memory wipe. Zraii also added new programming, and the droid was redesignated R5-G8. Wedge shorted this to just "Gate." (BW)

R5-L4

this astromech was owned by Kyp Durrion, and used to assist in piloting Kyp's T-65XJ starfighter, during the years leading up to the Yuuzhan Vong invasion of the galaxy. It was R5-L4 - known as Elfour - who located the record of the ExGal-4 Spacecaster shuttle as it passed through the Veragi Sector on its way to Helska. When the Dozen-and-Two Avengers were intercepted by the Yuuzhan Vong at Helska, Kyp was the only member to escape the ambush. However, in a desperate flight into hyperspace, R5-L4 was unable to prevent the X-Wing's internal systems from shutting down, then was destroyed itself in a flash of electric fire. (VP)

R5-M1

this noisy, slow-moving astromech droid is employed by Fiz Cor'gril as a starship mechanic. The Verpine Garginoolaara has worked with R5-M1 to keep its personality from getting sour, but was unable to repair some of the droid's quirks. R5-M1 has the annoying habit of beeping and chirping to itself, and a malfunctioning acoustic signaller sometimes raises the sound level to unbearable levels. (SWJ9)

R5-M2

this R5 droid was owned by Shawn Valdez. It was primarily on Alliance combat starships, plotting tactical

sublight courses. R5-M2 was instrumental in planning the evacuation routes for the Alliance ships stationed at Hoth's Echo Base, prior to the Battle of Hoth. (CCG3)

R5-R5

this was the astromech droid which was owned by the Gungan trader Toba, to help him fly the *Sea Killer*. (WOTC)

R5-series Droid

the fifth in the R series of astromech droids built by Industrial Automaton, the R5 was cheapest and - understandably - the lowest-quality of the entire series. The R5 series was commissioned by Industrial Automaton's President, Julynn Kentas, with minimal market testing to determine whether or not the public needed (or wanted) another astromech droid. The R5s were somewhat quirky, and developed sour, bitter personalities as they aged unless they received regular memory wipes. Because of its problems and the lack of public acceptance, the R5-series of astromechs was the last Industrial Automaton astromech produced during the New Order. *Note that the HoloNetNews.com website indicates that the R5-series was discontinued just before the Clone Wars.* (SWSB, SWJ7, SWJ9, FTD, HNN4)

R5-series Droid

a series of agricultural droids, related to the R2 series. (SWN)

R5-X2

this astromech droid was employed by Jabba the Hutt. Its programming had been severely modified, and R5-X2 was primarily used to calculate the current odds of any gambling event and its participants. R5-X2 was extremely adept at the odds-making on pod races. R5-X2 was also responsible for maintaining a running count of the Hutt's winnings on these events. Shortly before the fateful Boonta Eve Classic race won by young Anakin Skywalker, R5-X2 predicted the order of finish to be Sebulba, Gasgano, and Mawhonic. R5-X2 had indicated that Anakin had an outside chance of winning. (IG1, PRT)

R-65

this is a model of heavy blaster manufactured for use the Royal Naboo Security Forces. (SW1)

R6-A1

this was the designation of Eelo Begraas' astromech unit, which helped him fly the modified starfighter *Dicer*. Begraas nicknamed the droid Shootfirst, in reference to the droid's upgraded armament and rapid-fire programming. *Note that this droid's designation was also referred to as R6-S1 on the Wizards of the Coast website.* (WOTC)

R6-series Droid

this series of astromech droids was produced by Industrial Automaton shortly after the Battle of Endor, in an effort to recover from financial and commercial failure of the R5 series. The R6 was produced for civilian use during the development of the R7 series. The R6 was based on the R2 series, with expanded hyperspace coordinate storage, and was heavily shielded against electrical discharges. The R6-series was preceded by an intense marketing campaign, designed to refurbish Industrial Automaton's image and reinvoke the demand for astromechs. (SOL, EGD, SWJ7)

R77

this Super Battle Droid was stationed aboard the *Invisible Hand* during the First Battle of Coruscant. R77 was among the first droids to realize that Anakin Skywalker had sabotaged one of the main fuel cells, during his escape from another group of battle droids. Before R77 and its companions could escape, the fuel was ignited by a sparking power generator and exploded, destroyed all the droids in the immediate area. (IS3)

R7Bo3Kr2

this is the most probable elemental composition of the truth serum Bavo Six. (CFG)

R7-series Droid

part of the prestigious series of Industrial Automaton astromech droids, the R7 was designed shortly after

the Battle of Endor to work with the new FreiTek E-wing fighters. The development of the R7 series was a corporate secret, and occurred during the media blitz that surrounded its predecessor, the R6 series. The R7 bore a slight resemblance to the R2 unit, having two permanent and one retractable legs. They have a different body shape, though, which inhibits the use of R2 units in the E-Wing, as well as the use of R7s in an X-Wing or Y-Wing. The R7 can hold up to 15 hyperspace jump coordinates in its memory. They were heavily shielded against electrical discharges. (DE1, DESB, SOL, EGD, SWJ7)

R7-T1

the R7-series astromech droid employed by Luke Skywalker on the E-Wing he borrowed from the New Republic. (BTS)

R82

this was the model number of one of Arakyd's jump boots. These lightweight, full-leg boots offered cable-attached hand controls for greater freedom of movement and ease of use over standard jet packs or rocket packs. (ROE)

R-88

known as the Suppressor, this was the Merr-Sonn riot control weapon produced for the police forces which protected the planet Coruscant during the height of the New Order. Using compressed Brix-C fluid, the R-88 fired a continuous, aerosol stream of stunning chemicals at its target. With two cylindrical tanks, the R-88 could be fired ten times before needing to be recharged. The stormtroopers who used the R-88 liked it for its accuracy, which was comparable to most modern blasters. (WOTC)

R8-series Droid

this series of Industrial Automaton astromech droids was produced shortly after the death of Grand Admiral Thrawn. During its development, it was rumored that the R8-series would have been the first from Industrial Automaton to speak Basic, but this never happened. (VOF, SWJ7)

R-97

this grumpy Bossikan/Rendili droid served as the quartermaster on the New Republic corvette *FarStar*, monitoring the ship's supplies along with SE-4-LQ3. (DARK, KR)

R-97

this was a series of quartermaster droids produced by Bossikan/Rendili. (DARK)

R-9X

Gyrhil laser cannons used on the B-Wing. (XW)

Ra

this was a common, though archaic, name given to Zabrak males. Its original meaning was lost over time. (GCG)

Ra

this Huttese pronoun was used to describe one's self. It translated roughly into Basic as "me." (E1A14)

'ra

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Ara or Ira clans. (GCG, WOTC)

Ra Yasht

a Kalkal academic who, along with Skarten, wrote the paper *Torture Observed: An Interview With Jabba's Cook*. This work brought both of them instant tenure at Beshka University, much to the chagrin of P'tan. (TJP)

Ra, Vonnda

a Nightsister who was trained in the use of the Dark Side of the Force away from Dathomir, she returned to recruit Light Side witches to join her at the Shadow Academy for training. She had set up camp in the

Great Canyon when Luke Skywalker and Tenel Ka returned to Dathomir. She failed to bring Tenel Ka into the Academy's ranks, and returned to the station after recruiting many other Singing Mountain Clan sisters. Later, during the attack on Kashyyyk, she assisted Zekk in stealing large amounts of starship components before attacking Jacen Solo, Tenel Ka, Lowbacca, and Sirrakuk. In a struggle with Sirra, the two fell into a syren plant. The other three youths managed to rescue Sirra, but Vonnda Ra was caught and eaten by the syren. (SA, DK)

RA44390/C-3PO

this was the datafile that contained C-3PO's debriefing after the Darker was discovered on the planet Arbra, shortly after the Battle of Hoth. (PH)

RA-7

this was a model of fifth-degree primary programming, low-intelligence labor droid produced by Arakyd for the Empire. They became known as "Death Star Droids" because huge numbers of RA-7 units were ordered as part of the droid pool for the first Death Star. Humanoid in shape, with insectile plating, they are commonly used by nobles and high-ranking officials. Despite the lack of capability, as exploited by Arakyd's competitors, the RA-7 nonetheless met every specification of the Empire, and was produced in huge numbers for the Empire. The reason for this was simple: many RA-7s were order by the Imperial Security Bureau, and reprogrammed to act as spies to keep records on the activities of Imperial bureaucrats and dignitaries. The droid's normally-sealed internal components led many to believe that they couldn't be tampered with, until hidden cameras and surveillance comlinks were discovered to be hidden within their shells. (CCG2, EGD, SWDB, AEG)

Raabakyysh

this young, female Wookiee was a friend of Sirrakuk. Known to her friends as Raaba, she was enamored of Lowbacca, Sirra's brother. When Lowie chose to pursue his own rite of passage, he gave Raaba several ideas on how to prove herself. When Lowie later joined the Jedi Academy on Yavin 4, Raaba believed that the only way she was going to get off Kashyyyk and into the spacers' school she wanted to attend was to perform her own rite of passage. Both Raaba and Sirra dreamed of making a name for themselves as pilots, although Raaba wanted to be an explorer rather than a pilot, charting new hyperspace routes. She and Sirra agreed to leave secretly and return home as adults, but Raaba took off into the lower jungles by herself. She hoped this show of bravery would win Lowie's heart. Raaba was not seen again, and only her bloody backpack was ever found. Lowie carried a secret burden over her disappearance, feeling somewhat responsible. It was later learned that she was captured by forces of the Second Imperium and the Diversity Alliance, and she used her talents as a pilot for Nolaa Tarkona. When she discovered that Tarkona was infected with one of Evir Derricote's viruses, Raaba took the Twi'lek on a blind hyperspace jump and disappeared. Raaba then landed on a remote world and quarantined them, in hopes that the virus never spread to the rest of the galaxy. (DK, TEP)

Raad Hak

this Mon Calamari held the rank of Major within the Alliance, and served as Oracle Base's chief deck officer. Raad was extremely efficient, and demanded that every incoming and outgoing ship and pilot meet with him in order to confirm their presence. Despite the Alliance's employment of smugglers and other fringe elements, Raad disliked them and treated them with the minimum of decorum. (FBS)

Raal

this was one of the more common Kel Dor surnames. Its meaning translated into Basic as "fire warden". (GCG)

Raamen

it was believed that Granta Omega fled to this planet, after his defeat on Mawan. (WOTC)

Raas, Cha

this nefarious agent of the Imperial Security Bureau was an apprentice of Babel Torsh, and was known to hate everyone and everything, including his own mentor. Raas was also a master of disguise, using a variety of identities insinuate himself into a situation without any being aware of his true being. He spent

much of his career working with Torsh on Adarlon, trying to locate and eliminate the source of illegal holo-videos being produced by and for the Alliance. (WSV)

Raava

this was the traditional Socorran liquor, brewed from the zsajhira berries which grew near caches of water in the Doaba Badlands. The berries were fermented in a mixture made from purified water from the planet Neftali. The recipe for raava was originally developed by shamen of the Ibhaan'I tribe and was eventually entrusted to the Ethra Brewery, and was a heavily guarded secret. When presented to another Socorran, along with the gold hoop Socorran men wear in their ear, it demands that the receiver provide any assistance they can to the bearer. (SWJ8, BSS)

Raazor S'ovah

this Herglic was noted in the history of the planet Giju. (UANT)

Rab Po

this name, which meant "round belly", was common among Gungan males. (GCG)

Rabaan

this ancient Corellian explorer supposedly rejected the typical Corellian life of a spacer and chose to remain on a planet. Of course, this history is questionable, since it is known that one of Rabaan's planetary expeditions settled the planet Rabaan (named for him) in the Ishanna System. (SWJ9)

Rabaan

this planet is the fourth world in the Ishanna System. It has a single moon known as the Combat Moon, on which the humans of Rabaan and the S'krri have settled their differences in armed combat. A temperate world, Rabaan was settled by a group of Corellian explorers some 7,300 years before the Galactic Civil War. It was named for the expedition's leader. They thought the system was devoid of life, until they discovered the S'krri living on the third planet in the system. The average day on Rabaan lasts 27 standard hours, and its year encompasses 375 local days. (SWJ9)

Rabaanite

this is the name given to the human inhabitants of the planet Rabaan. They have a fairly rigid caste system which glorifies warriors. The warrior caste is highly regarded, due mainly to the fact that the strongest Rabaanite warrior is sent to the Combat Moon to battle the strongest S'krri whenever a dispute between the two races arises. This combat was initiated about 1,000 years after the planet Rabaan was colonized, and continued through the reign of Emperor Palpatine. The Rabaanites frown on public displays of affection, especially among couples who have not been Promised to each other. Upper-eschelon Rabaanite warriors are awarded a red bandoleer. The best of these warriors is awarded a sunburst sigil which is attached to the bandoleer. The best of the combat artists is chosen to represent Rabaan in Combat. (SWJ9)

Rabac

this was a species of tiny, burrowing creature. (SBS)

Raban

one of the security officers who worked aboard the *Kuari Princess* during the Galactic Civil War. (TFE)

Rabb

this Sullustan served as an Admiral in the New Republic Navy, having trained under Sien Sovv. (SBS)

Rabbit's Foot

this was the N-class freighter, a modified WUD-5000, owned by Jaxxon. The ship was refitted with a pair of quadlaser cannons and two ion cannons for weaponry, along with improved hull plating and shields. Jaxxon first purchased the ship on Nar Shaddaa, but even after refitting it was a troublesome ship to operate. Mechanical problems forced Jaxxon to land on the planet Aduba-3, where he was stranded until he could scrounge up replacement parts. It was on Aduba-3 that Jaxxon met Han Solo and Amaiza, and helped them defeat Serji-X Arrogantus. He and Amaiza then teamed up to make several smuggling runs

with the *Rabbit's Foot* before being jumped by Valance's goons. They raced Valance to Aduba-3, shortly after the Battle of Yavin, but the *Rabbit's Foot* was shot down in a brief firefight over the planet. (MC16, SWDB, GMR4)

Rabe

this given name was commonly given to female human children throughout the galaxy. (GCG)

Rabe'

this young Naboo woman served as one of Queen Amidala's loyal handmaidens. Like the other handmaidens, Rabe' was chosen by Captain Panaka for her strength, loyalty, and resemblance to Amidala. Rabe's main skills were in weapons and persuasion, and she was also very good with makeup. It was Rabe' who was often responsible for the elaborate hairstyles worn by the Queen. When young Anakin Skywalker came to say goodbye to Padme' on Coruscant, it was Rabe' who allowed him in to see Queen Amidala. *Rabe' as portrayed by Christina da Silva in Star Wars: Episode I - The Phantom Menace.* (SW1, JQA, IS1, VD1, SON)

Rabelaisian

this alien race is known for its gluttonous banquets and dinners. (POT)

Rabid Mynocks

a swoop gang that patrolled the city of Gallisport, on Shesharile 5, during the height of the Galactic Civil War. They were probably the most powerful of the swoop gangs in Gallisport, and they were the only gang established to protect the city rather than destroy it. The Mynocks were constantly at odds with the Spiders and the Raging Banthas. At one point, both rival gangs joined forces to eliminate the Mynocks, but the attempt was unsuccessful. (SWJ6)

Rabin

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Rabin

according to Ewok legend, this nature spirit could take on the forms of different animals, complete with their characteristics. (GCG)

Rabin

this brown, tan, and white-striped Ewok was a member of Chief Chirpa's tribe, although Rabin was something of a loner. Known for his skills in taming the wild animals of Endor, Rabin was also a proficient hunter and thief. (CCG10)

Rabutz

this green-skinned humanoid, a native of the planet Solem, worked as a shoemaker in the city of G'ai Solem during the early stages of the Galactic Civil War. Boba Fett tracked him down, during his search for Yolan Bren. Rabutz panicked, and inadvertently led the bounty hunter to the rebels' hideout. (SWES)

Race Bond

this was a form of script that was developed by Motta the Hutt, many millennia before the Battle of Yavin. These digital certifications, despite their origins, were redeemable throughout the galaxy for their purchase value, usually without any form of identification. (KOTOR)

Race Wing

this was the name used to describe the lightweight gliders created on the planet Coruscant to race around the garbage pits used to eliminate the cityworld's waste. In garbage pit racing, the racer used their race wings to glide down into the garbage pits, using small maneuvering jets to change direction. These small jets provided the only source of onboard propulsion, however. The idea behind garbage pit racing was to use the repulsor and tractor fields, used to expel trash modules into orbit, to provide lift. (CCW, RP)

Racer's Edge

this cantina was located near the Mos Espa Arena, and catered to the thousands of beings who travelled to Tatooine to watch the pod races during the last years of the Old Republic. (E1A6)

Raceship

any fast starship used in racing events. (CS)

Raceway Line

this spur of the Umgul City monorail commutubes links the Katsu Line with the blob arenas. (JASB)

Race-Wings

this special apparatus was used by thrill-seekers on Coruscant during garbage pit races. The race wings were formed from a special, lightweight frame to which a racer was strapped. Small jet engines were mounted on the tips of the wings, and a thin membrane covered the frames to provide resistance. Once strapped in, the racer would out into the air and actually fly. With tiny servomotors, the wings could be drawn in or spread out to enhance maneuverability, and the engines provided lift whenever a breeze was unavailable. An optical cup was available, providing realtime status data to the racer. (RP)

Rachalt Hyst

this female Snivvian was known to have betrayed her loved ones, only to have her treachery discovered. Her surviving relatives stranded her on the desert world of Tatooine and left her to die. Distraught over her own failures, Rachal Hyst spent most of her life in a stupor at the Mos Eisley cantina. (CCG12)

Rachott

this female Ugnaught worked as a medical technician for the Grand Army of the Republic, during the height of the Clone Wars. She was stationed on the planet Drongar, at the Rimsoo Twelve medical hospital, when she discovered that historical data on the development of the bota plant revealed that it was losing its potency as a medical wonder-drug. Mutation was inevitable on Drongar, but the hope had been that bota was more resistant. (MJH)

Rach'talik

this Twi'lek worked for Shala the Hutt on Courkrus as a demolitions expert. Like most Twi'leks, Rach'talik had been secretly plotting to get rid of his master and take control of his enterprises. When Shala demanded that Rach'talik set up a trap for the "avenging Jedi" that was terrorizing Vlarnya, Rach'talik saw a chance to remove two obstacles from his path. Unfortunately for Rach'talik, the "avenging Jedi" was Corran Horn, who recognized the trap for its potential and managed to escape. (IJ)

Rachtorwood

this tree, native to the planet Orellon II, was known for its strong, tightly-grained wood. The Kentra used rachtorwood branches to create clubs and staves. (SWJ2)

Rachuk

primary planet in the Rachuk System. (XWN)

Rachuk Roseola

a skin inflammation caused by a virus found in the Rachuk System, this form of roseola infects nearly every visitor to Vladet, unless they are properly vaccinated prior to arrival. (XWN)

Rackus

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "happy". (GCG)

Racor

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "laughing". (GCG)

Racto, Lannik

this small-time criminal worked on the planet Coruscant during the early years of the New Republic. He made a good - though illegal - living selling illegal assassin droids, which were built in a hidden facility on Nar Shaddaa. His operations were infiltrated by Jaden Korr some ten years after the Battle of Endor, and Racto was brought in for questioning. His factory on Nar Shaddaa was destroyed by New Republic forces shortly afterward. (JKA)

Radank

this was a species of vicious, clawed creature native to the homeworld of the Yuuzhan Vong. (SBS)

Radassa

meaning "twirling", this name was common among Gungan females. (GCG)

Radd Hardwikk

this male Clantaani was a known associate of Longo Two-Guns during the years leading up to the Battle of Naboo. The Mos Eisley security force issued a bounty for his capture in connection with a riot that occurred after patrons of a local podrace purchased exploding chubas. He was also implicated in the distribution of illegal communication tools. The bounty was eventually claimed by Jango Fett, who was on Tatooine trying to arrange a meeting with Jabba. (BH)

Raddadugh Fluttercraft

this was a form of glider that was developed and produced by the Wookiees of Kashyyyk. (X3)

Raddan

this large, reptilian creature was hunted for its thick hide, which was used to create protective vests and jackets. (VD2)

Rade

this given name was common human males across the galaxy. (GCG)

Radek

this Duros smuggler was a friend of Fenig Nabon. Both Fenig and Radek were involved in a barroom brawl at the Black Dust Tavern, on Socorro, shortly after the Battle of Endor. They exchanged blows, more to keep the spirit of the event than anything else. (GMR2)

Radell Central

this city, located north of Elrooden on Elrood's largest continent, was the headquarters of Radell Mining Corporation. (PG3)

Radell Mining Corporation

a mining operation that worked almost exclusively in the Elrood Sector. Their headquarters was located on Elrood, and they owned many planets in the sector, including Halbara. During the Galactic Civil War, Radell was the primary economic force in the sector, and spent most of its time fending off the advances of Imperial Mining Limited. To this end, Radell began employing scouts and explorers to seek out more worlds to mine. (PG3, OE)

Radeon

this is the second-largest moon of the planet Algara II. It supports a small mining community. (PG2)

Raders, Ram

this man served the Old Republic navy as a Corporal aboard the *Ranger*, during the height of the Clone Wars. When the *Ranger* was boarded by Separatist battle droids, during the fight for control of the planet Praesitlyn, Corporal Raders was among the guards who accompanied Jedi Master Nejaa Halcyon to engage them before they could take control of the ship. Both Raders and his partner, Private Vick, were later chosen to serve as Halcyon's personal guards, after the Republic's forces were able to land on Praesitlyn. Upon landing on Praesitlyn, both Raders and Vick signed up for scout duty, preferring the action to sitting around waiting for the battle to start. After returning to base with Odie Subu and Erk

H'Arman in tow, Raders and Vick were then allowed to sit in the command center with Halcyon and his leaders, Anakin Skywalker and Zozridor Slayke, to devise a new plan to defeat the Separatists. They were surprised and eager when Skywalker chose them as the point men for his daring mission to rescue the hostages at the Intergalactic Communications Center. (JT)

Radi, Kennis

this Chandrilan youth served as the junior Chancellor in the Legislative Youth Program's roleplaying of the vote on the Military Creation Act, during the months leading up to the actual vote in the Galactic Senate. (HNN5)

Radiance

this passenger liner made a regular trip between Corellia and Coruscant, during the early years of the New Order. Han Solo and Bria Tharen used it to flee Corellia after Han's past was discovered by Bria's mother and brother. (TPS)

Radiant Splendor

this aging Barzo freighter was in a poor state of disrepair when it was acquired in a game of dice by Kelna Toodo, shortly after the Battle of Naboo. When Toodo investigated its holds, he found a worthless mixture of cloth and holocubes before uncovering a caged Corellian sand panther. His plans to sell the ship for scrap were dashed, and Toodo had to figure out a way to get rid of the sand panther without getting into trouble. After he was ordered by Beeda the Hutt to eliminate a group of meddlers, Kelna figured he could strand them inside the *Radiant Splendor* and have the sand panther kill them. He could then kill the sand panther on the grounds of self-defense and be done with it. With the help of Lyt Re, Toodo managed to "lose" the *Radiant Splendor* to the meddlers in a sabacc match. Kelna's plan also worked to perfection. However, the meddlers managed to get the sand panther back in its cage, and jettisoned Kelna in an escape pod. They took the *Radiant Splendor* to the nearest system and turned it over to the authorities. (WOA35)

Radiant VII

this consular ship served the Old Republic for 34 years before transporting Qiu-Gon Jinn and Obi-Wan Kenobi to Naboo, for their negotiations with the Trade Federation Viceroy Nute Gunray. The ship delivered the Jedi on time, but was ordered destroyed by Darth Sidious. The ship, along with her crew of 8, were reduced to smoldering cinders by the Federation's automated defense systems. A beautiful Corellian Engineering Corporation Republic Cruiser, the *Radiant VII* measured 115 meters in length. Its forward section resembled that of the later Corellian Gunship, while its aft section was dominated by three Dyne 577 radial atomizing sublight engines. Being a purely diplomatic vessel, as noted by its red coloration, the ship had no weaponry, but did have 9 escape pods to handle its maximum of sixteen passengers. (SW1, X1)

Radigan

this tattooed man was the leader of a swoop gang that terrorized the city of Tel Bollin, on the planet Endregaad, during the early years of the New Order. Radigan and his gang were known as tempest addicts, and the drug was at the center of their vicious raids on non-humans and those afflicted with the Endregaad Plague. (TF)

Radion Modulator

this spherical device was used as a musical instrument. (VD)

Radionics

an outmoded form of communication which uses modulated, low-frequency electromagnetic radiation waves to send data. It was constrained by the speed of light, and could not transcend the hyperspace boundary. Although obsolete, it is still used for low-cost planetary transmissions. (AC)

Radix

this planet, located within the garbage-filled Abraxas System, was itself covered with layers of discarded mining equipment and other industrial scrap. (T5)

Radlin

this Imperial officer was one of the troops guarding the Empire's garrison on Zelos II, shortly after the Battle of Endor. A Sergeant, he was killed when Platt Okeefe and Tru'eb Cholakkk stormed the garrison in an effort to rescue Dirk Harkness. (TFNR)

Radni

this root of this vegetable was often ground up and used as a chewable for of tobacco. (BF2)

Radnor

this planet was the homeworld of the Radnoran people. (JQ1)

Radnoran

this alien race was native to the planet Radnor. The average Radnoran was humanoid is stature, with a short, stocky body. Most Radnorans hated open spaces, preferring to live in cities instead. (JQ1)

Radon-Ulzer

manufacturers of racing and sublight engines. (TPM)

Radtrooper

the shortened term used to describe stormtroopers who were specially trained and equipped for operations in radiation zones. The armor of the radtrooper was based on the armor used by standard stormtroopers, but was impregnated with a lead-polymer substrate that allowed the radtrooper to operate for extended periods in lethal radiation zones. Radtroopers were most often used when the Empire needed to subjugate a planet quickly. Using atomic weapons or neutron bombing runs, any armed resistance on the planet was quickly eliminated. The radtroopers were dispatched almost immediately into the warzones, to mop up any surviving resistance on the ground. (GG9, SWDB)

Rae Vixe

this Gran was the patriarch of the Vixe family, and the father of Cera and Boe Vixe. (IA)

Raech

this being served under General Wedge Antilles, as Commander of the *Mon Mothma*, during the height of the Yuuzhan Vong invasion of the galaxy. (FP)

Raef, Koedi

this member of the Alliance was a starfighter pilot. She was part of the squadron assigned to facilitate the liberation of Vilosoria from Imperial control. Raef was the recipient of data provided by the droid R2Z-DL, which detailed the flight plans of the *Fireclaw* in the sector. Raef used the data, and the link back into Imperial databases, to keep the *Fireclaw* delayed in its patrol, and shifted the Imperial garrison's work schedules to pin the stormtroopers down while Alliance forces swept into the system and liberated the planet. For her bravery and valor in the battle, Raef was given the Rohal Cross. She refused to accept the award, and deferred the commendation to R2Z-DL. (CRO)

Raek

this Bothan name was given to newborn males. Translated into Basic, it meant "graceful." (GCG, WOTC)

Raek, Ute

this Dathomiri witch was a member of the Singing Mountain clan during the early years of the New Republic. (NEGW)

Raelli Ball

this annual event was held by House Melantha during the Capital Season. Note that it is also referred to as the Raeili Ball. (LOE)

Raen Sovra

known as the electrocution worm, this segmented creature is a member of the classification of creatures known as technivores. Its exoskeleton is composed of metallic elements, and the creature subsists by

consuming electricity and metals. They were considered a threat to starships and vehicles because of their ability to sense the electricity and metallic content of space-going vehicles, which they attached themselves to and consumed over time, eventually weakening and destroying hulls and computer systems. In general, raen sovra were weak and dumb, but were able to defend themselves by shocking their attacker with a jolt of pure electricity. These creatures were originally discovered - and named for - Doctor Safford Raen, who encountered them in the Mis-Tenek System. Doctor Raen discovered that these worms lived in the root systems of vinna trees, consuming the electricity that is directed into the ground whenever the vinna trees were struck by lightning. (COG)

Raen, Karvinna

this plain-looking young woman was education in xenobiology, and worked for the Alliance Diplomatic Corps during the height of the Galactic Civil War. She served as the primary assistant to Doctor Elth Nardah, working as a researcher and scribe during negotiations with other races. She was shocked when Doctor Nardah was killed by the Karrans, after accepting Darryn Edalm's surrender, and tried to deny his death in her own mind. After overcoming her disbelief, Karvinna and her Alliance escorts discovered the remains of an alien starship. The ship's computer contained video and audio recordings of the alien's first encounters with the Karrans. The aliens themselves were also in the video images, and resembled motile trees. The video showed the Karrans attacking the aliens by themselves and with the help of swarms of insects. After witnessing the Karrans' ability to control the insects first-hand, Raen reported on their abilities to the Alliance. In the wake of Nardah's death, she was promoted and transferred to the investigative branch of the Diplomatic Corps. (SWJ1)

Raen, Safford

this Doctor was credited with the discovery of the raen sovra, during an ill-fated mission to the Mis-Tenek System to study the vinna trees. Several members of his team died from electrocution after coming in contact with the worms which lived near the trees. (COG)

Raf Othrem

this male Twi'lek served as part of Twin Suns Squadron, during the height of the Yuuzhan Vong invasion of the galaxy. (FP)

Rafa Chabalurossa

this casino was located on Rafa V. (BHSW)

Rafa III

the planet on which an extensive deep-bore mining operation is located. (LCM)

Rafa IV

the planet on which Lando Calrissian first visits the Rafa System while hunting for its treasure. It is also the location where Lando was to pick up the Class 2 droid he won from Osuno Whett. It has no natural satellites. It is home to an ideal life-crystal orchard, due to the planet's temperate climate. It is also home to Duttes Mer's prison facility. (LCM)

Rafa System

an eleven-planet system that was extensively settled by the ancient Sharu race, which disappeared eons ago without a trace. They left behind huge buildings and monuments that indicated a growing technology. It is famous for the life-crystals which are grown there (and only on a few planets which accurately imitate Rafa's climate), the life-orchards in which they grow, and Sharu ruins. It was also home to a penal colony where a life sentence meant certain death. It held many of the galaxy's worst criminals and politicians. The system is located near to the Oseon System. (LCM)

Rafa V

the planet on which the Sharu hid the Mindharp, Rafa V is a cold world which barely supports a small life-orchard. The planet has two moons and a thin, breathable atmosphere. It is believed to be the first homeworld of the Sharu. Lando Calrissian and Mohs locate the great pyramid on the planet, and use the Key to enter it and recover the Mindharp. (LCM)

Rafa XI

the smallest, furthest planet on the Rafa System, it supports a minimal population. Lando sends Jandler and his team there after escaping from them on Rafa V. The planet is covered with icy slush. (LCM)

Rafan

the humans inhabitants of the Rafa System, these people have been subjected to life in close proximity to the life-crystals, which has actually altered their physiology. The Rafans are short, squat humans that are often compared to weathered tree-stumps. The Rafans arrived in the Rafa System around the time that the Toka did, and both of them have been affected by the life-crystals. The humans, however, have not suffered from the loss of the Sharu as have the Toka. (LCM)

Raff

this Yuuzhan Vong served as the battle tactician, under the command of Tla, during the assault on Obroa-skai and the planned mission to infiltrate Elan into the Jedi Knights. Raff was outspoken for a mere tactician, but his insight and analytical abilities were often valuable to his commanders. He was considered quite small for a Yuuzhan Vong, and was extremely thin-bodied. His ritual scarring and tattoos were no less horrific than those of a warrior, however, for Raff was a devoted follower of Yun-Yammka. The skin of his enlarged cranium was tattooed with swirls and patterns denoting the incredible brain within. Raff opposed the initial plans to have Elan play the part of a defector, citing the incredible loss of a yorik coral warship and its crew just to make it appear her defection was legitimate. (HT)

Raffaan, Keval

this ancient Jedi Knight was a native of the planet Chandrila, and was a student at the Diplomatic Institute on Coruscant before joining Jedi Master Ma'tien and taking up the study of the Force. He was dispatched to resolve the disputes which arose between the human colonists of Muzara and its native sentient race, the Muza, about 1,000 years after the fall of the Sith Empire. (TOJC)

Raffin, Vanter

this man, a native of the planet Ession, was the chief of security for the planet's government. He was also an Imperial supporter, and worked with warlord Zsinj to make sure Ession was properly aligned. However, Raffin was getting on in age, and Zsinj hoped that he would be replaced by his second-in-command, Paskalian. (WS)

Rafft

a forested planet that was the site of an Imperial garrison that was eliminated during the Galactic Civil War. The Alliance later placed a base there. (SWJ3)

Raffkind Industrials

this corporation produced a number of radiation detection and removal devices, from personal devices hidden in jewelry to larger systems which protected buildings and starships. (ROE, GFT)

Raftican, Tura

a former reporter for the HoloNews Network, Tura joined the Alliance as an Intelligence agent shortly before the Battle of Hoth. She was part of the team assembled by Arhul Hextrophon and Voren Na'al, investigating the history of the Alliance and its struggles against the Empire. (AIR)

Raftin, Velpar

the Imperial Planetary Commandant in charge of Sevarcos during the Galactic Civil War, Raftin was an arrogant man who believed the New Order was the ultimate in political structures. Formerly a member of the Imperial Sector Plexus, Raftin worked hard to ensure that Imperial rule governed Sevarcos, much to the chagrin and consternation of the local spice lords. Raftin went so far as to rig several local elections so that his own cronies were elected to public positions. (SWJ2, SWJ12)

Rafttown

this was a term used to describe the floating shanty towns established by the Selkath, during the Imperial occupation of the planet Manaan. (PH)

Ragab

a silver-colored Mon Calamari who served the Alliance and the New Republic. As a Naval Admiral, Ragab used the captured Star Destroyer *Emancipator* as his flagship. (XWN)

Ragan Ten

this bounty hunter was based on the planet Taul, during the height of the Galactic Civil War. (SWJ2)

Ragath

this Barabel individual was famous in the history of Barab I. (UANT)

Rage

this *Lancer*-class frigate was assigned by the Empire to patrol Darpa Sector and provide support for space station 1B6/Green during the Galactic Civil War. (FOP)

Rage

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XVT)

Raggold

this man led the rebellion against the pro-Imperial government on the planet Solay, just weeks after the Battle of Endor. Raggold himself had been fighting against the oppressive government for more than fifty years before Luke Skywalker arrived on Solay and provided aid to the rebels. Unfortunately for Raggold, he was shot and killed by a traitorous member of his own rebellion, just before he entered the governmental palace to put an end to the governor. Members of the rebellion claimed that Raggold had been assassinated by a traitor, and Luke set out to find him. However, what Luke learned was that Raggold himself was the traitor, having sold out both the rebels and King Blackart to the Empire. Raggold couldn't reconcile his actions in his own mind, however, and took his own life in the final moments of the rebellion. (MC89)

Raging Banthas

a swoop gang that patrolled Gallisport, on Shesharile 5, during the height of the Galactic Civil War. The Raging Banthas tried to join forces with the Spiders in order to take over parts of the city which were held by the Rabid Mynocks. (SWJ6)

Raglath Nur

this Yuuzhan Vong warrior was assigned to a squad which hunted down any remaining Jedi on the planet Coruscant, shortly after the alien invaders captured the planet from the New Republic. After Viqi Shesh was captured trying to leave Coruscant, she was assigned to Raglath Nur's detachment, when a variety of reports of Force-wielding beings began to trickle into Yuuzhan Vong command posts. Raglaht Nur and his party were killed when they encountered Irek Ismaren, now known as Lord Nyax, deep underneath Coruscant's surface. (EL2)

Ragna III

this forested planet was the homeworld of the Yuzzem race. (EGA)

Ragnar Bounty Hunter Syndicate

based on Ragnar VIII in the Ragnar System, Ragnar was one of the largest professional bounty hunting syndicates of the Outer Rim Territories. Its prowess and reputation has since spread throughout the galaxy. The Syndicate allowed its members to perform freelance hunts, but required that an experienced hunter always take a rookie with them in order to continually teach new hunters the tricks of the trade. Most hunters who of this guild were considered little more than mercenaries, and other hunters were often disdainful of Ragnar's membership. During the height of the New Order, the Ragnar Syndicate was led by Reshton Severindas. (GG9, GG10)

Ragnar VIII

this remote, defensible planet was the primary world in the Ragnar system, located in Merel Sector. (GG9, GG10, SWJ15)

Ragnook Mountains

this mountain chain was located on the main continent of the planet Kothlis. (SPG)

Ragnook Spring Water

this refreshing water was captured from springs hidden in the Ragnook Mountains of the planet Kothlis. (SPG)

RAGOC Missile

developed by Oryn Engineering during the New Order, this was a Repulsor-Assisted Ground-to-Orbit Concussion missile. (HAS)

Ragoon

this was the name of the alien race which was native to the planet Ragoon-6. The Ragoons refused to allow any off-worlders to colonize their planet, and in their isolation a sickness began to decimate their population. Some five years after the Battle of Naboo, only a handful of Ragoons survived. (JQ2)

Ragoon VI

see Ragoon-6 (RDR)

Ragoon-6

this planet was part of a cluster or remote worlds which were famous for their rugged beauty. Ragoon-6 was noted for its high mountains and sheer cliffs. There were no cities on Ragoon-6, nor was there any form of industry. Thus, the environment of the planet was extremely pure and clean, and everything seemed brighter and clearer than on most other worlds. This was mainly due to the stubborn reluctance of the native Ragoons to allow any kind of colonization of their planet. However, certain groups - like the Jedi Knights - were given special dispensation to land on the planet. The Jedi used the planet as a kind of training ground, allowing Master-Padawan teams to go to Ragoon-6 to train together. Qui-Gon Jinn and Obi-Wan Kenobi traveled to Ragoon-6, shortly after Obi-Wan's sixteenth birthday, in an effort to re-focus their thoughts and get back in touch with the living Force. Unfortunately for Qui-Gon, he received a disturbing vision of Tahl's death while on the planet, which clouded his mind until her death on New Apsolon. Years later, Obi-Wan and his apprentice, Anakin Skywalker, survived an assault by bounty hunters who had been sent to Ragoon-6 to capture the Jedi. (TTB, DOH, JQ2)

Rags, Mat

this bald man lived in the city of Mos Espa, on the planet Tatooine, during the height of the New Order. (GQRG)

Ragsall

this New Republic Navy Lieutenant was a member of the *Venture's* Bravo Flight of ferry pilots. He served under Lieutenant Bos during the war against the Yevetha. (TT)

Ragtag Gang

this gang of orphans and misfits was active on the planet Corellia during the Galactic Civil War. (GQRG)

Rahama Club

this is one of the Outer Rim's most popular clubs. (GG9)

Rahm

this is the name given to a unit of ion density, used to indicate the strength of an ion pulse. (TT)

Rahn, Qu

once a native of the planet Socorro, this former Jedi Knight spent the twilight of his career searching for the lost Valley of the Jedi. Rahn had been a member of the Jedi Temple's Katarn Clan, and trained under the guidance of Jedi Master Yoda. Rahn had survived the Jedi Purge, but only after escaping from the treachery of Halagad Ventor. After tracking down Yoda on Dagobah, Rahn learned of the Valley of the Jedi on Ruusan. Yoda then promoted Rahn to the rank of Jedi Master and sent him away with information on the location of the Valley of Souls. Rahn seemed to be one step ahead of the Dark Jedi, Jerec, who

was also searching for the Valley. He feared the Valley was only a myth until Morgan Katarn discovered its whereabouts. Rahn immediately sensed the connection to the name Katarn, since it had been the name of his clan at the Jedi Temple. Looking inward with the Force, Rahn discovered that Morgan was quite sensitive to the Force, and saw that his son, Kyle Katarn, would someday figure in the locating of the Valley. Rahn also foresaw his own capture. He entrusted his lightsaber to Morgan, to pass on to Kyle, then tried to defeat Jerec himself. However, Jerec captured him on Dorlo and executed him aboard the *Vengeance*, but not before learning of Morgan Katarn's knowledge of the Valley. (DF2, RAG, WOTC)

Rahuhl

this was a common name among the Zeltron people. (GMR1)

Rahuhl

this young Zeltron was part of the detachment sent to the Forest Moon of Endor to meet with the leaders of the Alliance, most especially Leia Organa, in the wake of the Battle of Endor. Admiral Ackbar then placed the four Zeltrons in charge of protecting Leia, in order to simplify a delicate situation. Like most Zeltrons, Jahn had a strong hatred of the Nagai. He was among the first members of the Alliance forces on Endor to be attacked by the Maccabreee warriors dispatched by Knife to eliminate Mon Mothma and Admiral Ackbar, when the Nagai launched their bold attack on the Alliance. Rahuhl and his companions were personally escorted back to Zeltros by Leia Organa shortly afterward. (LTA6, MC95, MC100, MC103)

Rahz

this Gektl served the Empire on Harix, where he was a Major in charge of rounding up the planet's teachers. They were suspected of sowing the seeds of rebellion on the planet. Rahz was defeated by Luke Skywalker and Han Solo. (CSWEA)

Rai Unlu

this Sorrusian posed as a medic at the largest medical center on Sorrus, in an effort to assist Ona Nobis in capturing Obi-Wan Kenobi and Astri Oddo, some twelve years before the Battle of Naboo. (TDR)

Raibat

this thick-necked Imperial Army Colonel was a member of House Reana of Tapani Sector, but was loyal to the New Order above all other obligations. (TSIA)

Raich

this unusual creature, found on the Forest Moon of Endor, resembled a normal tree with hollow branches sprouting from its trunk. Using these branches, the raich could create sounds that lured other creatures to its location. It could then lash out and capture the creatures, which it then devoured. The being known as Gonster believed that the raich was an evil monster, and placed a magical cap over its branches to prevent it from calling any other creatures to their deaths. Shortly before the Battle of Endor, Wicket W. Warrick mistakenly removed the cap and allowed the raich to send out its call. He later led a mission to restore the cap and silence the raich. (ECAR)

Raider Armor

developed by the Ubese, this was a form of protective body armor which employed high-tech sensors and a fearsome appearance to give the wearer an individualized form of protection. (GUN)

Raider Squadron

this was Crimson Jack's personal starfighter squadron, used to protect his amassed fleet. (MC15)

Raider, Samuel

a Captain in the Alliance, he was captured by the Empire and sent to Stars' End for detainment on the freighter *Genua*. He was friends with Cardacs, who petitioned the Alliance to rescue the prisoners. Raider was rescued by Keyan Farlander's assault team, but Cardacs was killed in the battle. He held a grudge against Farlander for some time during the Galactic Civil War, and spoke openly about Farlander's apparent lack of humanity. He later realized that this was Farlander's way of dealing with the loss of his fellow pilots, and reconciled his differences. (XW)

Raid-war

this was the term used to describe the small-scale battles between two Adnerem *steri* for power or to resolve a disagreement. The goal was not to annihilate the enemy, but to adjust the dynamic balance between *steri*. (AE)

Raije

this huge, muscular ZeHethbra was a bounty hunter during the height of the New Order. He was once hired by a rival of both Malkoi and A'jindre Skrigatov to find and kill Brinaloy N'Vaari. In addition to his immense size, Raije was distinguished by the Wookiee bowcaster he used as his primary weapon. He was known as a crazed, maniacal hunter who was relentless in his pursuit of a bounty, and was considered a rogue by his own species. (ND)

Rai-Kalei

this Sullustan trader was known for his ability to quickly transport illegal cargo and passengers across the galaxy, during the height of the New Order. A former employee of SoroSuub Corporation, Rai-Kalei was fired after a run-in with Imperial forces and fled Sullust. He became a wanted being, and took up smuggling to make a living. He later joined the Alliance, helping out as a smuggler and informant, and using his personal ship - the *Mayjeln* to travel the galaxy. (SWJ4)

Raiko

this was a common name among adult Codru-Ji. (UANT)

Rail Detonator

this weapon resembles a missile launcher, and is about the size of a riot shotgun. Instead of firing a single warhead like the missile launcher, the rail detonator fires a series of small, explosive devices at a target. (DF2)

Rail Vorkan and the Space Pirates

this was a holovid series which was popular during the early years of the New Republic. (GG11)

Raimi

this CR90 corvette was owned by the Alliance during the Galactic Civil War. (XWA)

Raimier

this Imperial Moff was in charge of the planet Bacrana. (SWJ8)

Rain

this young girl was Tomcat's younger sister, born with the name Zannah, although she displayed none of his Force sensitivity during her early years on Somov Rit. Shortly before the Battle of Ruusan, when the Jedi were trying gather as many Force-users as possible to fight against the Brotherhood of Darkness, Tomcat was chosen to train with Torr Snapit. Rain wanted to leave Somov Rit with her brother, and Tomcat used his own Force skills to allow Rain to accompany them. Upon arriving at Ruusan, Rain was lost when Torr's ship was shot down. She was believed to be dead, but the bouncers of the planet managed to save her life. Rain was happy until her rescuer, known as Laa, dreamed she would fall victim to the Dark Side of the Force. Rain believed she had no skills with the Force, but Laa managed to bring them out and help the girl. Rain tried to kill herself by jumping off a cliff, rather than turning to the Dark Side, but she vowed not to let a dream rule her life. She halted herself in mid-fall, and dedicated herself to helping the bouncers and the Jedi. Her resolve, however, was shattered when Laa was mistakenly killed by Petja. Rain swiftly grew angry and killed Petja, allowing herself to be consumed by the Dark Side. After she was rescued by Darth Bane, Rain abandoned the nickname and took up her given name, Zannah. She became Lord Bane's first apprentice. (JVS)

Rain

this was the only word used to describe one of the four humanoid, child-like droids discovered by Luke Skywalker and Leia Organa on an uncharted world, while they were on a diplomatic mission to the Akuria System, shortly after the Battle of Yavin. Rain was named for the fact that she could summon the rains at will. All four children were distinguished from humans by their glowing, yellow eyes. They were created by

the Keeper to break the monotony of its millennia-long work of rebuilding the planet, and their special powers helped the Keeper in its reformation efforts. (PZZ1)

Rain Pillars

architectural supports used in many Bakuran mansions and office buildings. Special troughs bring the abundant rain water into the pillars, which are then illuminated from below to create beautiful displays of light. (TB)

Rainbow Berries

a fruit found on the Forest Moon of Endor, the Ewoks harvested rainbow berries for their Harvest Moon Feast. (EGC)

Rainbow Comets

this was the name given to a collection of comets which passed through the Cloak of the Sith and orbited Roon's sun. The first mariners to arrive at the Cloak of the Sith discovered that the Rainbow Comets traced the only safe path into and out of the gaseous cloud. (EGP, WOTC)

Rainbow Fleet

this was the nickname of the fleet of Alliance starships sent to support the ground troops during the Battle of Ylesia. (RD)

Rainbow Gems

found on Gallinore, these gems are actually silicon-based creatures which glow with an inner light while they are maturing. They mature after many thousands of years, and so the "gems" are long-lasting. They are extremely valuable; it is rumored that a single gem can buy a Calamarian Star Cruiser. It was also rumored that rainbow gems were bio-engineered by the ancient natives of the planet Gallinore. (CPL, GMR8)

Rainbow Labyrinth

this was perhaps the most famous Tasar Crystal, which was sold at auction for fifty million credits. (SWJ15)

Rainbow Storm

this demonstration of the Light Side of the Force is not a martial art, like the Force storm. It is merely a display of the ability of The Force. The rainbow storm is created by taking available light and bending it into its component colors, creating a wild barrage of color. It takes a good deal of power to be able to manipulate the physics of light to produce the storm. (CPL)

Rainbow Storm

this natural phenomenon occurs on the fourth moon of Yavin, when it comes out of the shadow of the planet Yavin following a long, dark night. When the light of the system's sun passes through the limb of Yavin's atmosphere, it is broken up and refracted by the ice crystals being swirled among the gases of the planet. The resulting display is a chaotic, scintillating, rainbow display of light. (COTF, ISU)

Rainbow Wood

this beautiful, variably-colored wood was once harvested on Alderaan. (CSA)

Rainbow-Eyed Enemy

this was the stylized name used by Nom Anor, acting as the prophet Yu'shaa, to describe the leadership of Supreme Overlord Shimrra and the Yuuzhan Vong. The Rainbow-eyed Enemy was also known as the Shadow, since it was believed to appear as a huge black shadow with rainbows shining from its eyes. Its hands were covered with the bloodstains of the Shamed Ones the Yuuzhan Vong had destroyed. According to The Message described by Yu'shaa, the true gods called upon the Jedi Knights to defeat the Rainbow-eyed Enemy and free the Shamed Ones. (FH2)

Raines

this Imperial Army Major was one of the best AT-AT instructors to survive the Battle of Endor and the

death of Grand Admiral Thrawn. He served under Admiral Pellaeon, stationed on the *Chimaera*, and was even the Admiral's simulator instructor. (VOF)

Raines

this man was an Imperial Counselor, working for Governor Egron on the planet Chibias during the early years of the New Republic. Counselor Raines was working with Security Officer Jayx to implicate Ghent in a weapons scheme, in order to expose a piece of documentation Raines had hidden in the youth's pocket. Mara Jade later discovered that there was no such person as Raines working for the Governor, and that Raines was actually the unofficial attache' known as Markko. He had tried to place the data into Ghent's pocket in order to blackmail him into working for free, in order to complete a task Markko himself was unable to complete. (GMR10)

Raioballo Sector

this remote sector of the galaxy was located in the Outer Rim Territories, and contained the worlds of Gravlex Med and Shusugaunt. (GMR7)

Raisa

this searing-hot planet was the innermost world of the Alderaan System. (CCW)

Raiss

this man was the Imperial Moff of Parmel Sector shortly after the Battle of Yavin. (GG10)

Rait

this nervous Chadra-Fan worked as a lookout for Voushon, wandering the streets of Mos Eisley. (MEAS)

Raith

this given name was common human males across the galaxy. (GCG)

Raith

a large, black, rodent-like predator native to the moon Yavin 8. They have bristly fur and thick, green, hairless tails. (LW)

Raithal

this planet was the site of an important Imperial Academy location. (SWJ1, DA)

Raithal Academy

this was the proper name of the Imperial Academy campus located on the planet Raithal. (SWJ5)

Raithal, Hyndis

a General, she had a knack for rallying troops against any odds. (COJ)

Raito

this Tusken Raider, who lived on Tatooine during the era of the Great Sith War, was noted among his race for his ability to hunt and kill Jedi Knights. Unfortunately, the oral histories of his exploits were lost when his tribe was killed in a raid. (KOTOR)

Raivor

this reptilian creature, native to the planet Tatooine, resembled a krayt dragon to the inexperienced adventurer. It had a scaly hide, a razor-tipped tail, and a wide mouth filled with razor-sharp teeth, and was a highly territorial creature that viciously protected its hunting grounds. Beyond that, the resemblance to a krayt dragon is minimal. The average raivor measured about four meters in length as an adult, and was very quick and agile in the desert sands. The yellowish coloration of the raivor's scales allowed it to blend into the shifting sands, although a subspecies which lived in the mountains had a darker coloration that didn't blend into the rocky surroundings as well. Raivor hide was valued by the Jawas and the Sand People as a tough material for clothes and tools. (WOTC)

Rajah

this was the title given to the leader of the Virujansi people. The Rajah's true identity was a closely-

guarded secret, and the individual holding the position was always anonymous beyond the title. For more than 6,000 years, the Rajah ruled from the Palace of Splendid Harmony. (SWI72, RC)

Rajan

this Jedi Knight was one of Lord Kiel Charny's chief lieutenants, during the Battle of Ruusan. Rajan's back was broken when a huge tree trunk fell on him during the Sith's attack on the main Jedi camp, although he managed to survive the blow. Unfortunately, Rajan was killed when a second wave of Sith attackers arrived on swoops, killing any Jedi they could find who survived. (JVS)

Rajana

this muscular woman, a native of the planet Typha-Dor, was a member of Shalini's resistance group during the years leading up to the Clone Wars. When Mezdec claimed to have discovered Samdew transmitting the location of their base on TY44 to the Vanqors, Rajana admitted that she had heard the struggle and shot Samdew in the chest, killing him instantly. It was only later that the team discovered, with the help of Obi-Wan Kenobi and Anakin Skywalker, that Mezdec was actually the traitor. (JQ7)

Rajana, Balderik

this New Republic military officer is in command of the Republic's base on Carosi XII. (PG2)

Rajat

this was an unusual vehicle, used by the Yuuzhan Vong. It could travel forward or reverse with equal ease. (SBS)

Rakaa IV

this beautiful world is the primary planet in the Rakaa System, located at the edge of the Core. The lush jungles are seldom visited, though, since the native Rakaans have been known to eat intruders. (AE)

Rakaan

an insectile race native to the planet Rakaa IV, the Rakaans are a vicious race that has been known to eat humans and other offworlders. The average, ten-limbed Rakaan had a segmented body with an enlarged abdomen and mottled green-and-brown coloration. The lower eight legs were used for locomotion, while the upper pair was equipped with prehensile hands and opposable digits. They could eject a web-like substance to capture their prey, and secretions from their mouths were used to dissolve the webbing once their prey had died. This mouth was located underneath the abdomen, and was surrounded by stout mandibles. In Rakaan physiology, there were five sexes: child, neuter, female, male, and andro. Each sex corresponded to a phase in the Rakaan lifecycle, and could last up to eighty years. Each change from one sex to another was known as a Transition. (AE)

Rakamat

this was the Yuuzhan Vong name given to the massive transport vehicles referred to as ranges. (EL1)

Rakata

this ancient race of dome-headed humanoids was believed to have died out some 30,000 years before the Battle of Yavin. Despite this fact, which predates the discovery of the hyperdrive, evidence of the Rakata has been found on planets scattered throughout the galaxy. The existence of the Rakata was pieced together during the time of the Great Sith War, when disparate archaeological expeditions discovered amazingly similar finds. No records of Rakata civilization existed, although the physical appearance of the Rakata was unique enough to help scientists recognize that these many finds were related to the same civilization. How and why the Rakata civilization died out remains a mystery, and even their homeworld was simply referred to as the Unknown World. In stature, the Rakata were humanoid, standing on two muscular legs which were protected by a heavy talon at the back of the calf. The head of the Rakata was shaped like an upright bullet, with the mouth and eyes located at its base. The eyes were set out from the head on thick stalks, giving the Rakata a wide range of vision. The lack of any form of record of the Rakata's passing through the galaxy has led xenoarchaeologists to assume that they were a conquering species who wanted their existence to remain a secret. This theory was borne out with the discovery of the Star Forge, a huge space station that had been built as a manufacturing facility for starships and weaponry that could be used by the Rakatan Empire. (KOTOR, SWDB)

Rakatan

this was the term used to describe a single member of the Rakata race. (SWDB)

Rakatan Battle Wand

this weapon, essentially a stun baton, was developed by the Rakatan people, many millennia before the Galactic Civil War. Because it was weighted for the Rakatan hand, it was difficult for other races to wield. (KOTOR)

Rakatan Empire

this was the name given to the vast empire that was created by the Rakata race, many millennia before the Great Sith War. Using a seemingly endless supply of starships and weaponry, the Rakata conquered entire star systems with swift precision, creating the Rakatan Empire during the 5,000 years that led up to the formation of the Old Republic. For unknown reasons, the Rakatan Empire died out before it was ever discovered by the Old Republic, although many scientists and xenoarchaeologists found many references to the Rakatan Empire on a number of disparate worlds. (SWDB)

Rakazzak

this was a three-meter-tall species of spider-like creatures native to Endor's forest moon. The Yuzzum warriors who served Morag rode them as mounts. (ECAR)

Rake

this barren ball of rock was the innermost planet of the Prakith System, located in the Deep Core region of the galaxy. (PH)

Rakghoul

these mutated, flesh-eating creatures lived in the Undercity, beneath the surface of the cityscape of the planet Taris, many millennia before the Battle of Yavin. It was believed that rakghouls were actually humans who had been infected with an unusual disease, a disease which they transmitted when they attacked other humans. Because the mutation from human to rakghoul was incredibly swift, many pathohistorians believed that the original infection had been bio-engineered by an ancient race, though this was never proven. No effort was made to eradicate the disease which created the rakghouls, as city officials claimed it eliminated the criminals and outcasts they were "too humane to exterminate." It was believed that the ancient Sith had an antidote to the rakghoul infection, but no record existed of its formula. Many rakghouls were simply mindless killing machines, but a few individuals - which came to be known as rakghoul fiends - were known to exhibit leadership abilities and could use weapons. (KOTOR, WOTC)

Rakghoul Fiend

this was the term used by the natives of the planet Taris to describe those members of the rakghoul population which exhibited intelligence or a leadership influence over others of their species. They were capable of using tools and weapons, and of laying traps for new victims. (WOTC)

Rakikta

this Wookiee, whose name literally translated to "strongarm," was the security manager of the city of Cjaalysce'I during the height of the New Order. (BSS)

Rako's Rift

this deep-sea trench, located on the planet Mon Calamari, was believed to be the natural home of the krakana. (WSV)

Rakra

this Ewok was the shaman of the Panshee tribe. (SWJ1)

Rakrir

this planet was the homeworld of the Rakririan race. (HSE)

Rakririan

an alien race native to the planet Rakrir, they were an insectoid creature with a short, segmented body, 5 pairs of limbs, 2 eyestalks, and a cantilevered vocal organ in their midsection. The eyestalks are constantly in motion, giving the impression of nervousness. Very few Rakririans leave their homeworld, believing that other worlds are not refined to their standards. Note that Alien Encounters claims that the Rakririan homeworld was Ballikite. (HSE, CSA, AE)

Rakririan Burnout Sauce

this was an especially hot food sauce. It was highly recommended that it be used in trace quantities, to prevent severe burns of the mouth and throat. (T7)

Ral

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Ral referred to laughter, humor, or comedy. (GCG)

Ral

also known as a stone ray, the ral was a reptilian predator native to the planet Bothawui. These reptiles were named after aquatic rays, because of their similar shape and because they flew through the air. Their coloration resembled that of pure glitterstone, and rals could exist on rocky outcroppings without being detected. The average ral grew to have a wingspan of more than half a meter, and their wings were formed from leathery membranes stretched between the bones of their spindly arms. Rals were cold-blooded, and had to sun themselves before flying after their prey. Their thick heads were tipped with a small beak, and their long tails served to balance them. (SPG)

Ral

this man was the Hutt Counselor for the remains of the Desilijic clan during the early years of the New Republic. He was ordered to bring in Ghitsa Dogder and interrogate her about Durga's involvement in the Orko SkyMine operation. However, Ghitsa was rescued by her partner, Fenig Nabon, with the help of Kyp Durrón. In order to escape, they had to cut a hole in the hull of the *Rook*, the ship Ral flew on with Culan Brasli. Ral refused to believe Ghitsa's call to bring the ship down before it reached the upper atmosphere. When the *Rook* got too high, it exploded, killing Ral and the crew. (TFNR)

Ral

one of the family names used by the Bothan people, its original meaning was lost over time. It literally meant "family friend". (GCG, WOTC)

Ra-Lee

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Ra-Lee

according to Ewok legend, this nature spirit watched over lost children. (GCG)

Ra-Lee

the Ewok wife of chief Chirpa, Ra-lee died defending her daughters, Asha and Kneesaa. (ECAR)

Ralera

this member of the Wookiee underground on Kashyyyk worked with Katarra. *This might be a typographical error, and really refers to Ralra.* (RD)

Ralion B-14

this airspeeder was popular on Coruscant, during the years leading up to the Clone Wars. (JQ9)

Ralk

this was one of the many names given to female Bothans. In the Bothan language, it meant "charming." (GCG, WOTC)

R'all

this given name was common human males across the galaxy. (GCG)

R'all

J'uoch's brother, and a partner in the mining operations on Dellalt. Like his sister, he has thick, black hair and black eyes, a sharp widow's peak, and pale skin. He is killed when Han Solo blasts his spaceboat out of the sky near the mining camps, as R'all attempts to kill Han. (HSL)

R'alla

a planet known for its mineral water springs. (HSR)

R'alla Water

the sweet, clear water found in the mineral springs of R'alla. It is very expensive, due to its purity and taste, and was often smuggled off-planet for sale at cutthroat prices. After the rise of the New Republic, the water was made more plentiful by an increase in trade with R'alla. (HSR, SOP)

Rallan

this Tratlin male served the Alliance as a solo operative in Meirm City for many years before joining Sandwind Team. While with Sandwind, he served as Jodar Frein's second-in-command. (SSR)

Rallcema Bylissura

this Jedi Knight was one of many who perished in the fighting at Shelter Base, on Jabiim, during the hieght of the Clone Wars. (SWI69)

Ralle, Cambira

this native of the planet Esseles was the President of the Esselian Hall during the New Order. Ralle was best known for leading the planet through the dark times of the Clone Wars. A member of the Forad Party, Ralle sought to widen the scope of Esselian influence in the system, trying to wrestle control from Imperial Governor Takel. He also was decidedly against any action that would harm or denounce non-human races, which brought him continually at odds with the Esselian New Order Party leader Jamson Freller. The economic situation on Esseles, coupled with Ralle's own advancing age, meant that his time as leader of the planet were dwindling. Ralle's squabbles with Takel came to a head when the Faceless attacked Grande Hyet and Tralee. Takel quickly responded by bringing the Indomitable to Esseles to enforce Imperial law. (SWJ7, SWJ8, SWJ9, FOP)

Ralle, Cambira

this man was a former president of the planet Esseles. A hero of the Clone Wars, he met with extreme opposition after the Battle of Yavin. Ralle was the leader of the Forad Party at the time, and remained opposed to the New Order and its ideals, while the other political factions all advocated joining the New Order. (SWJ5)

Ralls

this New Republic Intelligence officer first interrogated Davith Sconn, after Sconn was imprisoned at the Jagg Island Detention facility. (SOL)

Rallt

this star was the central body of the Ralltiir System. (CCW)

Ralltiir

a planet sympathetic to the Alliance, it came under Imperial scrutiny just before the Battle of Yavin. Lord Tion was called in to suppress the rebellious uprisings there, just as Princess Leia Organa arrived on the planet to deliver medical and combat supplies to the Alliance supporters there. She was intercepted by Lord Tion, who fawned over her while executing the planet's rulers and killing anyone suspected of having

ties to the Alliance. It was here that Alliance supporters broken through the Imperial troops and delivered to Princess Leia the first word of the Empire's new weapon, the Death Star. The planet fell into widespread warfare, as rebel forces sought to throw off the Imperial yoke. Much of the landscape was leveled in battle, and there was very little law or order. Because of it's history and its part in the delivery of the plans to the first Death Star, Ralltiir was also one of the first planets to receive assistance from the New Republic after the Battle of Endor, and had the distinction of being the first planet liberated from Imperial control. Ralltiir was the second world in the Ralltiir System, and was orbited by twenty-eight moons. However, the gravitational pull of these moons largely counteracted each other, sparing the planet from devastating tides. The average day on Ralltiir lasted 19 standard hours, and its year lasted 255 local days. Ralltiir was located in the Core Worlds, on the border with the Colonies Region. (SWR, HR, CCW)

Ralltiir Consolidated Marble

this was one of Ralltiir's largest companies, involved with the expotr of native Ralltiiri marble. RCM, which was subsidized by the Empire during the height of the New Order, was unaware that their main rival - XwiziMarble - was secretly supporting the Alliance. (CCW)

Ralltiir Diagnosis Center

this prestigious facility was the foremost center for medicine on the planet Ralltiir. It was also one of the most expensive places to receive care. (SWJ10)

Ralltiir Exchange

this was the primary financial market of the planet Ralltiir. It suffered a huge blow when the Empire subjugated the planet shortly before the Battle of Yavin, and virtually collapsed when the Empire nationalized Bansche Tech and SGI Systems. (SWJ6)

Ralltiir Securities

this small corporation, based on the planet Ralltiir, produced a wide range of heavy-duty speeders for corporate and military use. (CCW)

Ralltiir Tiger

a ferocious, feline creature native to the planet Ralltiir, these tigers were cute and cuddly when they were young. However, they grew wicked claws and developed a killing temperment as they matured. This savage demeanor could appear as soon as a few weeks of age, and they developed no sense of loyalty to creatures other than themselves. This meant that animal handlers who worked with Ralltiir tigers in their menageries had to be continually aware of the tiger's actions. Compounding the tiger's unpredictable behavior was the blood madness which was brought on by fear or attack. This sudden desire to kill everything around it emerged during adolescence, and could only be quenched by the taste of blood. The blood madness was most often directed at the weakest individual the tiger could locate, making the kill that much easier. (BTS, WOTC)

Ralltiiri Secretariat

this was the government which formed on the planet Ralltiir after the New Republic liberated the planet from the Empire. (JE)

Ralltiiriel

this long-bodied, snake-like fish was native to the oceans of Ralltiir. (BF4)

Ralltir

another spelling for Ralltiir. (JPL)

Rally's Daily Investor

this business news reporting agency detailed the various financial markets of the galaxy and reporting on the emerging trends in investing and business. (SWJ10)

Ralmathen Corridor

this crystalline boulevard graces the city of Neskroff, on Isis. (IC)

Ralme IV

this planet was the primary world in the Ralme System, located in Brak Sector. (FBS)

Ralr

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "lake", "ocean", or "river", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Ral-Rai Muvnc

this Sullustan was namked by Mon Mothma to serve as the Supreme Commander of the New Republic's Ordnance and Supply division. *Note that this character is otherwise known as Ral'Rai Muvunc, a Twi'lek, in many other sources.* (SWJ7)

Ral'Rai Muvunc

this Twi'lek was a member of the Alliance, and served as the Minister and Commander of Supply and Ordnance shortly after the Battle of Yavin. It was Muvunc who proposed that privateers be contracted to help augment the Alliance's forces. Among his rationale were the facts that privateers could ambush Imperial and corporate convoys, obtaining supplies for the Alliance without expending Alliance resources. Privateering would also help alienate corporations from the Empire, as lost convoys meant lost profits. Admiral Ackbar was strongly opposed to the plan to use pirates in this manner, despite the continued success rate of the missions Muvunc authorized. Ral'Rai's proposal led to the Far Orbit Project. *Note that the Star Wars Adventure Journal, Issue 7 claims this character was a Sullustan named Ral-Rai Muvnc.* (SWJ2, FOP, PP, SWJ7)

Ralroost

this Bothan Assault Cruiser was Rogue Squadron's base of operations during the early stages of the Yuuzhan Vong invasion. It was commanded by Traest Kre'fey during this time, and served as one of the most mobile platforms the New Republic's fleet contained. Shortly after the Second Battle of Coruscant, the *Ralroost* was dispatched to Kashyyyk, where it amassed a large fleet of warships and was the flagship of several raids into Yuuzhan Vong-controlled space. (DTO, Y)

Ralrracheen

this Wookiee was enslaved by the Empire, but returned to Kashyyyk after the fall of the Emperor at the Battle of Endor. He greeted Leia Organa Solo and Chewbacca when they arrived on Kashyyyk, in an effort to avoid the attention of Grand Admiral Thrawn. He shortened his name to Ralra for Leia's benefit. After Chewbacca's death at Serpidal, Ralra presided over his funeral service on Kashyyyk. (HTTE, HT)

Ral's Bane

this potent poison caused damage to internal organs when injected into a being's body. (GCG)

Ralter, Dack

born on the Imperial labor colony of Kalist VI, Dack was seventeen when an Alliance pilot was shot down near the colony. The pilot survived, and helped a group of prisoners escape. Dack then joined the Alliance. He was Luke's gunner during the Battle of Hoth. Dack was killed in the battle by a stray laser bolt. Dack was portrayed by John Morton in Star Wars: The Empire Strikes Back. He was also portrayed by Peter Friedman for the The Empire Strikes Back Radio Drama on National Public Radio. (ESB, ESBR)

Raltez

this continent of cooled, hardened duranium, formed on the planet Kriekaal shortly before the Battle of Endor. (SWJ13)

Ralthar Syndicate

this small, criminal organization was eliminated by the Security Officer Corps of Naboo, in the wake of the assassination of King Veruna. Ralthar tried to take control of Theed in the chaos which surrounded Veruna's death, but the Security forces quickly eliminated any threat. (SON)

Ralto, Quat

this stern but loyal man was a member of the space fleet mustered by House Calipsa during the height of the New Order. He served on the *Bright Seeker* under the command of Captain Nils Wender, and was known as a strict but fair first officer and chief of security. He was shot and killed by Janos Marsh shortly after the *Bright Seeker* discovered the holed hulk of the *Regal Destiny*. (TSIA)

Ramesh

this Hutt kajidic once assassinated one of the leaders of the Society of the Black Bha'lir smuggler's guild on the planet Omman. The smugglers, looking to exact revenge on the Ramesh, exterminated all but one member of the clan. They sent a young black bha'lir cub to the Ramesh Hutts, who believed the gift to be a proposition of service to the Hutts. The Ramesh leadership made ready to embark on a new monopoly by using the Black Bha'lir as their hired guns. Unfortunately, the Society had implanted a bladder of Trauger Gas inside the lungs of the bha'lir cub. As the cub breathed, Trauger Gas was expelled throughout the Ramesh compound. All the Hutts of the Ramesh clan in residence were killed within minutes. Only Kalna the Hutt survived, having been away from Nal Hutta on business. (SSR, BSS)

Rami

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Rami referred to a clever hero from Cerean mythology. (GCG)

Rami

this clever hero was a common figure in Cerean mythology. (GCG)

Ramic, Sutt

this Imperial High General was in command of one of the three Golan III defense platforms that guarded the planet Muunilinst some ten years after the death of Grand Admiral Thrawn. He the senior officer among the Imperial leaders on Muunilinst, and questioned the truth behind Pellaeon's proposal to negotiate a peace treaty with the New Republic. Although he didn't like it, Ramic's years of service and loyalty to the Empire made him agree with Pellaeon's plans. He also chafed at the ways in which Moff Disra was using Imperial funds, personnel, and equipment to pay for *Preybird*-class starfighters produced by the Cavrilhu pirates. He worked with Pellaeon to make sure nothing else unethical happened. (SOP)

Ramier, Lesan

a native of Lolnar, this man served the Empire as the Moff of Brak Sector, at the height of the New Order. Ramier was promoted to Brak Sector after successfully bringing seven star systems into line with the Empire. His takeover of the sector was met with opposition, but most of his critics disappeared over a short period of time. His greatest achievement was the construction of the Imperial shipyards at Bacrana, but he was unable to subjugate the Aramandi. While trying to take control of the sector, Ramier was forced to consider the option of jointly controlling it with Lant Mining Corporation, due to strained relations between LMC and the Empire. (FBS, SWJ7)

Ramis

this surname was common among human settlements found throughout in the galaxy. (GCG)

Ramis, Octa

this stocky, well-muscled woman was from Chandrila, and trained on an unspecified world of heavier-than-standard gravity to build up her strength. She showed a sensitivity to the Force, and eventually joined Luke Skywalker's Jedi praxeum on Yavin 4, training under the watchful eye of Kam Solusar. She was one of a growing faction of Jedi who couldn't understand the New Republic's political aversion to dealing directly with the Yuuzhan Vong invasion. Luke later discovered that Octa had been romantically involved with Mika Reglia. Octa was overcome with grief after the death of Daeshara'cor, and was one of the Jedi who turned away from Luke's philosophy to join Kyp Durron. She flew with Kyp's Dozen during the middle stages of the struggle against the Yuuzhan Vong, and was one of the few survivors of the Second Battle of Coruscant. The anguish over losing so many to the Yuuzhan Vong, despite the efforts of Kyp Durron and other groups, finally broke over her, and she briefly deserted the Dozen in order to help

isolate one of the yammosks over Coruscant. Later, during the final stages of the battle with the Yuuzhan Vong, Octa briefly took command of the Dozen when Kyp accompanied Han and Leia Organa Solo on a mission to destroy the yammosk which had been installed on Caluula. During the final stages of the battle against the Yuuzhan Vong, after the living planet Zonama Sekot agreed to help bring about an end to the conflict, Octa was one of several Jedi Knights were bonded to seed-partners and provided with Sekotan starships. Octa was ultimately one of the handful of Jedi Knights to survive the conflict with the Yuuzhan Vong. (DTR, EVC, SWI57, DJ, NEGC, UF)

Ramison, Fendel

this man was arrested for violating the laws protecting the thresher population on Tinallis. He had been trying to obtain a thresher egg for a scientist on Deminol, and was nearly killed by the thresher parents. The female thresher picked him up and dropped him into the ocean, breaking his legs. He was rescued by a shore patrol and place in jail. (COG)

Ramiz

this native of Aduba-3 approached Han Solo and Chewbacca and asked them to help the locals break the grip of Serji-X Arogantus. A poor farmer, Ramiz saw Han and Chewie subdue Watto and his cronies in a bar, and realized that they might be able to help. (MC8)

Ramjet Drive

a simple yet powerful drive system that creates thrust and expels it by burning fuel. These engines, popular on private, interplanetary craft, build up an intense amount of heat, and must be efficiently cooled. They are non-radioactive. (SWSB)

Ramjet Scoop-miners

fast ships that employ ramjet drives and traverse nebulae, scooping up the gases for exportation. (JS)

Ramordian Silk

this wondrously smooth fabric is used to make expensive bedsheets. (VOF)

Ramorean Capanata

a dish served with Ediorung icefish. (TJP)

Rampa I

this was the first planet in a star system which was beset with rebellious activity during the early years of the New Order. The natives of the planet rose up against the Empire after the rebellion on Rampa II, and were summarily subjugated. (THG, RD)

Rampa II

a water-poor planet located in the Corporate Sector. Han Solo sustained a fair amount of damage to the *Millennium Falcon* while trying to smuggle water there. The planet has been industrialized to the point that its ecosystem has been destroyed, requiring that the population be contained in a small area. The population is sustained with synthetic nutrients. An Imperial outpost was located here, during the early years of the New Order, which was attacked by rebellious agents. The attack forced Moff Sarn Shild to disregard his agreements with the Hutts and issue orders to bring down any smuggling activity in the Hutt sectors of space. Rampa II and its sister planet, Rampa I, were quickly subjugated by the Empire for their insurrections. (HSR, CSA, THG, RD)

Rampa Rancors

this shockball team was based on the planet Rampa II, and played during the height of the New Order. (SSR)

Rampa Rapids

a term given to the smuggling routes used to smuggle water onto the planet Rampa. They are regularly patrolled by the Rampa Skywatch, who are ordered to track and fire on smugglers. (HSR)

Rampa Skywatch

the elite security force that monitors all space traffic coming to and leaving from the planet Rampa II. (HSR)

Rampage

one of three *Imperial*-class Star Destroyers under the command of Lumiya, following the Battle of Endor. (SWG3)

Rampaging Ranat

this modified YT-2400 freighter was owned and operated by Az-Iban, until he was ambushed by Morturr Heth and the surviving Disac pirates. Heth assumed Az-Iban's identity, and the Disac lurked along the Sisar Run, hoping to exact some measure of revenge against Black Sun and Ket Maliss. The ship was armed with a pair of double laser cannons. (SSR)

Rampant

this Imperial *Victory*-class Star Destroyer was sabotaged by various guild agents while in drydock at the Wroonian Stardock. The agents, led by Kabalard Vinne, destroyed the port-most ion drive, causing damage to the warship as well as the docking facility. The attack was staged as a demonstration against Imperial Governor Norrin. (SWJ9)

Rampart

an Alliance modified Corvette group captured during the Galactic Civil War. (TIE)

Rampart

an Imperial Interdictor cruiser sent to the planet Chazwa by Grand Admiral Thrawn to reduce smuggling. (LCSB)

Rampart Blast Armor

developed by Imperial Munitions, this set of personal body armor provided protection against a variety of heavy energy weapons. (E)

Rampart II

this portable shield generator was produced by Imperial Munitions during the height of the New Order. (KR)

Rampart-class Anticonsussion Generator

developed by the Corporate Sector Authority, this defensive shield generator provided a measure of protection against explosions, collisions, and other impacts. The first usage of the *Rampart*-class field generator was aboard the Stars' End prison facility on Mytus VII. It was there that the CSA discovered the huge power requirements of the system, which rendered it extremely cost-prohibitive to operate. (EGW)

Ramsees Hed

a docking port located on the planet Cal-Seti. (DF)

Ramshackle

this was the term used by the inhabitants of the planet Iego to describe the cobbled-together repulsorchairs they used as transports. These ramshackles resembled reclining chairs made from structural tubing, with handmade repulsor engines attached at the base to provide locomotion. (WOTC)

Ramship

this was the name given to a variety of starships put together by outlaw techs, and designed for ramming an opponent's starship. These vessels were equipped with massive engines and structurally-enhanced fuselages, allowing them to gain maximum speed and survive the ramming operation. The "nose" of a ramship was most often a bulbous cone formed from solid durasteel, and formed to buckle a target's hull plating and bend its superstructure. Virtually all the ramships encountered over the years have been manned by droids, as no sane organic would want to participate in a ramming mission. However, this meant that the crews of ramships were unable to make their own decisions. (EGD)

RamTek

this was BlasTech's portable, blaster power pack recharging kit. (GFT)

Ramunee, Veni

this Alderaanian youth was the fifth of eight children in his family, and the younger brother of the Jedi Vici Ramunee. When Master Tannis traveled to Alderaan to locate candidates for Jedi training, she chose Veni as well as his older sister, Vici. However, at age of seven, he was too young to begin training and had to wait two more years before joining Vici. Veni snuck out of his dwelling to bring Vici her lightsaber, shortly before she entered the Cave of Truth to test her training. However, he was halted from helping her further by the presence of Master Willm Lywin. (SWJ9, SWJ11)

Ramunee, Vici

this ancient Jedi was a native of Alderaan, and was the third of eight children who grew up on the shores of Lir Lake. She was well-known to many children because of the Vici of Alderaan stories. At the age of 16, she rescued her younger brother, Veni, from a 20-legged dragon, although the Jedi histories revealed that the dragon was none other than the Master Willm Lywin. Vici was trained by Master Tannis, who tried to control Vici's eagerness while allowing it to bolster her spirits and keep her on the path to the Light Side. She made her trip to the Cave of Truth with her brother, and was supported by the presence of Master Lywin. Within the Cave, Vici faced several unusual tests which challenged her impatience, her greed, the physical limits of the world, and lastly fear before discovering that she had actually faced her worst enemy: herself. (SWJ9, SWJ11)

Ran

this was one of the most common male names among the Corellian population. (GMR9)

Ran, Lanish

this Alliance undercover agent once posed as a repair technician at the Imperial repair facility on Dosha. He eventually traveled to Holast VII, where he managed to infiltrate the criminal organization of Glorga the Hutt. During his tenure with Glorga, Agent Ran was exposed to the conceited demeanor of the assassin Nakaron. When the Trandoshan tried to expose Ran as an Imperial agent, based on data he had gathered during the Second Hollastin Insurrection, Nakaron was exiled from Glorga's court. Nakaron went crazy, killing Glorga and Ran in an intense firefight. (SWJ4)

Rana

this was once of the many names given to Duros females. Among the Duros, it meant "dark cloud". (GCG)

Rana

Great Queen of ancient Duro, she ruled during the planet's Golden Age. This era produced many beautiful artifacts, many of which were stolen later by Kadann for display on Scardia. (MMY)

Rana

this Jedi Knight was known for her piloting skills. It was Rana who transported Qui-Gon Jinn and Obi-Wan Kenobi to Ragoon-6, when the pair decided that a physical test on the remote world would help them regain their focus. (TTB)

Rana Halion

this female humanoid was a charismatic political figure on her homeworld of Ieria, during the years following the Battle of Naboo. She was easily distinguished by her tall, lanky frame and her white hair, which was cut short and worn in twisted spikes. Her eyes were a pale blue color that was nearly colorless. She fought vocally for Ieria to be given better trade routes and more recognition, since she believed her homeworld was relegated to lesser status by the government on Andara. She also argued that Ieria deserved its own seat on the Galactic Senate, and pushed Senator Berm Tarturi to recognize her position. Behind the scenes, Halion employed a band of mercenary students - unknown to her, it was led by Senator Tarturi's own son, Gillam - to cause disruptions which helped rally her people to her cause. When small actions failed to bring the desired results, Halion employed the young mercenaries to strafe an Andaran military landing platform, to force Tarturi to negotiate. Unknown to Halion, however, Gillam

Tarturi planned to use live fire in the mission, as way to have himself "killed." He planned to ensure that Anakin Skywalker was killed in the mission, damaging the body enough so that it could pass as Gillam. (JQ5)

Rana Mas Trehalt

this ancient Duros Queen was one of the first planetary monarchs in Duro's history. (GMR2)

Ranadaast

known as the City of Ashes, this ancient city was located on the planet Duro. It was named from Queen Rana Mas Trehalt, and served as the royal capital for many centuries. Few of the buildings in the city survived the ecological holocaust that swept Duro. (GMR2)

Ranadium Ulstance

abbreviated RU, this is a measure of a hull's ability to deflect space debris or weapons fire. (XW)

Ranat

a small, rat-like race which was originally native to the planet Rydar II, Ranats appear at first to be a harmless race of rodents. They are, in fact, an intelligent race of ruthless killers. The name Ranat was given to the race by the humanoid Rydans, but they prefer to call themselves the *Con Queecon*, which means "the Conquerors." Several hundred years before the Galactic Civil War, Ranats were found to be stealing and eating Rydan infants. They were all but wiped out on Rydar, but three Ranats managed to stow away on a smuggling ship. The starship crashed on the planet Aralia after the three Ranats devoured the crew, and the Ranats were left there. They eventually consumed much of Aralia's native lifeforms, including the porcine roba. Ranats don't understand the concept of surrender, and will fight an opponent to the death. Any Ranat defeated in battle and left alive will return to its home and organize a vengeance party, attacking its attackers in order to restore its honor. They often sabotaged the construction of the Project Aralia amusement park, digging tunnels beneath support pylons and destroying buildings and attractions. The Empire attempted to eradicate them by hiring "pest controllers," but environmentalists protested that this violated Imperial laws against harming sentient races. The Empire decided to add the Ranat's to a list of semi-intelligent species, which meant that they had no rights to property and could be killed in self-defense, and made it illegal to arm a Ranat. However, the Ranats were never destroyed, and several Ranats found their way to Tatooine, where they took over Jabba's palace following the Hutt's demise. At one time during the New Order, Palpatine drugged Ranats with hallucinogens, then made the visions permanent with the Dark Side of the Force, and used the paranoid creatures as vicious guards. This freed up stormtroopers for more secret operations. More scientific experiments were also conducted by the Imperial Military to determine a way to use the Ranats against the Alliance. (DA, COJ, GG4, SWJ6)

Ranat

this was the native language of the Ranat race. (UANT)

Rance

this man operated the shadowport on the moon of Syvris, until it was destroyed by the Empire. Rance died in the attack. (SWJ13)

Ranch-ark

any of the huge, floating ships that roam the seas of the planet Chad, herding bildogs or proop. These boats are operated by families who live on the ocean, and are often found in small fleets for protection. (SWJ10)

Rancor

part crustacean, part arachnid, the rancor stands about 8-10 meters tall, and has wickedly-clawed hands and rows of sharp teeth in its pudgy face. A creature that was warm-blooded and gave birth to live young, the rancor did not suckle its young. In this way, the rancor was considered a reptomammal. It was covered in knobby, natural armor and bony headplates. These beasts are native to over a dozen planets in the galaxy, although a subspecies native to the planet Dathomir have been trained by the Force-sensitive women there and used as mounts. The rancor have been indebted to the witches since Allya

came to Dathomir and rescued a sick rancor female. They are easily trained to do a number of tasks, including climbing and carrying riders. Jabba the Hutt had a rancor caged in his palace on Tatooine, which he kept starved. He then dropped anyone who displeased him into the rancor's pit, and the denizens of the palace looked on as the rancor tore the hapless victim to pieces. Despite their fearsome, crab-like appearance, most varieties of rancors generally dislike water. (ROTJ, CPL, CCG7, GOF4, CTD, WSW)

Rancor Base

this was the codename of Imperial Warlord Zsinj's base of operations on the planet Dathomir. (WS, CPL)

Rancor Hunter

a game of strategy and skill found in many up-scale casinos. (WSV)

Rancor Pit

this was the name of a specialized obstacle used in swoopchasing. The Rancor Pit consisted of three solid barriers in sequence. The first and third walls were standard barriers which rose from the ground. The second wall, in between the other two, was inverted and held above the ground. Thus, a swoop racer had to fly over the first wall, under the second, then over the third in order to escape the obstacle. (BSS)

Rancor Ribs

this fast-food meal was popularized by the restaurant known as the Rib Hutt, during the years leading up to the Battle of Naboo. (T9)

Rancor Rising

this movement of the teras kasi martial artform brought a warrior from a squatting position up into a standing position in a single, fluid motion. (DMSH)

Rancor Squadron

this Alliance squad was stationed at the base established on the planet Taul. They fought bravely on the ground, but were unable to stop the Imperial orbital assault from the *Dominator*. (SWJ2)

Rancor's Den

this tavern was located on Andasala. (GG11)

Rancor's Nibblepit

the underground news agency, the Galactic Weekly NewsStack, once reported that Jabba the Hutt was going to start a fast-food chain by this name. (GG9)

Rancor's Tooth

this CR90 corvette was owned by Orax Tazaene during the height of the Galactic Civil War. Tazaene loaned the ship to the Alliance during the establishment of Echo Base on Hoth. (JKG)

Rand Ecliptic

the ship Biggs Darklighter signed on with after getting his commission from the Imperial Academy, the *Rand Ecliptic* was a Class II frigate which was commissioned by the Empire just before the Battle of Yavin. Biggs was assigned as the ship's first mate, while Derek "Hobbie" Klivian was named its second mate. Unknown to both men, each was planning to mutiny and defect to the Alliance, as was a third party. Biggs and his team got out first, but Hobbie's team was generally credited with defeating the Imperial forces onboard and taking control of the ship. After Biggs and his men returned to the ship for supplies, their combined forces brought the *Rand Ecliptic* to the Alliance's base on Yavin 4 for refitting. *Note that Star Wars: Empire #12 portrays the Rand Ecliptic as a craft similar in appearance to the Acclamator-class troopship.* (SWN, SWED)

Rand, Atton

this man was imprisoned on Peragus II during the years leading up to the Great Sith War. Little was known about his history, but Rand was easily one of the luckiest men alive at the time. He seemed to be able to cheat death at every turn, and had survived more than his fair share of desperate situations.

When not working to save his own life, Rand was a frequent patron of any cantina that offered pazaak matches to its patrons. (LAWS)

Rand, Kella

this woman worked as a reporter for the Galactic News Network during the early years of the New Republic. The daughter of parents who owned a refueling station, Kella discovered independence and self-reliance at an early age. She attended college on Corellia, majoring in diplomatic relations in the hope of learning more about other planets. However, she lacked the patience to deal with the nuances of diplomacy, and became an apprentice to a Corellian reporter in order to pay for her education. Upon graduation, she was hired by GNN, and once interviewed a childhood friend of Han Solo. After being given a column of her own, Kella was sent to Elom to cover a mining revolt, and was noted for her coverage of the investigation into the assassination of Shek Barayel on Indu San. She could cover any news event, from the fluff of the society pages to in-depth political analysis. (SWJ6)

Randa

this planet is covered in dense forests. (CSWEA)

Randa Besadii Diori

this young Hutt was the offspring of Borga the Hutt, and supported Borga's attempts to form an alliance with the Yuuzhan Vong. It was believed that the Yuuzhan Vong wanted Randa to offer assistance to the New Republic in helping transport refugees, thereby providing the aliens with a steady supply of prisoners. However, Randa was eventually convinced to use the alliance with the Yuuzhan Vong to his own advantage, and soon provided the New Republic with any information he received from the aliens. Unfortunately for the Republic, Randa unwittingly supplied false information, which led to the debacle at the Battle of Fondor. However, Randa was rescued from the Yuuzhan Vong by Kyp Durrón, who had been asked by Wurth Skidder to rescue the Hutt. Randa pledged his support to the New Republic, as a way of honoring the sacrifice made by Skidder. Like many other refugees, Randa was stranded on Duro, where he tried to bargain with the Yuuzhan Vong for the safety of Nal Hutta by trying to hand over a Jedi to the aliens. He tried to convince both Jaina and Jacen Solo that he was starting his own vigilante force, but neither wanted anything to do with the Hutt, despite his pledge to avenge Skidder's death. Randa told Jacen that he wanted to become a pirate chieftain, modeling his operations after Kyp Durrón and the vigilantes known as Kyp's Dozen. The younger Solos proved intractable to the Hutt, but Randa later discovered that Leia Organa-Solo might prove easier to capture. Randa later revised his plans, hoping to turn Leia over to the Yuuzhan Vong's leadership, thereby gathering them on Duro so that the New Republic could capture them. When Tsavong Lah landed on Duro and discovered Randa's duplicity, he had the Hutt imprisoned for later sacrifice. Randa found himself in the company of Leia Organa-Solo, who refused to believe his support for the New Republic. Despite her rebuff, Randa ultimately gave his life to save Leia, Jaina, when they were presented to Tsavong Lah as sacrifices. Randa tried to kill the warmaster and his priestess, Vaecta, by smashing them with his tail. His diversion was meant to allow Leia chance to escape. Vaecta quickly sent a tkun to attack Randa, and the crimson-furred creature quickly suffocated the Hutt. Leia, however, could not escape, and was recaptured by Nom Anor. (JE, BP)

Randal's Rentals

this was one of the many speeder rental facilities located on Tatooine, during the height of the Galactic Civil War. (T10)

Randle Clanse

this near-human Brosin was known to be the leader of the Brosin Underground, during the height of the New Order. A native of Shoengen, she and her lieutenant, Vuraj Marn, did their best to harass the efforts of the Corporate Sector Authority. (AIR)

Random Sabacc

a combination of all 5 major forms, with the rules changing at different intervals according to the moderator. (DA)

Random, Sarl

one of Lando Calrissian's assistants on Cloud City, Sarl was the person responsible for revealing the

treachery being wrought by EV-9D9 aboard the mining colony. Lando had promoted her to security chief on the spot, relieving EV-9D9 of those duties. (TJP)

Randomizer

one of the key components of a sabacc table, the randomizer sent out electronic pulses that changed the value of cards not already in the interference field. (RD)

Randon

a planet which holds its females in high regard, Randon was known for its unusual carousels and amusement-park rides. (SA, KB)

Randon, Teck

this man was a soldier in the Old Republic military, and was the leader of the task force dispatched by Colonel Jir Tramsig to recover the head of the protocol droid L80-RC. Teck tried to negotiate for the head with Ginder the Bimm, but was interrupted by Jubieck and his Trandoshan thugs, Orix and Dimogog. A fight broke out, and the head was eventually obtained by a group of freelance mercenaries. (WOA4)

Randoni

this was the race which was native to the planet Randon. Known as traders and merchants, the Randoni history was filled with stories of incredible treasures. It was rumored that the very first Randoni merchants hid their treasure in a vast chamber, and many a Randoni was lost while searching for its location. (VF)

Randoni Yellow Plague

a strong brew created on Randon and copied at cantinas throughout the galaxy. It is best served chilled. (SA)

Randorn 2

this swamp world was the home of the Mizx race and the ibliton. (COG)

Randy

this young Ewok was a friend of Wicket and Teebo, during the years leading up to the Battle of Endor. (ECAR)

Ranes

this Imperial Admiral was executed on the job for making a tactical error. (TFNR)

Range

this was the name used by the New Republic military to describe the large, ground assault vehicles of the Yuuzhan Vong. The name came from the fact that the vehicles resembled mountain ranges. Like the smaller vehicles used by the Yuuzhan Vong, ranges moved about on cilia-like appendages on the bottom of the vehicle. They were protected by spiked, bony plates of armor, and used several of the Yuuzhan Vong's bio-organic weapons: dovin basals, plasma guns, and projectile launchers. Weapons were mounted on bony spikes that studded the spine and flanks of the range, making it look like a huge slug. It was later discovered that the Yuuzhan Vong referred to these vehicles as *rakamats*. (DTO, EL1)

Range Dog

a creature native to Vinsoth. (TJP)

Range Squadron

this ground assault team was led by Kapp Dendo during the Battle of Ithor. It assisted the Jedi Knights in fighting against the Yuuzhan Vong ground assault force. (DTR)

Ranger

this was the *Centax*-class heavy frigate that was assigned as Jedi Master Nejaa Halcyon's flagship during the Old Republic's mission to liberate Praesitlyn from the Separatists, during the final stages of the Clone Wars. The *Ranger* was equipped with the latest in weapons and auxiliary systems technology, and was one of the fastest frigates in the fleet. Its primary armament was a pair of MG1-A proton torpedo tubes,

which were supplemented by a full complement of laser cannon batteries. However, the *Ranger* and her crew were unprepared for the tactics of the Separatists, who used skirmisher vessels to breach the hull of the *Ranger* and several other ships. These skirmishers then disgorged battle droids into the boarded vessels. Only the timely actions of Jedi Master Halcyon saved the crew, defeating the battle droids and allowing the *Ranger* to limp away to a safe location to begin repairs. (JT)

Ranger

this was the pseudonym of a smuggler who had an extensive knowledge of droids and their use to smugglers. Ranger was based on the planet Chandrila. (SWJ13)

Ranger

this was the name of a subspace transceiver developed by Sienar Fleet Systems for use aboard Imperial Star Destroyers. It was capable of sending and receiving communications signals across a distance of 100 light-years. (EGW)

Ranger

an Imperial CR90 corvette escorting the *Invincible's* supply convoy near Dellalt. (XW)

Ranger

an Imperial system patrol craft group protecting the NL-1 outpost in the Pakuuni System. (TIE)

Ranger

this is a model of starship built by the Kuat Drive Yards. (TT)

Ranger X-1

this was a model of defense droid, produced during the last century of the Old Republic. The development of the X-1 series was predicated on the need for a galaxy-wide law enforcement agency, but it was scrapped in favor of the Intergalactic Law Agency. Roughly humanoid in shape, the Ranger X-1 stood almost two meters in height. (MDCAR)

Ranger-5

this heavy-duty swoop was developed during the last decades of the Old Republic for use by scouts and explorers. The Ranger-5 measured just 3.3 meters in length, could attain speeds of 200 kilometers per hour, and had a flight ceiling of about ten meters. (GMR7)

Ranger-class Gunship

this New Republic warship was developed for use by the military shortly before the Yuuzhan Vong invasion of the galaxy. (VP)

Range-squab

a small gamebird whose meat is considered a delicacy. (HSL)

Rangorah

this was the last planet on the "Kessel Run", at least according to Squishmael. According to the story he heard from Marshak, smugglers had to race to Rangorah and meet with Fonker Dahk, at the Event Horizon cantina, to verify their performance in the race. (T16)

Rani Quanic

this Sullustan female was the leader of the gang which stole a shipment of meleenium from the Qua'Tahc mines, on Af'El, during the early years of the New Republic. The group's actions earned them the ire of Mihalik, who vowed to bring the thieves to justice by himself. Rani and her partner, Ostan Atur, worked from a base hidden in the Minos Cluster. Rani was, at one time, a pilot who flew the Ison Corridor for a legitimate shipping outfit, but she soon discovered that running spice was a more profitable endeavor. She worked with Chordak for many years before setting out on her own, and was captured and imprisoned on Sullust for her criminal activities. She was pardoned by Sin Suub himself, but only on the condition that she work for SoroSuub as an undercover agent, disrupting Alliance supply convoys without attracting Imperial attention. After the Battle of Endor, she fled to the Minos Cluster and met up with

Ostan Atur through a mutual friend, the Reigat Talak. Rani and Ostan traveled in Rani's modified freighter, the *Lathien Leth*. (SWJ10)

Ranis Quarter

this urban area was found on the planet Andasala. (GG11)

Ranjyin

this male Ansionian, who lived in the city of Cuipernam on the planet Ansion, was the leader of the Unity of Community some ten years after the Battle of Naboo. Ranjyin was distinguished by the alternating black-and-white pattern of his mane. He was among the nine members of the Unity to vote in favor of Ansion remaining with the Old Republic, shortly before the Clone Wars. (APS)

Rank Cylinder

this small rod was issued to each and every Imperial officer. It contained coded information on the security authorizations and clearances of its holder. They were labelled by area of authority, level of security, and zone of clearance. (DSTC)

Rank Rule

this unwritten law seemed to govern most military organizations. In its pure form, the Rank Rule states, "those who have the rank make the rules." (ROE)

Rank, The

this was a dead area found in the vast oceans of the planet Lamaredd. It was rumored that any ships that ventured too close to The Rank mysteriously disappeared, and it was said that a Menahuun hunting party regularly patrolled the area, destroying any non-Menahuun vessel they encountered. It was later discovered that Guther Bartyn dumped the lees from his mining operations into the ocean near The Rank, after piping it through thousands of kilometers of underground pipelines. Because of the continual outflow of waste, The Rank continued to grow in size. The environmental damage caused by The Rank caused the Menahuun to launch sneak attacks against the Outer Rim Oreworks, in an effort to force Bartyn to stop the dumping. (GMR7)

Rankin, Pek

this Balawai man led a search party to locate several lost children, including Terrel and Keela Nakay, just after their mission to destroy a ULF base was cut short by a counterattack. The adults had become separated from their children, and Terrel had decided to strike out on his own to return to their camp. The children were rescued by Jedi Master Mace Windu, who was forced to use the children as hostages in order to ascertain Rankin's motives. Rankin, despite his obvious disbelief that the situation was harmless to his Balawai companions, nevertheless had to admit that Master Windu was acting in the best interest of the children. Their mutual trust was short-lived, when Kar Vastor and his Korunnai warriors burst into the compound and started killing everything in sight. Master Windu managed to save many people, but Rankin was killed in the fighting. (SHPT)

Rankweed

this plant was infamous for its noxious odor and frightful taste. (DMSH)

Rankwin Fopow

this being served as the leader of the Cadinth Oligarchy, during the years leading up to the Clone Wars. As Prime Oligarch, Fopow maintained his support of the Old Republic only as long as the Jedi watchman, Bodis-Ker Vitan, maintained the peace in the surrounding space. After Vitan's death, Oligarch Fopow indicated that he was "firmly undecided" as to where his loyalties lay. (HNN5)

Rann

this given name was common human males across the galaxy. (GCG)

Rann

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Rann

this city was one of the larger urban areas found on the planet Brosi. It was located on the northeastern tip of the Shoengen Coast. (AIR)

Ranna

this was one of the most common female names among the Corellians. (GMR9)

Rannagourd

this fleshy fruit of this plant is often scraped of seeds and baked as a meal. (SWJ12)

Rannon

this world is the third, and primary, planet in the Rannon System. A temperate world of forest-covered mountains and lush valleys, it was settled years ago by human colonists. They ruled the planet with a democratic system, with each settlement providing a representative to the overall governing body. Rannon has two moons. Its day lasts 20 standard hours, and its year encompasses 380 local days. (WBC)

Rannon

this yellow-white star is the primary body in the Rannon System. (WBC)

Ranon Djelkh

this vicious Devaronian crimelord attempted to take control of Jabba the Hutt's operations on Tatooine, during the height of the New Order. Despite his best efforts to raid Jabba's storehouses and disrupt his operations, Djelkh could never gain any kind of foothold on Tatooine. He didn't endear himself to the local population of Mos Eisley, either, for civilians were often caught in the crossfire of his attacks on Jabba's holdings. In a last-ditch effort, Djelkh hired a bounty hunter to set a mole serpent loose in Jabba's palace, in an attempt to assassinate the Hutt. Djelkh then planned to present a gift of cologne - extracted from the scent glands of the mole serpent's favorite prey, the tirginni beast - to Jabba. His plans fell apart almost immediately, when the bounty hunter's ship crashed into the desert, then Harbo Wils tried to peddle the cologne to the highest bidder. When the cologne ended up in the ship of an unsuspecting group of smugglers, Djelkh wanted to part of their story that they were innocent. He went after the smugglers himself, discovering them near the wreckage of the *Star Stalker*, the ship which was transporting his mole serpent. Djelkh and his thugs set out to eliminate the smugglers, but he was unaware of the presence of A-Zulmun. The Tusken Raider managed to shoot Djelkh several times with a sligthrower rifle, badly injuring the Devaronian and distracting his forces. In the fight, Djelkh was also sprayed with the Tirginni Cologne, when its container was shot and destroyed. In a cruel twist of fate, Djelkh was swallowed whole by the mole serpent he had imported to Tatooine. (SOT)

Ranphyx

this wild beast inhabits the A'driannamieq Mountains of Elom. These large felines prowled their lands in large, social packs, and would attack any outsiders to their territory. They preferred to feed on live prey, but would scavenge whenever prey was scarce. Their pelts were spotted and striped, giving them camouflage in their natural environment. The males had a short mane of fur around their heads. All ranphyx had wide, pointed ears and five horns on their faces: one on their forehead, one below each ear, and a pair on their chin. These horns provided both protection and additional attack capabilities. The leader of the pack was known to the Elomin as the kzenka, and every adult member of the pack helped in the training of the young. The tail of the ranphyx is something of a mystery, being forked and bare. Some scientists argue that it served to help dissipate heat, while others claimed it was for emotional displays. (GG12, COG)

Ransa, Bicon

this Old Republic Senator was one of the many who felt that the Jedi Knights were becoming too powerful. When the Senate was approached by Vox Chun to investigate the death of his son, Bruck, at the Jedi Temple on Coruscant, Senator Ransa was one of those asked to join the investigation committee. He silently approved of Sano Sauro's confrontational prosecution tactics. (JAD)

Ransar Rhai Insignia

this was the highest of the commendations given by the members of the m'Yalfor'ac Order, and virtually guaranteed its holder the position of successor to the current leader of the Order. (AIR)

Ransen, Kyl

this Imperial Moff was in control of the Polith System during the early years of the New Order. After witnessing the virtual subjugation of the Vratix people on Thyferra as a youth, he vowed to help them when he grew older. After attaining the rank of Moff, he allowed himself to be "bribed" by the Ashern terrorist group, and allowed them to contaminate a shipment of bacta. Although he regretted the loss of life because of the tainted bacta, Moff Ransen did not regret helping the Ashern in their struggle for independence. (SWJ3)

Ranso Li

this Twi'lek and his partner, Cruva Lenda, worked for Nirama during the the early years of the New Order. They were dispatched to Nar Shaddaa to negotiate the sale of several used freighters from the Hutt crimelord, Popara. (TF)

Ransom, Tait

this smuggler learned everything he could from his mentor, Karl Ancher, and was a good-natured rival of Kaine Paulsen. Corellian by birth, Ransom was loyal and trustworthy, and measured himself by the integrity of his life. Tait left Socorro many years before the Battle of Endor, hoping to make a name for himself outside the shadow of Kaine Paulsen. Ransom later rescued Drake Paulsen and Karl Ancher from the jail on Omman, but was later arrested and sent to Vizcarra. Drake and his companion, Nikaede Celso, arranged a diversion and managed to get Tait freed before he could be carry off to jail. (SWJ3)

Ransom, Zan

this bounty hunter was active along the border between the Outer Rim Territories and Wild Space, during the height of the New Order. Aside from collecting bounties, Ransom was also known as an excellent scout and hunter, and often took work collecting rare and exotic animal species for eccentric collectors. He flew the modified YT-1930 freighter Wild Menagerie during this time. (WOTC)

Ranste

this searing ball of rock was the innermost planet of the New Plympto System. (CCW)

Ranth

a mammalian race native to the planet Caaraz, the Ranth are humanoid carnivores with bluish fur and flat muzzles. Their mouths are filled with short, sharp teeth. They live on the glacial plains of the dark side of Caaraz, hunting for food whenever conditions allow it. There are two distinct factions of Ranth: those that remain hunters and animal-like in their ways, and those that have become more civilized and have become integrated with the galactic community. They are a short-tempered race, and seem to have little knowledge of their own history as a species. Individual families, however, maintain detailed histories of their own. Each Ranth community, therefore, has its own versions of history, and a planetwide government was never established. This was quickly changed when the Empire discovered Caaraz, which had come to take the eletron gas from the planet. The Ranth could initially put up no resistance, and the Empire later employed the more civilized Ranth as hunters and bodyguards, safeguarding the local garrison against the planet's predators. However, the Empire began dumping its waste and fouling the environment, and the uncivilized Ranth became angry. They began ambushing Imperial soldiers and raiding bases. The Imperials demanded that the civilized Ranth put an end to this, and they began to hunt down their brethren. This led to a number of small skirmishes between Ranth communities and the Imperial forces, and kept the Ranth from emerging onto the galactic scene with a large presence. With the death of the Empire in the wake of the Battle of Endor, the civilized Ranth began to take control of former Imperial outposts, turning them into overcrowded cities. They also pushed their uncivilized brethren further into the wilderness, continuing to deepen the animosity between them. (GG12, UANT)

Ranth

this was one of the many mining settlements, or o'bekis, established on Gorothe Prime. (GSE)

Ranth

this was the native language of the Ranth race. The spoken form consisted of purrs, growls, and throaty grunts, while the written form was made up of clawlike marks that combined to form characters. (UANT)

Ranth, Sigit

this Imperial scientist was part of the team that created the defective clones of Emperor Palpatine on Byss, during the early years of the New Republic. For his part in creating the clones, Ranth was hunted down by Kir Kanos. Ranth was unaware of this attention, and traveled to Dathomir to investigate the Infinite Gate that was discovered there. However, when the Infinite Gate proved useless, Ranth left Dathomir altogether. (WOA30)

Rantine Space Station

this outpost was located in Tamarin Sector during the early years of the New Republic. (POC)

Rantok

this forged steel sword was the traditional weapon of the Unfyr Warriors of the Ka'hren. Its blade measured 1.2 meters in length, and was attached to a wooden hilt about a third of a meter long. Each side of the hilt was studded with a dagger-like crossguard. It could be wielded with one or two hands, and was equally deadly no matter how it was used. (AIR)

Rantorin

see OM812 (AIR)

Rantweed

this clustering plant was considered a food source by the Hutts. (TF)

Rao

this being, a former native of Mos Espa, was an acquaintance of Kitster Banai and Wald. Rao was known for the incredibly fast and dangerous Novastar rocket swoop she used to travel across the desert. She often loaned it out to other beings who needed to get somewhere in a hurry, but after a sixth rider died in a crash, she refused to loan it out anymore. When Leia Organa Solo and her husband, Han Solo, petitioned Ulda Banai for a swoop, she provided Rao's Novastar only after Han proved he could ride it. (TG)

raoao

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "kin" or "noble". It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Raol

this young, Jazbinan male was a member of the underground resistance which sprang up after Jazbina aligned itself with the Empire. He was captured when Luke Skywalker discovered their cell, after being tricked into believing Syayna had been kidnapped. Luke thought Raol was a kidnapper, and tried to kill him. Raol harbored Luke plenty of ill-will and when Syayna rescued Luke from her father, Raol pestered him and played jokes on him. He was jealous of Luke, for he was in love with Syayna. However, after Syayna stood up to Darth Vader and maintained Luke's freedom, she declared her only love was for Raol. (VQ)

Raort, Romort

an Irith spice-jacker, Romort Raort grew up as the local bully. After turning to spice-jacking, his demeanor has changed very little. He was hired by Elaginn, and when Elaginn committed suicide, Raort took over the gang. They worked out of Nar Shaddaa, where he continued to cultivate his contacts. When they heard of a load of spice moving through, Raort would hit the transport ship with his ion cannon. The gang then descended on the ship, hijacking its cargo and rounding up its crew for sale on the slave market. (DE1, DESB)

Raouul

this Tarasin male worked as an assistant to Yara Grugara during the height of the Clone Wars. (LFCW)

Raowen

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name meant "golden" or "made of gold". (GCG)

Raph-Elan, Yoshi

this young man was a Padawan of the Jedi Knights in the years leading up to the Battle of Naboo. Shortly after Obi-Wan Kenobi was raised to the level of Jedi Knight, Yoshi himself was admitted to the ranks of the Jedi Knights. On his first mission, he was shot down over a dusty planetoid by an unknown attacker. His ship was destroyed in the crash, and his lightsaber was badly damaged. He found himself in the midst of the machinations of Lord Gar-Oth, where the natives of the planetoid believed him to be The Foreseen. In an effort to help free Princess Lourdes, Yoshi claimed that he had married her, and was forced into battle against Gar-Oth's huge droid, The Goliath. While Lourdes defeated Gar-Oth in combat, Yoshi managed to jump on The Goliath's back and obtain the parts needed to repair his lightsaber. In a swift slash, Yoshi destroyed The Goliath's head and rendered the droid inoperable. It was later revealed that The Foreseen could only be a woman, who turned out to be Princess Lourdes herself. Yoshi was later rescued, but Lourdes asked him to grow up and return to her. (SWS)

Rapid Cloning

this process was developed by the Empire, in a secret laboratory located beneath some Jedi ruins on the planet Dantooine. The cloning facilities themselves were built by the Jedi. The goal of the lab was to process clones in just under two weeks, rather than the year it normally took to produce a viable clone. Darth Vader himself oversaw the project, which started by using genetic material from dead members of the Alliance. Vader was able to clone many races with the facilities on Dantooine. The technique tended to be imperfect, with the resulting clones having only basic memories and lacking any of the original's imagination and technical knowledge. Vader overcame this problem by collecting mindscans from various subjects and impressing them onto the minds of his clones. When the mindscan proved successful, Vader tried to take the project one step further. He hoped to clone the Dantari and create an army of cloned warriors which would have no qualms about killing anything in its path. After the labs were discovered by Tash and Zak Arranda, and their uncle Hoole, Vader learned that there was a clone of himself running the facility. The clone even had some mastery of the Dark Side of the Force, but not enough to survive the real Vader's powers. It was later revealed that the real Vader had not known of the facility until he found it, shortly after the Battle of Yavin, while searching for the Alliance's hidden base. The clone was created from a tiny sample of blood left behind when Vader activated the facility's defenses. (GOF11)

Rapid Repetition Defense Measures

known in the computer world as RRDM, this was an Imperial anti-slicing system which constantly scanned a computer, looking for patterns that were alien to the standard operation of the system. The RRDM system allowed operators to quickly identify when slicers were trying to gain access to a system. (CFG)

RapidProgram Module

developed by Industrial Automaton, this droid programming module allowed the owner of the droid to quickly reprogram it for a variety of duties. (FBS)

Rapier

this was the name of the Duelist Elite dueling droid Darth Maul once trained against. It was named because it was armed with a steel rapier. It was destroyed by Maul in combat, shortly before he was ordered to hunt down Hath Monchar. (DMSH)

Rapier

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XW)

Rapier, Jobal

this popular holoivid star married his regular co-star, Yari Cranna, more than two years before the onset of the Clone Wars. They split up just two and a half years later. Jobal claimed that he had married Yari because she was the perfect accent to his wardrobe and his image, although Yari claimed that Jobal was jealous of the fact that she made more credits than he did. Jobal simply replied that it was time to put Jobal back in the center of things. (HNN5)

Rapora Mining

this corporation specialized in starting mining booms on planets with deep reserves of natural materials, during the height of the New Order. (SWJ10)

Rapotwanalantonee Tivtotolon

this was the full name of the musician Rappertunie. (CCG9, SWI67)

Rappapor

this man was a member of Samuel Tomas Gillespee's smuggling group during the early years of the New Republic. (TLC)

Rappertunie

this Shawda Ubb musician played the growdi for the Max Rebo Band. His full name was Rapotwanalantonee Tivtotolon. He grew up wanting to travel, something most of his species loathed. As a child, Rappertunie saved his credits and eventually bought passage to Shanpan. While there, he encountered beings from a multitude of species and cultures, and he eventually joined a Shanpa band in order to earn more credits. It while playing with these bands that he adopted the name Rappertunie, since it was easier for other species to pronounce. When he saw the Max Rebo Band play on Manpha, Rappertunie was given the chance to join the band. He eagerly agreed, and his growdi music blended in nicely with the band's jazz sound. When the band was employed by Jabba the Hutt, Rappertunie found that the dry, desert heat affected his playing as well as dried out his skin. He petitioned Sy Snootles to break off the engagement, and his wish was answered when Jabba was killed at the Pit of Carkoon. After touring briefly with Sy Snootles until her career failed, Rappertunie took a job as a computer engineer with Rebaxan Columni, and worked on several upgrades to the MSE-6 line of droids. (RJSE, CCG9, MTSE, SWI67)

Raprice

this annoyingly efficient Imperial officer was assigned to Captain Deyd Llnewe aboard the customs vessel *Vigilant* in the years leading up to the Battle of Yavin. While Llnewe resented Raprice's constant adherence to regulations, Raprice chafed at Llnewe's unorthodox methods. Both men were humbled when they discovered that the ships Han Solo had been piloting through their checkpoints were actually stolen and later sold to the Alliance. (T2)

Raptor

this piscine being was a noted bounty hunter who operated during the years leading up to the Battle of Naboo. Raptor was easily distinguished by the large gills that dominated his head, which was topped with wiry hair that looked like tiny horns. Raptor was part of an unlikely group that was put together by Magus to hunt down Talesan Fry, after the young boy discovered their plans to assassinate twenty galactic leaders at a conference on Rondai-2. Raptor entered the Uta Center by diving into one of the many pools that covered the grounds, using his gills to breathe underwater as he worked his way inside the complex. Upon entering the Uta Center, Raptor found that he had been followed by Qui-Gon Jinn. He tried to fire his rocket launcher at the Jedi Master, but Qui-Gon was able to outsmart the bounty hunter. The Jedi was able to momentarily confuse a rocket, causing it to target Raptor instead. Raptor was unable to move out of the way, and perished in the resulting explosion. (SOJ)

Raptor

an *Preybird*-class attack ship owned by Mazzic, the *Raptor* was blue in color with a red bird of flames on its wings. Mazzic and his crews performed heavy modifications to the *Raptor* and its twin, the *Skyclaw*, acquiring military parts produced by the Empire on the black market in order to augment their capabilities.

The ship required a pilot and a gunner to operate, and was armed with a pair of heavy laser cannons and two concussion missile launchers. (TLC, LCSB, GMR4)

Raptor

an Alliance Nebulon-B Frigate destroyed during the Galactic Civil War. (TIE)

Raptor

this *Imperial*-class Star Destroyer was stationed in Kathol Sector, under the command of Imperial Moff Kentor Sarne, during the early years of the New Republic. The *Raptor* and the *Bastion* were called into duty during the Battle of Kathol, and began to turn the tide of the battle toward the Imperials, just before the deaths of DarkStryder and Moff Sarne. After Sarne's death, the *Raptor* was returned to the main Imperial fleet, and was part of the task force commanded by Admiral Pellaeon in the wake of the death of Grand Admiral Thrawn. It was dispatched as the flagship on the mission to capture Orinda. (E, WOA30)

Raptor

this was the name of the huge warship that served as the flagship of Iaco Stark's navy, during the Stark Hyperspace War. It was under the command of the Zabrak pirate Zur at the time. The *Raptor* was infiltrated by Jedi Masters Qui-Gon Jinn and Tholme and their Padawans, Obi-Wan Kenobi and Quinlan Vos, in an effort to put an end to Stark's control. The Jedi managed to rework the navigational computer virus Stark had used to disable Ranulph Tarkin's fleet, placing it within the computers of the *Raptor* and her support ships. (SHW)

Raptor Run

this swoop racing course was designed by Blizz Pinnix, and built near The Pits on Stend VI. It was named for Pinnix's own racing vehicle, the Black Raptor. It was a dangerous course of twisting pathways, canyons, and mazes formed from demolished buildings. The course was built on the site of a former Imperial ordnance testing facility, which Pinnix purchased for thousands of credits below market value. (WSV)

Raptors

this vicious gang controlled much of Coruscant's Crimson Corridor, shortly before the Battle of Naboo. Their ranks were open to individuals of varying races, and their leader was a human known only as Green Hair. (DMSH)

Raptors

Zsinj's special forces organization, the Raptors were noted for their ability to penetrate and destroy planetary defense systems. They were also Zsinj's personal police force, carrying out his orders in secret. The Raptors took the place of traditional stormtroopers in Zsinj's war machine. Their banner was made up of the colors red, black, and yellow. They wore a modified version of the standard stormtrooper body armor, with the armor being entirely black in color. Following the death of Zsinj at Dathomir, it is believed that surviving Raptors may have set out on their own, looking for another Imperial warlord to serve. (CPL, SOC, CTD)

Raptor-wasp

this immense avian insect was native to the planet Corellia. (E3N)

Raquisth Thoroughfare

found in the center of Quantill City, on the planet Ando, this wide avenue was noted for its architecture. (HNN4)

Raquitayben

this aquatic being was adopted by human parents, after the destruction of her homeworld. The only surviving member of her race, Raquitayben decided to move to Iskalon when she was only enough, to live among the other aquatic races that lived on the planet. (GMR1)

Raquoran, Gregor

this man was, at one time, the Commerce Master Commissioner of the Velcar Free Commerce Zone. A

native of the planet Capza, Raquoran suffered from a glandular disorder that made him appear obese and dim-witted. However, Raquoran was a shrewd businessman, and was one of the business leaders who gathered aboard the *Reaper* to attend the Pentastar Talks which were held by Moff Arduus Kaine. Despite his own concerns that the VFCZ was well in hand, Raquoran eventually submitted to Kaine's will and signed the Pentastar Alignment Treaty, recognizing the New Republic would take control of the VFCZ if he didn't ally himself with Kaine. (SWJ3)

Rar

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "bold". (GCG)

Raraza

this avian predator was native to the planet Duro, but eventually died out. (GCG)

Raraza

this was a common name given to male Duros children. The name Raraza referred to an extinct species of avian predator once found on the planet Duro. (GCG)

Rarefied Air Cavalry

this was one of the most prestigious military units from the planet Virujansi. During the height of the Clone Wars, the Rarefied Air Cavalry assisted Obi-Wan Kenobi, Anakin Skywalker, and their clone troopers to defeat the Separatist forces which tried to capture Unparala. (SWI72)

Rark

this small creature was the favorite food of a sovler. (VOF)

Rarrhkrorrrho

this was one of the many small communities that were created by the Wookiees of the planet Kashyyyk. Its economy was focused on the harvesting and sale of agricultural goods on Kashyyyk itself. (GMR4)

Ras

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "hunter-gatherer". (GCG)

Rasapan

this gas giant was the sixth and outermost planet of the Kuat System. It was orbited by twenty-two moons. (CCW)

Rasca

this given name was commonly given to female human children throughout the galaxy. (GCG)

Rascal Squadron

Ace Merrick's X-Wing squadron sent to take out the Arah asteroid mines. (RA2)

Rasch, Dessiva

this attractive and deadly woman was one of the more powerful representatives of the Klatooinan Trade Guild. Always attended by a group of Klatooinan bodyguards, she managed her operations from the moon Gall during the height of the New Order. (PSG)

RA-series Droid

this model of servant droid, manufactured by Cybot Galactica, was based on the 3PO series of protocol droids. However, it was much less expensive, and was designed to appeal to a more domestic owner. (SWJ14)

Rashallo

the green leaves of this plant, native to Haruun Kal, was used to roll small cigarras. (SHPT)

Rashh

this man served the Old Republic as a pilot, and was one of the first military officers to recognize that the rule of Emperor Palpatine was corrupt. Captain Rashh was among the first to throw in his support with the fledgling Alliance. (SWG8)

Rashk

this Bothan name was given to newborn males. Translated into Basic, it meant "peaceful" or "tranquil." (GCG, WOTC)

Rashnoor Pass

this cleft was located on the tallest peak of the planet Belsavis, and nearly split the mountain in two. (EGP)

Rashtah

this Wookiee male was one of Krayn's most trusted lieutenants, some four years after the Battle of Naboo. Rashtah and Zora were the point beings in many of Krayn's hijacking missions. Despite his species' aversion to slavery, Rashtah was nevertheless extremely loyal to Krayn. When Obi-Wan Kenobi infiltrated Krayn's spice processing facilities on Nar Shaddaa, Krayn sent Rashtah to deal with him. Rashtah managed to pummel Obi-Wan quite badly, until the Jedi was able to activate his lightsaber and fight back. Rashtah fought to the death, when Obi-Wan sliced through his chest and killed him. (JQ)

Rask

this man was an ancient Onderonian street philosopher and Naddist, who helped Exar Kun find the hidden Sith artifacts on the Dxun moon. (DLS)

Raskane IV

a planet. (GG9)

Raskar

one of the few surviving Iridium space pirates, Raskar was the owner the last power gem that was existed in the galaxy. He retired to a little-known rim world, and made his money betting on fights which he staged against those who wanted the gem. He kept his skills sharp battling dueling droids. When Chewbacca beat his best warrior and Han Solo took possession of the gem, Raskar faded into anonymity for awhile, becoming a bounty hunter for Jabba the Hutt. He convinced Jabba to let him capture Solo, and tried to capture Solo by tracking the *Millennium Falcon* to Hoth. Han managed to escape the initial encounter, with some help from Luke Skywalker. Raskar tried to steal Han's reward for rescuing Leia from Grand Moff Tarkin, chasing them beneath the surface of the planet. There, they discovering the presence of lumni-spice. Raskar agreed to let Solo go free for his take of the lumni-spice. A dragon-slug attacked them, and Luke was able to defeat it. After both Solo and Raskar escaped from Hoth, Raskar later rescued Solo from Skorr, on Ord Mantell. (CSW)

Raslan

this former Imperial Captain served under Warlord Zsinj during the period following the Battle of Endor and the breakup of the Empire. He directed the assault force which landed aboard the Kuat Drive Yards facility building the *Razor's Kiss*, then took command of the stolen *Super*-class ship as they attempted to flee Kuat. Raslan was unable to make much progress, as the *Razor's Kiss* was inefficiently tuned, and they were eventually caught by the New Republic. Raslan died in the first wave of attacks on the *Super*-class ship. (IF)

Rasp

this was the term used to describe a family of avian creatures found throughout the galaxy. (GQRG)

Rasp Ravine

this was the name given to a section of the Agrilat Swamp Circuit, one of the most popular swoop racing courses of the New Order. (SWGAL)

Rasper

this man was a member of the Nebula Front team, led by Captain Cohl, which infiltrated the Trade Federation battleship *Revenue* shortly before the Battle of Naboo. Unfortunately for Rasper, he was shot and killed in the initial struggle. (COD)

Rass

the bones of this predator, native to the planet Saki, were used by Sakiyan hunters to create handles for knives other bladed weapons. The black surface of a rass bone was pebbled and hard, providing a grip that wouldn't slide around in a bloody or sweaty hand. The use of a rass-bone blade indicated a hunter's prowess, since it indicated that the wielder had taken down one of the most vicious predators on their homeworld. (MBS)

Rassh, Nuendo

this man was arrested on Stend VI, for running supplies to Fortress Keremark, during the Galactic Civil War. Rassh was known to have used five reprogrammed Hatchling maintenance droids to service his personal starship. (HAS, FTD)

Rasterous

Airen Cracken escaped from the Kuat Drive Yards shipyard warehouse on this planet by eluding pursuit on an Aratech A14 repulsor-disk. (CFG)

Rastur

a native of the planet Ennth, Rastur was the leader of the evacuation of Another Hometown. He was married to Shinnan, and they worked tirelessly to ready their town for evacuation when the planet's eight-year cycle of destruction occurred. He was a decorated soldier who served his planet and the galaxy well, and was known for his heroic actions in the heat of battle. He gladly accepted Zekk's help when Ennth's moon began its close orbit, and they got most everyone to a space station before the worst damage occurred. When Zekk questioned why the settlers kept rebuilding rather than resettling on a less active planet, Rastur explained that Ennth was their world, and theirs alone, and they felt that they owed it to the planet and themselves to carry on. He was devastated by the loss of Shinnan, but kept working to ensure everyone else was safe. (SHA)

Rasvin

this Imperial freighter was assigned to deliver hyperdrive repair parts to the stranded *Laantis*, during the height of the Galactic Civil War. (TIE)

Rat Monster

a large, rodent-like creature that inhabits the subterranean realms of Imperial City on Coruscant. It has large tusks that it uses as weapons, and is covered by plated armor and large spines on its back. (JS, DA)

Rat People

denizens living in the depths of the older sections of Imperial City on Coruscant. Like many of the city's sub-world alien creatures, the rat people shy away from bright lights. They are also fairly timid, and will run from any form of confrontation. (CPL)

Rat Roach

this species of insect was known to inhabit the bulkheads of starships and other dark places, where it fed on easily obtained metals such as electrical wiring. They had two antennae, one on each end of their body, and were protected by a collection of sharp quills on their backs. Rat roaches protected themselves by curling up their antennae and rolling into a ball shape, exposing all their quills. (TBSB)

Rata Nebula

this gaseous cloud was located near the planet Csilla, in the Unknown Regions of the galaxy. (GMR7)

Ratamesh

this was the capital city of Thisspias. (NEGC)

Ratch

this was a slang term for any lowlife criminal, often used by smugglers. (HTTE)

Ratchet Gramzee

this male Ugnaught was a member of Sebolto's gang during the years following the Battle of Naboo. The Corporate Alliance issued a bounty for his capture in connection with the theft of classified chemical manufacturing information that was later used in the production of death sticks, which were later discovered to have been laced with deadly neurotoxins. This bounty was eventually claimed by Jango Fett, who managed to locate Gramzee and his partner, Lokk Gimble, on Malastare during his attempt to meet with Sebolto. (BH)

Rath

this man was a small-time criminal during the early years of the New Republic. He was hired by IT to steal Leia Organa Solo's datapad from her Coruscant apartment, shortly after her marriage to Han Solo, in an effort to implicate her in the droid's schemes. Rath was nearly thwarted by Chewbacca's son, Lumpawarrump, who was in the apartment at the time. Rath escaped, but was pursued by the Wookiees. (AFA)

Rath Kelkko

this Anzati male was one of the most powerful crime figures on his homeworld of Anzat, during the height of the Clone Wars. He was Sora Bulq's primary contact during this time, and was working with the former Jedi Master to establish a "shadow army" for the Separatists when they were discovered by Jedi Masters Tholme and Aayla Secura. He traveled to Saleucami to train the cloned Morgukai warriors that had been created for the "shadow army," teaching them the ways of the Anzati assassins. (RT)

Rath, Hogun

this legendary bounty hunter was known as a single-minded individual, quietly and unceremoniously completed each hunt he took on. His skills as a tracker and hunter were excellent, and he had a cold-blooded detachment from his targets that made him all the more efficient. In the wake of the Bounty Hunter Wars, Rath was removed from the Empire's most-wanted list because it was believed he was dead. Rath, however, was quite alive, and was courted by the Alliance to join the Galactic Civil War. (RESB)

Rathalay

this planet is known as a tourist destination, but is by no means popular. This suits its visitors just fine, as many of them go to Rathalay for its private beaches. It was here that the former Imperial Grand Admiral Grant retired, after he defected to the New Republic. Later, Han Solo took his family there during the Yevethan Purge, to help Leia Organa-Solo clear her mind in preparation for the battle to come. (SOL, SWI66)

Rathalayan Firestone

this variety of firestone was similar in appearance to a Gallian firestone. (MBS)

Rathe Palror

this Tunroth sharpshooter was a member of Churhee's Riflemen. A member of the *shurlan* class, he was one of the few survivors of the assault on Y'Trella. Rathe decided to forgo his pro-Imperial stance and later assisted Riiij Winward in his escape from Tatooine. (GG12, TFE, SWJ12)

Rathleek

this Whiphid Spearmaster was the leader of a group of Whiphids which settled on Kothlis to partake of the wild game to be found in the Arblis Forest. The Whiphids settled into an abandoned smelting plant, left behind by Raynor Mining Enterprises, and used the facility as their base of operations. (SPG)

Rath-scurrier

this small creature was the traditional prey of the Nediji race. (MJH)

Ratidillo

this huge, armored rodent lives in the deepest, darkest regions of the bowels of Imperial City. A row of spikes runs along its back and down its tail, and large tusks stud its mouth. The ratidillo, also called a rat monster or a kragget rat, is a scavenger. (JASB)

Rationalist Party

this socio-political group, formed from the Newcomers to the planet Nam Chorios, was led by the younger incarnation of Seti Ashgad. It served as the main faction of support for Ashgad and his unknown superior, Dzym. They continually attacked Theran gun emplacements on the planet, in hopes of allowing free trade to come to Nam Chorios. They were not aware of Ashgad's connections to Dzym and the real reason for the attacks on the gun platforms. (POT)

Ratitan Whisperfly

this small insect is known for its soft, insistent buzzing. (SOP)

Ratoog

this Gamorrean served as the computer and droid specialist for the Friends of Paran, during the height of the Galactic Civil War. He wore a special translation device around his neck, in order to better communicate with his fellow rebels. (OE)

Rattagagech

this New Republic Senator was the Chairman of the Science and Technology Council. An Elomin, Rattagagech supported Borsk Fey'lya, and voted to remove Leia Organa-Solo from power when Krall Praget questioned her ability to rule. (SOL)

Rattatak

the history of this planet was written in blood, as the natives were considered barbarians who lived with violence and bloodshed on a daily basis. The planet was located in a remote corner of the galaxy, and was unknown even into the last days of the Old Republic. Because resources were scarce on the planet, and since there was no trade with the outside galaxy, the struggle for survival became paramount to the native Rattataki. Small tribes gathered together to pool their resources, and wars over fertile ground became commonplace. This evolution toward violence kept the Rattataki from discovering space travel, and they were quite unprepared when a starship full of slavers arrived on Rattatak. However, the Rattataki quickly realized that the slavers could bring stronger warriors to Rattatak, and renewed violence spread across the planet. This barbaristic existence was temporarily halted when Asajj Ventress rose to power, during the years leading up to the Clone Wars. When she left Rattatak to join Count Dooku, Rattatak reverted to its old ways. (SWDB, CWC1)

Rattataki

this race of near-humans, characterized by their thin bodies and pasty-white skin, was native to the remote world of Rattatak. Because resources were scarce on Rattatak, and since there was no trade with the outside galaxy, the struggle for survival became paramount to the Rattataki. Small tribes gathered together to pool their resources, and wars over fertile ground became commonplace. This evolution toward violence kept the Rattataki from discovering space travel, and they were quite unprepared when a starship full of slavers arrived on Rattatak. The wiry Rattataki were of no use to the slavers, being too difficult to train. However, the Rattataki quickly realized that the slavers could bring stronger warriors to Rattatak, and renewed violence spread across the planet. Tribal warlords began pitting personal champions and gladiators against each other in large arenas, leading to the formation of the Blood Sport of Rattatak. (SWDB)

Ratter Thist

this small, agile creature has tan fur marked by varying stripes. They have sharp, retractable claws, and are often used to guard livetsock in mountain valleys. Moranda Savich asked for them when she first entered the Exoticalia Pet Emporium, trying to draw out Navett and Klif. They are sometimes called Kordulian krisses. (VOF)

Ratts Tyerell

this perpetually happy alien was considered one of the Outer Rim's best podracer pilots. Ratts was a member of the Aleena race, and flew in a Vokoff-Strood Titan 215 podracer. Unfortunately for Ratts and his family, he was killed during the Boonta Eve Classic race on Tatooine, which saw Anakin Skywalker defeat Sebulba. His family was orphaned on Tatooine in the wake of his death. (RAC, IG1, IWE1, OWS, JQ3)

Ratts Tyerell Foundation

founded by Pabs Tyerell in the memory of his father, Ratts Tyerell, this organization sought to outlaw pod racing. The basis of the Foundation's goals was the death of Ratts Tyerell during the Boonta Eve Classic on Tatooine, which left his family without a husband and father. The Foundation hoped to ban pod racing in order to avoid subjecting other families to similar hardships. (HNN4)

Rault-Sanik

this was a noted member of the Yarkora race. (UANT)

Rav

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

RAV

the short name for a repulsorlift assault vehicle. Floating fortresses, command speeders, and repulsortanks are all examples of RAVs, which in turn are a form of ground assault vehicle (GAV). (SWJ9)

Rav Mjalu

this was a noted Bimm individual, distinguished in the history of the planet Bimmisaari. (UANT)

Ravaath

this planet was conquered by the Epicanthix people. (SESB)

Ravager

an Imperial *Lancer*-class frigate assigned to the Rachuk System about two and a half years after the Battle of Endor. It was destroyed during the New Republic raid on Vladet, when Corran Horn flew his X-Wing directly at the *Ravager*, allowing Warden Squadrons' Y-Wings to target his ship with their torpedoes. At the last minute, Horn's X-Wing swung around hard near the *Ravager's* hull. The torpedoes that were following Horn slammed into the *Ravager*, killing it in a series of explosions. (XWN)

Ravagor

the *Imperial*-class Star Destroyer *Ranulf Trommer* was assigned to when he attacked Aguarl 3. (ROC)

Raveen

this Imperial Commander served under Admiral Zaarin, and defected to the Alliance with Zaarin. (TIE)

Ravelev

this independent freighter was owned and operated by Captain Kassler. (PSG)

Ravenbeast

native to the jungles of the planet Seregar, this huge creature was covered with deep purple fur. Its long fangs were clear, and its hands were studded with curving claws. Ravenbeasts were stealthy predators, using a surprise attack to take down large prey. A complete set of fangs and claws from a ravenbeast were a symbol of strength, and brought a high price in Storrd Township. (ND)

Ravenno

this scout ship was part of the fleet assigned to the *Loose Cannon*, during its attempt to steal a bacta supply from the Twin Suns Transport Services. (XWA)

Raven's Claw

this was the name of the transport ship owned by Kyle Katarn, after the *Moldy Crow* was retired. When Katarn and his apprentice traveled to Hoth to investigate a disturbance in the Force, the systems aboard the *Raven's Claw* froze up, forcing the Jedi to travel on tauntauns until they could get the ship up and running again. (WOTC, PH, JO)

Ravenscreecher

this immense avian creature was native to the planet Wxtn. It was distinguished by its six legs, each of which ended with a set of half-meter-long claws. (JQ3)

Raven-thorn

this plant, native to Yavin 4, was distinguished by the sharp spikes that grew on its branches. Any being unfortunate enough brush into a raven-thorn often came away with ragged wounds, as the spikes were razor-sharp and capable of cutting through clothing and flesh. (DA, MBS)

Raventhorn, Jai

this outlaw was working as a mining engineer on Rodaj when her fiance, Krul, was killed by the Empire. She struck a blow of vengeance against Moff Jellrek, and continued to assist the Alliance - and later, the New Republic - whenever she could. After joining the Alliance full-time, she became a Master Sergeant with the Alliance's Infiltrator squadron. She was promoted to Master Sergeant after a failed raid on Bevell III, despite the fact that her entire team had been killed when the mission was compromised. She knew that the promotion was more propaganda than reward, but accepted it. When the Infiltrators were disbanded, Raventhorn became part of Red Team Five, but was captured by Imperial forces on Zelos II after a raid on the garrison there failed. She was imprisoned with Dirk Harkness, and both were severely tortured and interrogated, then left for dead in a prison cell. Neither knew how long they had been there when Platt Okeefe and Tru'eb Cholakk arrived to rescue Harkness, and Raventhorn was rescued with him. Jai's younger sister, Morgan, was a Major in the Alliance's Special Operations team until her death at Endor. (SWJ3, SWJ8, TFNR)

Raventhorn, Morgan Q.

this young woman was Jai Raventhorn's sister. She showed a great deal of aptitude with high technology, and took apart her first hyperdrive at the age of ten. She initially joined the scout service as a mechanic, but soon found herself disillusioned by the lack of direction in her life. She jumped ship at Rodaj and tried to find work with the mining colony there, which was where she met T'Charek Haathi. Haathi's dream of joining the Alliance appealed to Morgan, and she followed Haathi when she left Rodaj. Morgan became one of the best techs in the Alliance, and was recruited by Haathi to join her Special Operations shipjacking team. Morgan joined up, although her youthful exuberance often grated on her team's nerves during a mission. After many successful missions, and as she matured within the military, Morgan was promoted to Major within the Alliance's Special Operations team. A tall, dark-haired girl, Morgan was killed during the Battle of Endor. (SWJ3, TFNR, SWJ13)

Ravik

this tall, emaciated Imperial Grand Moff controlled the Tolonda Sector during the Galactic Civil War. Born with the true nature of the New Order in his blood, Ravik rose quickly through the ranks. However, Ravik was not satisfied with the rank of Grand Moff. He wanted the control and power than Grand Moff Tarkin had in the Outer Rim. During transport to an Imperial enclave, Ravik's shuttle was intercepted by Alliance starfighters and captured. Ravik was taken prisoner and was placed on the transport *Celestial* for relocation to a penal world. When Bane Nothos devised an escape plan, Ravik supported it, but quickly took control of the ragtag group of convicts. He tried to steal the *Celestial*, but its Captain sent it into hyperspace with a damaged motivator, hoping to destroy it. Instead, the ship was flung into Otherspace, where the Charon captured it. Ravik made a deal with the Charon leader, Ber'asco, sacrificing his own crew for continued existence. Ravik's deal involved helping the Charon get into realspace and exterminate any life they found there. He planned to deliver the galaxy's rebels to them, solidifying Palpatine's position as Emperor and ensuring his own promotion. However, the Alliance agents sent to pilot the *Celestial* to a penal world soon found the ship in Otherspace, and tried to capture Ravik. He was by then deep in the clutches of Ber'asco, who survived the Alliance attacks and fled back to Otherspace. Ravik's mind was retained in the Charon computer until the Charon were ready to launch an attack on the

known galaxy. When the *Desolate* was linked to Ber'asco's mind for the coordination of the jump, Ravik's mind attacked Ber'asco's. A strange and epic battle ensued within the computer system, until Ravik finally triumphed over Ber'asco. Ravik then took control of Ber'asco's mind and body, and ordered the Charon bioscientists to create a modified form for him, incorporating the spider-like Charon body with Ravik's human head, arms, and torso. The exoskeleton was created with an energy cannon built into the torso, and a rocket pack on the back to provide the Ravik-construct with more maneuverability. Then, Ravik ordered the assault on the known galaxy under his own command. However, as the *Desolate* made its jump into hyperspace, Ber'asco was able to take control of Bane Nothis' body and confront Ravik. They fought, with the primary result being damage to the ship's main computer systems. Instead of emerging from hyperspace near Stronghold, a planet Ravik had learned of from the *Celestial's* computer, the *Desolate* collided with the world, causing severe damage to the ship. The Charon launched their conquest of the galaxy, but Alliance agents arrived to supplement the settlers. Ber'asco managed to make contact with the Alliance, and their uneasy partnership resulted in a confrontation with Ravik. Ber'asco attacked first, but only wounded Ravik before Ravik crushed him to death. During the battle, the rocket pack on Ravik's back was activated, and Ravik was flung across the barren plains. He somehow survived, and hid on one of the Alliance's transports. Once discovered, Ravik was assaulted by the Alliance soldiers, whose combined firepower penetrated the Charon exoskeleton and destroyed Ravik once and for all. (OS, OS2)

Ravine Squadron

this was one of the starfighter groups which protected the planet of Levian Two, during the early years of the New Republic. (SOC)

RavinsBlud

this was a noted syndicate of Gran criminals who terrorized the streets of Malastare during the last decades of the Old Republic. (BH)

Ravis

Shada D'ukal referred to this imaginary lover when she tried to contact Leia Organa-Solo at Orowood Towers, shortly after Shada left Mazzi's service. (SOP)

Ravn

an Imperial freighter group transporting supplies to the NL-1 outpost in the Pakuuni System. (TIE)

Ravva

this Socorran liquor was favored by Shamus Falconi, especially after a successful mission. It was illegal in some systems, including the Shesharile System. (SWJ9)

Raw Deal

this PLY-3000 luxury yacht was used by one of the smuggler captains recruited by the Alliance to supply arms for the Battle of Endor. (XWA)

Rawd, Mij

this man served as the Vice-President of Marketing for the Ardees Beverage Company, during the last decades of the Old Republic. Shortly before the onset of Clone Wars, Rawd pulled something of a coup by signing grav-ball player Deme Tryshyn to become a spokesbeing for Ardees' products. (HNN4)

Rawl

this devious rserpent was distinguished by the frill of skin that surrounded its neck. Rawls were known for their ability to camouflage themselves and lie in wait for their prey, which they dragged into their nests to consume. During the height of the Galactic Civil War, Doctor Relan Smiff discovered that the rawls were growing to immense proportions, and were using the fans on their necks to assist in swimming. (ROD, SWGAL)

Rawl, Boo

this freight hauler, a native of the planet Hazzard, was an independent spacer until the Empire started to dictate how the galaxy - and the individuals in it - should be managed. He chafed against Imperial control

until he saw only one viable option: join the Alliance and fight against the Empire. He keeps an extensive collection of hard-core music in his barge driver, the Long Run. Most of the music was banned by the Empire, which was all the impetus Boo needed to listen to it. His collection was believed to be the largest - and loudest - in the Alliance fleet. Boo Rawl assisted Deen Voorson in retrieving a Colony Class 23669 power generator from the Kuat Drive Yards, only to find that Deen's nine-year-old cousin Shannon had stowed away on his ship. The pursuing Imperials left him without options, and the three sped away to an Alliance base with the generator. (SWJ9)

Rawmat

this is corporate slang for raw materials. (SWJ9)

Rawst

one of Ranulf Trommer's wingmen assigned to the Ravagor, Rawst was killed in action over Aguarl 3. One of his wingmen's first names was Seth. (ROC)

Rawwk

a species of winged, mammalian creatures which inhabited Bespin's upper atmosphere, rawwks were named for the distinctive screech they made while hunting. This screech served to disorient their prey. The body of a rawwk was covered with feather-like fur, giving them a sleek, aerodynamic form. (JS, WSW)

Rax

this Alliance soldier accompanied Leia Organa, Luke Skywalker, and Han Solo to Kiva, in an effort to exposed Project Starscream. Unfortunately for Rax, he was consumed by the biological weapon known as Eppon. (GOF6)

RAX-1

this was the first RAGOC missile emplacement produced for military use by Oryn Engineering. (HAS)

Raxine

this female bounty hunter paired up with Krestock in an effort to hunt down Philo Taal, although neither realized that there was no official bounty posted. They disagreed over how to split the bounty, so they agreed to each take one of Philo's legs and pull until he split like a wishbone. In the end, though, Raxine simply shot Philo dead. Raxine and Krestock never received payment, except for the fact that Philo's brother, Reglis Taal, hunted them down and executed them for their parts in Philo's death. (GG10)

Raxsus Nuli

this ancient pirate tried to take over several star systems in the wake of the Great Sith War, believing that the Jedi Knights and the Old Republic were too busy with the Great Hunt to notice "smaller" criminals. However, Nuli was eventually apprehended by the Jedi, however. They discovered that Nuli had been stockpiling Verpine technology and defense systems, as part of his plan for planetary conquest. (KOTOR)

Raxus II

this ball of frozen rock and ice was the second, and outermost, planet of the Raxus System. (WOTC)

Raxus Prime

Count Dooku reappeared on this planet, some years before the onset of the Clone Wars, after having left the Jedi Order to further his own agenda. The innermost planet of the Raxus System, Raxus Prime was known as the galaxy's junkyard, having been set aside for the disposal of all sorts of materials. This created pools of toxic sludge and piles of radiated debris, and gave the planet's atmosphere a toxic undertone. With the construction and operation of a Sienar Fleet Systems refinery and reclamation facility on Raxus Prime, any remaining hospitable conditions were eliminated. Much of the planet's water was polluted, and that which was not evaporated and became acid rain. Nevertheless, Dooku maintained a luxurious abode beneath the scrap, which he used to hide from the rest of the galaxy in the wake of the Battle of Geonosis. Dooku also spend a large sum of credits excavating the surface of the planet, looking for the Force Harvester. *Note that the reference to Sienar Fleet Systems comes from the Star Wars Databank, indicating that the transformation of Republic Sienar Systems took place well before the*

institution of the New Order. The average day on Raxus Prime lasted about 22 standard hours, and its year encompassed 388 local days. (HNN5, BF1, WOTC, SWDB, BF2)

Raxxa

this planet was one of the member worlds of the New Republic. (TT)

Ray

this was one of the many species of scalefish which inhabited the oceans of Naboo. The rays were long-bodied fish that appeared to be all head. The large head of the ray was dominated by its tooth-filled mouth, which could distend to hold its prey. The tail of the ray was crescent-shaped, making the ray a strong swimmer. Gungans and Naboo alike considered the ray an excellent sportfish, because it put up a strong fight and often made spectacular leaps from the water. (IG1)

Ray Shield

a defensive shield used to block or absorb light waves. They use electromagnetic and ultraviolet fields to capture light and drain its power. Thus, they can be used to protect a ship from lasers. They consume more power than particle shields, but serve a much different purpose. (SW, SWSB)

Ray Shield

this small, handheld shield resembled nothing more than a metallic disk. However, it was equipped with a tiny power source which provided a measure of protection against low-powered blaster weapons. Ray shields were often used in gladiator fights, where they could be used in a defensive manner, or to deflect bolts toward unsuspecting foes. (MC22)

Ray, Elena

an employee of the old Shankti Drive Works company, Elena was known as the "Black Manta," and was secretly the leader of the G'uatr Network. She worked her way up in part of Shankti's research and development branch, and earned her nickname from her corporate battle tactics. She was working to set the G'uatr Network up on a new planet, complete with data from both Shankti and Tumleh Navigation, and had been subverting the D'Iarah police in order to obtain much of what she needed. (SN)

Rayc Ryjerd

Rycar Ryjerd's son, he was heavily indebted to Jabba the Hutt for the ship he owned. He was considered even more of an idiot than his father. (CCG7)

Rayf

this was one of the most common male names among the Corellian population. (GMR9)

Raygar

this evil Imperial Doctor discovered the power of the Sunstar, some years before the Battle of Endor. He dispatched Admiral Kaaz to transport a fleet to the Forest Moon of Endor to recover it. Unfortunately, Raygar's plans were smashed by the efforts of the Ewoks and Admiral Kaaz's droid, PD-28. (ECAR)

Raykel

a city located on the planet Darkknell. (TFNR)

Raymeuz

Booster Terrik assumed this alias during the assault on the Ubiquitorate base at Yaga Minor. Commander Raymeuz was intended to be Captain Nalgol's second-in-command. Led by Garm Bel Iblis, the raid was designed to obtain a copy of the Caamas Document. However, the Star Destroyer Errant Venture had been modified to appear to be the Tyrannic, since the New Republic hadn't seen the Tyrannic in months. Moff Disra, present at Yaga Minor after anticipating the attack, was able to see through the ruse and thwart the initial assault. Grand Admiral Thrawn, portrayed by the conman Flim, demanded that Terrik and Bel Iblis cease their raid or be destroyed. (VOF)

Raynar

this given name was common human males across the galaxy. (GCG)

Rayne

this rugged woman owned Rayne's Dune Sea Outfitters, based in Mos Eisley on the planet Tatooine, during the height of the New Order. A native of the Core World of Brentaal, Rayne "retired" from Brentaal's Wayward Children, where she had been a route coordinator, and traveled to Tatooine to pursue her dreams of becoming an entrepreneur. She used her network of contacts within the Core Worlds to establish Dune Sea Outfitters in order to ensure she always met her customers' expectations and needs. Her desire to keep the contents of her warehouse a closely-guarded secret - Rodian guards patrolled at all hours, and no one was allowed into the warehouse - meant that Rayne was the subject of many rumors, despite the outward legitimacy of her business. Much of the merchandise hidden within the warehouse was acquired for shipment by Brentaal's Wayward Children. (GMR7)

Rayne's Dune Sea Outfitters

this warehouse was located in the city of Mos Eisley, on the planet Tatooine, and catered to the needs of the local scouts and explorers. Casual visitors were discouraged from entering by a group of Rodian guards employed by Rayne, but any being who identified Rayne was allowed to enter. No one was allowed into the warehouse itself, as Rayne chose to keep its contents a secret. She maintained a complete inventory on a datapad, and could call up any item in minutes. Spacers could also store their cargoes in the warehouse for a small fee, but Rayne insisted the her Rodian guards load and unload the cargo. The reason for the secrecy and security was that much of Rayne's business was with various criminal and smuggling operations in the Outer Rim, as well as the shipment of goods for Brentaal's Wayward Children. Hidden behind a jumble of shipping crates Rayne kept a hyperwave transmitter, used to make sure she was up-to-date on her customers' needs and shipments. (GMR7)

Rayno Vaca

this Tarnab worked as a taxi driver on the planet Coruscant, during the Battle of Naboo. He was known to be unscrupulous, willing to do anything to trick a customer out of another credit. It was Rayno who transported Jar Jar Binks and Anakin Skywalker to Senator Palpatine's residence, shortly before the Battle of Naboo. (YJC4, CCG15, SWI75)

Raynor Mining Enterprises

this Old Republic corporation mined ores, minerals, and crystals from a number of planets. Raynor was known for its tactics of purchasing a planet, stripping it of allsable resourcesm, then moving on. (SPG)

Raynor, Dominic

one of Cloud City's owners after Ecclessis Figg, Raynor was an inept manager and a worse sabacc player. Despite his poor playing skill, he nevertheless lured Lando Calrissian into a high-stakes match after witnessing Lando's defeat of Barpotomous Drebbel. Note that Galaxy Guide 2: Yavin and Bespin indicates that Raynor was lured into the game by Calrissian. Raynor was recognized as an incompetent by Lobot, who assisted Calrissian in winning the match and claiming ownership of Cloud City from Raynor. Lobot also revealed that the workers and inhabitants of Cloud City had raised more than five million credits, which they donated to Lando in an effort to help him defeat Raynor and rid Clouc City of his ineptitude. (GG2, EGC, T3)

Raynor, Tag

this man was hired by Hahz Fallone to pose as a Clog-dweller, who claimed that his father stole the Black Sphere from Fallone years ago. Fallone employed Raynor in an effort to throw off pursuit. (ND)

Raynor, Ymile

this voluptuous woman was the wife of Dominic Raynor. She pretended to be robbed by Zlato and his partner, in order to lure Lando Calrissian into a high-stakes sabacc match. After Dominic lost Clouc City to Lando, Ymile agreed to leave the station with her husband, claiming that she had a desire to travel and see the galaxy. (T3)

Raystel, Halcor

this man was a Dean at the Alderaan University, during the years leading up to the Clone Wars. His appointment was originally met with charges of nepotism, given that he had a lackluster reputation as an educator. Some ten years after the Battle of Naboo, he was suspended by Provost Dalus Othona after

there were complaints that his lectures had become offtopic and erratically-presented. Further charges of Raystel's offering course credits for personal relationships with female students compounded his problems. An investigation revealed that Raystel had also been abusing ryll spice during his tenure. Raystel became a recluse during his trial, staying in his home on Delaya. (HNN4)

Rayt

this smuggler was the go-between used by Kavil to get Princess Leia Organa off Eiattu, after Leonia Tavira arranged for Leia's capture. Rayt was intercepted by Han Solo and Soontir Fel at Starforge Station, but was unaware of the true nature of his cargo, and couldn't give them any information about where they were going after he delivered them. He flew with a Verpine co-pilot who kept immaculate logs, and Han Solo was able to steal a datacard from the Verpine with information on the whereabouts of Rayt's contacts. (XWM)

Rayter Sector Broadcast Services

this operation was responsible for the maintenance and upkeep of the subspace relay network used in the Rayter Sector Subspace Broadcast Network (RSSBN). (TA)

Rayter Sector High Advisor Council

this body of governors was formed from representatives of the major planets in Rayter Sector, and was responsible for overseeing the management of resources in the Sector. (TA)

Rayter Sector Law Enforcement Information Network

known as RaSLEIN, this network was created during the Imperial occupation of the sector. Using dermatoglyphic identification databases, RaSLEIN was able to quickly and accurately monitor incoming and outgoing individuals at any starport in the sector. (TA)

Rayter Sector News Central

this primary information source in Rayter Sector. (TA)

Rayter Sector Resource Analysis Committee

this Imperial body was put in place after the Empire discovered useful worlds in Rayter Sector. They were responsible for analyzing the various worlds and their possible contributions (including minerals, ores, biotechnology, and food) to the Imperial war machine. (TA)

Rayter Sector Subspace Broadcast Network

this small communications network was designed by the Rayter Sector's High Advisory Council, in an attempt to replicate a small part of the galactic HoloNet. Known as the RSSBN, is used sixty-four subspace relay stations to continually disperse data. Although much slower than the HoloNet, the RSSBN was significantly less expensive. Of the sixty-four relay stations and the multitude of planets in the Sector, only six planets and eight relay stations were capable of originating broadcasts. The rest were simply relays. (TA)

Razalon

this small speederbike manufacturer produced some unusual designs during the last decades of the Old Republic. (AEG)

Razelfin

this Tynnan was elected to served as Tynna's leader just months before the onset of the Clone Wars. When the Tynna Central Government Building collapsed due to an infestation of stone mites, Razelfin called the collapse an act of terrorism, and blamed the Jedi Knights for not being there to prevent it. Razelfin then threw Tynna's future in with that of Count Dooku and the Separatists by seceding from the Old Republic. (HNN5)

Razers, The

this swoop gang rosse to power on Stend VI in the wake of the departure of the Skulls, and maintained the reign of terror that their predessors established. They specialized in the theft and fencing of vehicles and parts. (WSV)

Razi Khan

this being was a Seyugi Dervish. (WOTC)

Razian Psycho-storm

an incredibly-intense weather pattern. (CSWEA)

Razke

this Alliance Special Forces soldier was a member of Team Razor. (HAS)

Razoor Mountains

this was a rugged mountain range found on the planet Socorro. (T11)

Razor

this was the monicker used by the bounty hunter Tendin Vought. (LFCW)

Razor

this Alliance CR90 corvette was part of the group dispatched to evacuate the base on Kothlis, shortly before the Battle of Endor. (XWA)

Razor

this *Imperial*-class Star Destroyer patrolled the space near the planet Tallaan, maintaining Imperial law after the Battle of Hoth. (TSIA)

Razor Coast

this was one of the many coastlines found on the planet Jabiiim. It was here, during the Battle of Jabiiim, that Alto Stratus concentrated his troops for one massive attack on the forces of the Old Republic. (RBJ)

Razor Fern

this fern, native to the planet Dorvalla, in the Videnda Sector, was known for its sharp fronds. (COD)

Razor Grass

native to many different planets, razor grass is a sharp-bladed plant which grows in clumps. While the blades look supple, they are extremely sharp. The blades are capable of inflicting vicious lacerations if grabbed or trampled. (AC, CRO)

Razor Moss

a tenacious plant that survives among the rocks on the planet Tatooine, razor moss has corrosive roots that break down the crystalline structure of the sandstone outcroppings to extract the moisture contained within. (ISU)

Razor Penitents

this was the name given to the rank-and-file members of the Temple of the Beatific Razor, a fanatical cult of Swokes Swokes that opposed the Congress of Caliphs during the years leading up to the Clone Wars. (WOTC)

Razor Reed

species of black-bladed grass native to the planet Trinta, razor reeds are named for its extremely sharp blades. It grows in dense clumps. (DOE)

Razor Starfighter

this three-winged starfighter was commonly found in independent security fleets as well as pirate fleets. Designed and manufactured by Starypan/SunHui Spaceworks, the Razor had a long, cylindrical fuselage and was armed with a pair of laser cannons, two light ion cannons, and a pair of concussion missile launchers. (XWA)

Razorbug

this large, flat insect was bioengineered by the Yuuzhan Vong as a kind of weapon. The shell of the razorbug was extremely sharp and strong, and could cut through many substances. The Yuuzhan Vong

warrior could throw the razorbug at a target, and the bug would fly at top speed until it hit something. If the warrior missed his throw, the razorbug often was imbedded in the surrounding cover. They were expendable, and were easily killed if crushed underfoot. After the hostilities between the Yuuzhan Vong and the Galactic Alliance were resolved, and the Yuuzhan Vong were allowed to live on the planet Zonama Sekot, they found that razorbugs and many other bio-engineered weapons simply reverted to their animal forms and fled into the forests. This was one way in which Sekot forced the Yuuzhan Vong to give up their lust for war and embrace a more enlightened existence. (DTO, UF)

Razorclaws

this was an early name used by the Ashern Vratix, during the period known as *Alazhixazha*. (PH)

Razor's Kiss

this was the name of the *Super-class* Star Destroyer Warlord Zsinj attempted to steal from Kuat Drive Yards, in an effort to augment his fleet in his struggle with the New Republic. He devised a plan in which several pirate groups would aid in the attempt, including the Hawk-bats of Wraith Squadron. Once his forces got the uge ship moving, several waves of pirates would swoop in and contain the Kuati security forces while Zsinj made off with the ship. However, the Hawk-bats relayed information of the attempt to the New Republic's command, and they sent in Han Solo and the *Mon Remonda* in order to stop Zsinj. In a series of daring moves, the Wraiths managed to severely disable the *Razor's Kiss*, leaving it nothing but smouldering scraps after Shalla Nelprin destroyed its shields and the *Mon Remonda* and *Tedevium* pummeled it with fire. After the battle over Kuat, Zsinj's forces recovered as much of the *Razor's Kiss* as they could, building a craft known to Zsinj as the *Second Death*. It was used at Selaggis Six to simulate damage to the *Iron Fist* as Zsinj once again escaped the Republic. (IF, SOC)

Razor-stick

this was a vicious, two-bladed dagger developed for use by the Rodians. (GG10)

Razort

this otter-like, alien creature is native to the oceans of Sedri, and has a razor-sharp tail and armor-like skin. (BGS)

Razor-tailed Tiger

this feline predator was native to the planet Yurb, and was revered for its hunting skills. It made its home in the area known as the Dust Pits, preying on the creatures that sought water in the arid landscape. (MBS)

Ra-Zyrth

this Massassi served as one of Naga Sadow's top commanders during the Great Hyperspace War, some 5,000 years before the Battle of Yavin. Like Sadow's other commanders, Ra-Zyrth was altered by ancient Sith magic to become a monstrous warrior, then placed into a suspended animation capsule for transport to Coruscant. Once there, Sadow planned to release his commanders on the unsuspecting Old Republic and take the planet by force. The Sith forces were defeated in combat, but Ra-Zyrth was unaccounted for among the death. Modern rumors persist that his suspended animation capsule landed on Coruscant by failing to open, leaving Ra-Zyrth preserved for the millennia. Other stories claim his capsule opened properly, and he fought the ancient Jedi Knights to his death. This latter story isn't nearly as popular as the first, which was often used by parents to keep their children from exploring too deeply beneath Coruscant's surface, lest they accidentally open the capsule and release the Massassi warrior from his slumber. (CCW)

Razzata

this woman was a friend and companion to Jango Fett, during the years leading up to the Battle of Naboo. Razzata was also a kind of conscience for Jango, who had lost much of his own conscience years before. *Note that this might be a mistaken reference to the Toydarian, Rozatta.* (SWI63)

Razzledy Croom

this musician was popular in the Core Worlds during the early years of the New Republic. (POT)

RB-1

this was a series of maintenance droids produced for use by the Empire. The RB-1 series could perform a number of light-duty activities, and was equipped with four manipulator arms and a fire extinguisher. (POM)

RC-101

this was a series of labor droids that were designed to carry luggage to and from locations in a spaceport. They were often referred to as "redcaps." (MJH)

RC-1080

this was the callsign of the clone commando who was part of the squad assigned to protect Lorca Oviedo to a conference on Aviles Prime, during the height of the Clone Wars. On the return trip from Aviles Prime, RC-1080 and his comrades became expendable when Oviedo tried to fake an attack by Separatist forces near Asturias. RC-1080 was the pilot of one of the escort ships, and was badly injured in the attack. Although Theta-288 managed to return with Oviedo under arrest, RC-1080 died from his injuries just before they reached Coruscant. (T22)

RC-1135

this was the designation number of the clone trooper commando known as Taler. (RCHC)

RC-1136

this was the designation number of the clone trooper commando known as Darman. (RCHC)

RC-1138

this was the callsign given to the clone commando known as Boss. (LAWS)

RC-1140

this was the callsign given to the clone commando known as Fixer. (LAWS)

RC-1207

this was the callsign given to the clone commando known as Sev. (LAWS)

RC-1262

this was the callsign given to the clone commando known as Scorch. (LAWS)

RC-1304

this was the callsign of one of the clone commandos in Niner's squad, during the Battle of Geonosis. Unfortunately, RC-1304 was among the many clones who were killed in the fighting on Geonosis. (RCHC)

RC-1309

this was the callsign of the clone commando known as Niner. (RCHC)

RC-3222

this was the callsign of the clone commando known as Atin. (RCHC)

RC-5093

this was the callsign of one of the clone commandos who actually survived their tour of duty with the Grand Army of the Republic, then retired to the CF VetCenter on Coruscant. Although chronologically RC-5093 was just twenty-three years old at the time of this retirement, his biological age was actually sixty, a victim of the rapid development processes of the Kaminoan cloners. (RCHC)

RC-8015

this was the callsign of the clone commando known as Fi. (RCHC)

RC-8028

this was the designation of a clone commando who was decanted on Kamino for deployment in the Grand Army of the Republic, during the build-up to the Clone Wars. RC-8028 was part of the four-man

squad that contained RC-8015 - known to his teammates as Fi - but was killed during a training in the Killing House before every seeing the battlefield. (RCHC)

R'cardo Sooflie IX

this Lannik served as the Crown Prince and ruler of the planet Lannik, during the years following the Battle of Naboo. His abrupt and terse nature earned him the ire of the Lannik people. Despite the fact that the Jedi Master Even Piell - himself a Lannik - saved R'cardo's parents from death at the hands of the Red laro, Prince Sooflie paid the Jedi little heed. In fact, Prince Sooflie was quoted as denouncing Piell's effort, claiming that he could have become Prince sooner if the Jedi hadn't interfered. Prince Sooflie even rebuffed his chief advisor, Hutar Zash, in the public forum of the peace negotiations with the Red laro, on the planet Malastare, shortly after the Battle of Naboo. It was Sooflie's actions which forced the Red laro to alter their philosophy, and their terrorist activities were changed to ousting Sooflie in favor of the old regime. Sooflie was briefly captured by the Red laro, but was freed when the Jedi intervened. He left Malastare without a full treaty, and gruffly failed to thank the Jedi for his life. (ETM)

Rcharrz, Soo

this pale-skinned woman was a member of the *Rebel Four*. She was distinguished by her blonde hair, which had been shaven from the left side of her head. Rcharrz, along with the rest of her companions, was killed on Vatteria by Darth Vader. Rcharrz herself was obliterated by the Dark Side of the Force. (T9)

R-coil Crate

this form of sleight box was produced by Ecls Industries. (PSG)

RCS-1

this was the first version of Miradyne's starship flight avionics package. For many years, the RCS-1 served as the model on which other flight control systems were developed, since all such systems had to be compatible with each other. When Miradyne went out of business, many manufacturers were left without replacement systems. (SWJ5)

RCS-6

Miradyne's avionics flight system, the RCS-6 was the last in a line of flight systems produced before Miradyne went out of business. (XW, SWJ5)

RD-4

this Merr-Sonn grenade launcher was produced during the last decades of the Old Republic, and was part of the standard weaponry supplied to Separatist battle droids during the Clone Wars. (LAWS)

Rdava-bird

this flying creature was native to the planet Garqi. (TFE, SWJ7)

RDD-7

this model of racing swoop was developed during the last years of the Old Republic. The RDD-7 measured 4.3 meters in length, and could attain speeds near 480 kilometers per hour. (GMR7)

RDP

this was a series of rocket launchers produced by Locris Syndicates during the Galactic Civil War. The RDP series was cloned from the Merr-Sonn RPS-8 launcher, and included a number of sophisticated targeting systems and power controls. However, the RDP couldn't match the sheer destructive power of the RPS-8. (ROE)

R-DP0

this humanoid protocol droid was reprogrammed for espionage work, and was later known as NEK-072. (WOTC)

RDP-12

this Locris Syndicates rocket launcher was part of the RDP series, and could fire rocket darts or gas capsules. (GG10)

RD-RR

this astromech droid was red in color, and resembled a standard R5-series unit. It was placed in a training scenario by its builder, but its batteries ran down before it could complete the mission. The droid remained stuck in the bowels of Tosche Station. (DWK)

Re

this MC40a was part of the Alliance's fleet, during the Galactic Civil War. (XVT)

Reactant Agitator Injector

a device which captures fission byproducts in a starship engine and thermochemically agitates them, recovering them into catalyst material. (SWSB)

Reaction Drive

a primitive sublight powerplant. (LCF)

Reactivate Switch

the master circuit breaker in a droid's power supply, it is basically the on-off switch. (SW)

Reactive Composite Armor

developed by Rothana Heavy Engineering for use on the TX-130 fighter tank, this laminated armor plating was lightweight without sacrificing strength or durability. Traditional metal plating was laminated with prototype carbon fibers, creating a durable material that maintained the structural integrity of the metallic layers under stress. (OWS, WOTC)

Reactor Core

many individuals claim that this alcoholic beverage should only be available via prescription. It is made from Spice Liquor and Blue Tonic. (GG9)

Reader Tape

this technology was used during the height of the Old Republic, as a way to preserve documents and information. It was put to its best use some 400 years before the Battle of Yavin, when the Jedi Knights stored a wealth of information on reader tapes aboard the training ship *Chu'unthor*. (PJSB)

Reading the G's

this phrase was used by starship pilots to describe the ability to fly a ship by tactile feel, rather than by instruments. (VP)

Ready

this was the term used by Sullustan females to indicate their breeding years. Until the point of Ready, many Sullustan females were active members of the community. As the time of Ready approached, females began making their choice of husbands. (MJH)

Ready Rations

this was the name given to the prepackaged food that was developed to provide the Grand Army of the Republic with easily-transported sustenance. Species-specific forms of Ready Rations could be created, so that the ingredients included all the essential nutrients a species required. However, the reconstituted pap that formed the basis for Ready Rations was basically a carrier, and provided only the minimum of proteins and carbohydrates needed to sustain a being. Because of this, many field messhalls took advantage of local fruits, vegetables, and meats to augment the diets of their troops. (MBS)

Reakhas

this was a common name given members of Trianii society. (WOTC, UANT)

Realm Beyond

this was the Sakiyan term for death, indicating a belief in some form of afterlife. (MBS)

Realm of Death

this was one of the many Yuuzhan Vong warships which was called to the planet Coruscant - remade into

a new version of the planet Yuuzhan'tar - just before the alien invaders launched their all-out attack on the Galactic Alliance's stronghold on Mon Calamari. (UF)

Realspace

the normal space-time continuum in which all of the *Star Wars* galaxy resides. The normal laws of physics apply here. Realspace is coterminous with hyperspace: every point in realspace has an entry or exit point to hyperspace. Due to the physical laws governing realspace, travel is very slow compared to that which can be achieved in hyperspace. (SWSB, OS)

Realspace Compensator

this hyperdrive component is used to bring the power needs of the hyperdrive back into alignment with the sublight engine's needs during the reversion from hyperspace to realspace. (OS)

Reanyn

this young Sullustan once caught a reeho bird in the house of T'laerean Larn. Unfortunately for T'laerean, his mind was still controlling the bird, and could not return to his body. (SWJ14)

Reaper

this *Super*-class Star Destroyer was assigned to Moff Arduus Kaine. In the wake of the Battle of Endor, Moff Kaine held the Pentastar Talks aboard this ship, eventually muscling business and political figures into agreeing to the formation of the Pentastar Alignment Treaty. He used it to patrol the Pentastar Alignment about three years after the Battle of Endor. After Kaine was killed during Operation Shadow Hand, the *Reaper* was absorbed into Admiral Pellaeon's fleet. (SWJ3)

Reaper

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XW)

Reaper's World

this planet became the de facto capital of Nilgaard Sector during the New Order. It was first colonized some 5,000 years before the Battle of Hoth, and was at the time an idyllic world of green oceans, blue mountains, and a variety of lifeforms. However, over the millennia, Nilgaard Bioprocessing used up the planet's natural resources, and when the planet could no longer sustain the corporation, Nilgaard moved to the Corporate Sector. In part because of its environmental destruction, Reaper's World fell into an ice age, and now its surface is dominated by glaciers and urban cityplexes. (ND)

Rearing Spider

another name for the Endorian spider. (ISU)

Rearqu 10

this Mid Rim world was the tenth planet in the Rearqu System. (JQ5)

Reasonable Doubt

this was the name of one of the many barely-serviceable cruise ships maintained by Kut-Rate Kruises, during the last decades of the Old Republic. Previously known as the *Stardust*, the *Reasonable Doubt* was of Verpine manufacture, so was more spaceworthy than most of Kut-Rate Kruises' ships. The *Reasonable Doubt* was converted to a refugee ship during the Clone Wars, transporting beings to and from Coruscant on a regular basis. The ship's crew was fond of reminding passengers that only the most expensive accommodations received regular maintenance, and lesser rooms received repairs only if something was broken "beyond all Reasonable Doubt." Each corridor and level of the ship was denoted by a specific color, to help passengers find their way around. This was the ship used by Jedi Masters Jai Maruk, Maks Leem, and Yoda to begin their journey to Vjun, some thirty months after the Battle of Geonosis, in an attempt to bargain with Count Dooku for peace. (YDR)

Reassignment Council

this group of Jedi Knights was responsible for organizing work for those apprentices who were not chosen

to be an apprentice or a padawan by a Jedi Knight or Master. They worked within the northeast tower of the Jedi Temple on Coruscant, during the last decades of the Old Republic. (IWE1, PJSB)

Reaver

this Yuuzhan Vong frigate-analog was the first ship to first on Coruscant, when the alien invaders launched their Battle Plan Coruscant attack, some twenty-seven years after the Battle of Yavin. The resulting battle became known as the Second Battle of Coruscant, and left the New Republic without a centralized government. (SBS)

Rebaxan Colmuni

this Chadra-Fan corporation manufactured various MSE droids, including the MSE-6 Mouse droid. (ISB, DFRSB)

Rebel Alliance, The

the popular name given to the Alliance to Restore the Republic. (SW)

Rebel Assault Frigate

these highly-modified Dreadnaughts were used by the Alliance as mid-range attack ships. At 700 meters in length, the Assault Frigate was reworked so that automation replaced more than two-thirds of the 16,000 crewmen required by the original Dreadnaughts. Assault Frigates were not equipped with onboard docking facilities, but were given umbilical connections for their support craft. A single assault shuttle was also moored atop the frigate. Each frigate was armed with 15 laser cannons, 20 quad-laser cannons, and 15 turbolaser batteries. (RASB)

Rebel Blockade Runner

this was the name given to those CR90 corvettes which were used to break through planetary or interstellar blockades. It was first coined by Imperial authorities to denote those ships owned by the Alliance and modified for breaking through Imperial blockade lines. (SWN, DARK, CHRN)

Rebel Dream

Leia Organa's personal flagship, this *Imperial*-class Star Destroyer was originally the Imperial warship *Tyrant*, until it was captured at Thyferra in the wake of the Bacta War. The ship remained under the Republic's control until it was retaken by Imperial forces at the Battle of Storinal. The ship later appeared near Borleias, in the wake of the Second Battle of Coruscant, and was refitted once again for use by the Republic. The ship was later assigned to the home defense of the planet Mon Calamari, during the final stages of the war against the Yuuzhan Vong. (CPL, ECH, EL1, UF)

Rebel Four

this underground serial was a popular form of comic developed by supporters of the Alliance, during the height of the Galactic Civil War. The stories centered on four rebels - Falaem Onn, Grimgrim, F4-MF, and Soo Rcharrz - who battled the forces of the Empire on any number of worlds. They were vanquished on the planet Vatteria by Darth Vader, whose rage was later turned to redemption at the hands of Luke Skywalker. (T9)

Rebel Heroes

this was one of many pro-Alliance holo-vids produced by No-Holds-Barred during the height of the Galactic Civil War. (WSV)

Rebel Medical Frigate

this was the common used to describe any Alliance Nebulon-B frigate used as a medical ship. (ESB, ROTJ)

Rebel Rock

a stone outcropping high above the Cilpar jungles. The rebels on the planet lured Imperial TIE fighters there, flying through the spires and trying to draw the Imperials with them. When the Cilpari ships were clear, Cilpari resistance fighters hidden in the Rock open fire on the TIE fighters. (XWRS)

Rebel Routers

this Imperial armed forces squadron was part of the Imperial ground forces on Draenell's Point, during the construction of the Bissillirus Resupply Base, shortly after the Battle of Yavin. (GMK)

Rebel Star

one of the New Republic escort frigates which were sent to help Han Solo and Leia Organa-Solo rescue Luke Skywalker and the *Liberator*. When the small fleet emerged from hyperspace near Coruscant, the *Rebel Star* impacted a drifting Star Destroyer and was severely damaged. (DE1)

Rebellion Blaze

this was one of the most famous gunboats operated by the Alliance, during the early stages of the Galactic Civil War. (SWGAL)

Rebellion Blaze

this area of open space was located near the planet Lok, which was the home of the Alliance's primary base in the area. The area was named for the noted gunship, the *Rebellion Blaze*. (SWGAL)

Rebellion Remnants

this was the poetic name given by Sonal Serore to a space station that was built by the fledgling Alliance in the Naboo System, several years before the Battle of Yavin. The station was eventually abandoned, and served as a testament to the might of the Empire. However, during the height of the Galactic Civil War, a handful of Alliance operatives re-established their presence on the station, using it as a place to gather information on the Empire's travels in the area. (SWGAL)

Rebellion, The

this was the term often ascribed to the Alliance to Restore the Republic, although it was most popular in the Empire. (SW)

Rebels

this was the Imperial name given to the members of the Alliance to Restore the Republic. It had a very derogatory connotation. (SW)

Rebel's Pride

this New Republic freighter was assigned to the convoy sent to Thyferra to transport bacta to Coruscant, during the height of the Krytos crisis. The convoy's mission profile and timetable was leaked to Warlord Zsinj, who attacked and destroyed it in the Alderaan System. The *Rebel's Pride* was destroyed in the ambush. (KT)

Rebeton Kl'ian

this droid manufacturer was one of the largest corporations of the Old Republic, until Industrial Automaton became more powerful. (SWJ7)

Rebo

this was a common name among the Ortolan race. (UANT)

Reboam

a planet in the Hapes cluster, referred to by Ta'a Chume when she has dinner with Luke Skywalker on Coruscant. In an effort to distract Luke from his search for Han Solo and Princess Leia, Ta'a Chume tells Luke that a group of 50 Jedi ran a small academy on the planet, before it was sealed up by Darth Vader, with the Jedi inside. The planet has a harsh, mostly uninhabited environment. (CPL)

Reborn, The

this was the name given to the Dark Jedi who were trained by Desann, during the early years of the New Republic. Most of the Reborn were tainted at the Valley of the Jedi on Rusaan, but Desann had other plans for gaining converts. He allied himself with Admiral Galak Fyyar, hoping to use Fyyar's unusual technology to twist beings to the Dark Side of the Force. However, with Desann's death at the hands of

Kyle Katarn, the Reborn were left without a leader and a direction. The surviving members - those that chose not to fight back - were rounded up and held for questioning about Desann's activities. (JK2)

Rebus

an Imperial Moff who once worked for Imperial Machines, but left because he didn't like the infighting that went on. After the plans to the first Death Star were stolen by Kyle Katarn, Rebus hid out in the Anoat System. Katarn eventually captured him in Anoat City. (DF)

Recalcitrant

one of the Imperial cruisers sent to blockade the ThonBoka and starve the Oswaft. She was the first ship to fire on The One when he and his people arrived at the ThonBoka. The One returned her fire with much greater force, destroying the cruiser. (LCS)

Recardeon

located on the planet Rimma, the city of Recardeon was noted for the many shantytowns that were formed when the Empire took control of the planet's government and economy. (SWJ3, GCG)

Rece, Ina

this Alliance pilot was Merrick's cousin, and used her dry sense of humor to relieve stress during battle. She was killed when, as part of Ace Merrick's Rascal Squadron, a squadron of Imperial V38's ambushed them. (RA2)

Recham Fortep

this Yuuzhan Vong bio-engineered organism was developed to assist in the decaying of organic matter while capturing methane for later use. Entire colonies of recham forteps were used to cleanse the maw lur of Yuuzhan Vong starships, thereby sustaining the ships over many centuries. (EVC, EVR)

Reckless Abandon

this Gallofree Yards Medium Transport was part of the small New Republic fleet which assembled at Borleias, in the wake of the Battle of Coruscant. The *Reckless Abandon* arrived from Taanab laden with foodstuffs and other supplies for the base on Borleias. (EL2)

Reckoning

this *Imperial-II* class Star Destroyer served as Prince-Admiral Krennel's flagship. Krennel was given the command of the ship by Ysanne Isard, during her hunt for Sate Pestage, and he used it to pummel the planet Axxila. As he grew in power, Krennel planned to launch the *Reckoning* against Coruscant just as the New Republic launched its attempt to liberate the planet Ciutric. Krennel was trapped by Admiral Ackbar's use of the Thrawn Pincer, and the *Reckoning* was destroyed by the combined firepower of the *Selonian Fire* and the *Corusca Fire*. Krennel was killed when the ship exploded under a barrage of laser fire and concussion missiles. (XWM, IR)

Reclaimer

this modified transport measured 22.5 meters in length, and was armed with a heavy laser cannon. (GA)

Reclamation Fleet

this was the largest of the Squib garbage collection agencies. To be hired by the Fleet was a great honor for a Squib. (HR)

Reclamation Services, Incorporated

this smelting and incineration operation was owned by Ukert, and was located on Kothlis. RSI collected the waste materials from all over the planet, and recycled them into reusable metals, plastics, and silicates. (PSG)

Reclumi

this species of large spider was native to the planet Null. The web material exuded by the reclumi spider was incredibly strong, and could stop a fast-moving landspeeder without snapping. The reclumi was not poisonous, and relied on its strong, sticky web to snare its prey. (LOJ)

Recognizer Lock

developed during the last decades of the Old Republic, this small security device allowed suitcases and other personal containers to be locked with a thumbprint, rather than an access code or a key. This ensured that only the owner could gain access to the container. (MBS)

Reconciliation Council

this branch of the Jedi Council of the Old Republic was charged with supplying aid to those member worlds which suffered incredible natural or man-made disasters. It was a five-member body whose membership was rotated often to avoid partiality. (COD)

Reconnaissance Troop Transporter

developed by Sienar Fleet Systems, this 6.4-meter-long speeder was designed for use by the Empire during the height of the New Order. The primary mission profile for the Reconnaissance Troop Transporter was to move patrols to their assigned locations, although many elite units used them for search-and-destroy missions. A twin light blaster cannon was the only weaponry on the speeder, which required a pilot and gunner to operate, and could transport up to six troopers and their gear. The pilot and gunner worked in a shielded cockpit, while the troopers were carried in "racks" on the side of the speeder. These "racks" were spring-loaded, and could open with the push of a button for ease of deployment. (WOA32)

Recopi

this star was the central body of the Recopi System. (CCW)

Recopia

this planet, located in the Core Worlds, was known for its unusual environment. Small island plateaus rose from poisonous oceans, and the atmosphere was laden with gaseous sulfur. It was the fourth planet in the Recopi System, and was orbited by a trio of moons. The average day on Recopia lasted 20 standard hours, and its year lasted 286 local days. Recopia was settled many thousands of years before the Battle of Yavin, when explorers eked out an existence on any remotely habitable world. The settlements on Recopia remained viable as layover points along other hyperspace routes, until advances in hyperdrive technology made it easier to travel long distances. The planet faltered until the Empire took control and subjugated the planet. During the Imperial occupation, the many city-states which existed on the planet joined together to form a loose, planetary government. After the Battle of Endor, this government quickly abandoned the Empire and joined the New Republic. (SWI64, CCW)

Recopian

this was the name used to describe the human natives of the planet Recopia. (CCW)

Record Time

this New Republic armed transport ship was originally an independent spacer's craft owned by Captain Birt. Measuring 170 meters in length, the *Record Time* had two main cargo pods connected by a narrow tube. She had been pressed into troop transport duty when the Yuuzhan Vong invaded the galaxy, and had been "loaned" to General Wedge Antilles during the evacuation of Coruscant. The New Republic troops she carried were later dropped off at Borleias, after the planet was retaken from the Yuuzhan Vong. During the struggle to retake Borleias, the *Record Time* took moderate damage from plasma weapons, but arrived at Borleias and was repaired to minimal working status. The ship was then used as the insertion mechanism for the strike force - led by Luke Skywalker - that later infiltrated Coruscant. However, the ship was sacrificed as part of the mission, so that the infiltrators could arrive under cover of this ship's destruction. (EL1, UF)

Recorder Rod

a small, plastic device which can be used to record events. It effectively captures audio recordings, playing them back as words that move across its outer surface. It is also capable of capturing two-dimensional images of low quality. (SME)

Recovery, The

this was the Basic term used to describe the rebuilding of Gorothe civilization during the millennia following The Scouring. (GSE)

RecSys

see Treaty Recording System. (SWJ1)

Rectenna

this Fabritech communications and sensor array features active/passive scanners, jamming systems, ship-to-ship transmitters, and short-range targetting capabilities. The *Millennium Falcon* had one of these dish-like packages attached to its upper hull. (CCG2)

Rectifiers

this was the name used by Christoph Jam to describe his teams of hired mercenaries. Each team was provided with information on unpunished crimes, and dispatched to remedy those situations. (CCW)

Recusant-class Light Destroyer

this needle-shaped warship was developed by the Commerce Guild for the Confederacy of Independent Systems. Like other Separatist vessels, the *Recusant-class* light destroyer was designed to be operated by droid crews. These ships were designed and built by Hoersch-Kessel Drive and the Free Dac Volunteers Engineering Corps, and measured 1,187 meters in length. A crew of 300 droids was required to operate the vessel, although it had storage space for up to 40,000 deactivated battled droids. The primary armament of the *Recusant-class* destroyer was a bow-mounted heavy turbolaser cannon, supplemented by four heavy turbolaser cannons and six heavy turbolaser turrets. Defensive weaponry included five turbolaser cannons, thirty dual laser cannons, twelve light laser cannons, and sixty point-defense laser cannons. Although a single *Recusant-class* destroyer could subjugate a planet on its own, they were more effective in numbers. Six of these vessels could outgun a *Venator-class* Star Destroyer, when properly arrayed against the target. Three huge ion thrust engines, mounted in a triangle at the rear of the vessel, provided sublight propulsions, while a Class 2 hyperdrive moved the *Recusant-class* destroyer across interstellar distances. Interestingly enough, the *Recusant-class* destroyer lacked any sort of hangar or docking bays, although droid starfighters could be held in a cargo area if needed. (TCG10, X3)

Recycler

any device which is used to return a material to its original form. Most clothing is fully recyclable, and when dirtied or ripped, it can be tossed into a recycler for decomposition. (CS)

Recyclopper

this bloated, one-eyes, spine-covered fish was native to the oceans of the planet Naboo. They were known to eat just about anything, and the Gungans used them to dispose of their organic garbage. (E1A10)

Red

this was a nickname used to describe the astromech droid R5-D4. (SW)

Red

this was an alias used by Leia Organa Solo during the Yuuzhan Vong invasion of the galaxy. She often traveled abroad with her hair dyed red, to help disguise herself. (SBS)

Red

this man, a native of the planet Atzerri, was a noted weapons collector during the early years of the New Republic. (GUN)

Red & Black League

this criminal organization was led by Janstren Brell, and was based on Herstell V. They were famous for their exploits, which included the Perkell Sector Mining Fleecing and the Trancret Stock Exchange Swindle. Their name derived from the unique coloration of the currency of Herstell V. (HR)

Red Alpha

this was the codename of Andrephan Stormcaller's infiltration unit, first with the Alliance and later with the New Republic. (SWJ8)

Red Ball Organ

this was the type of keyboard played by Max Rebo. (CHRN)

Red Claw

this Yapi clan opposed Imperial Moff Kentor Sarne's presence on the planet Kathol, and later helped the crew of the *FarStar* defeat Sarne and DarkStryder. (E)

Red Claw

this *Interdictor*-class cruiser was part of the Imperial fleet, during the height of the Galactic Civil War. (TIE)

Red Dog

this Alliance *Strike*-class cruiser was destroyed during the height of the Galactic Civil War. (TIE)

Red Dragon

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XW)

Red Dwarf

a potent drink. (CSWEA)

Red Eight

Bren Quersey's callsign as a member of the Alliance's Red Squadron, during the Battle of Yavin. (CCG9)

Red Fang

this modified Incom A-24 Sleuth was owned and operated by the Twi'lek smuggler, Tarquin Zian. (GG10)

Red Feathers

this Imperial cargo carrier was dispatched to follow the *Yellow Rover* to the battle for control of the planet Ession. The *Red Feathers* was the primary contact ship for the *Night Caller*. The crew of the *Night Caller* initially mistook the *Blood Nest* for this carrier, as the old pirate ship had placed itself in a position to assist in the assault on Ession. The *Blood Nest* was actually full of three squadrons of X-Wings. It faked a break-up upon emerging from hyperspace, and set its self-destruct mechanism. As the ship disintegrated, the X-Wings fired up their engines and fell with the pieces of the ship, then broke away and attacked the TIE Fighters coming from the *Implacable*. (WS)

Red Five

this was Anakin Skywalker's callsign during the space battle that occurred during the First Battle of Coruscant. (E3N)

Red Five

Luke's callsign during the Battle of Yavin (SW)

Red Five

Pop's callsign during the Battle of Yavin (SWN)

Red Flame

among the Chiss, the Red Flame represented an ideal state of perfection. According to Chiss lore, the Red Flame was the essence of courage, cunning, and discipline. It stood for a state of preparedness that was to be aspired to, although rarely achieved. Chiss leaders were often given red piping on their uniforms as a reminder of the Red Flame and what it stood for. (GMR7)

Red Flight

one of the K-Wing groups serving the 24th Bombardment Squadron at the blockade of Doornik-319. (SOL)

Red Flight

this was the designation used by Wedge Antilles, Tycho Celchu, Wes Janson, and Hobbie Klivian when they traveled to Adumar to negotiate with the Adumari for membership in the New Republic. (SOA)

Red Four

John-D's callsign during the Battle of Yavin. (SW)

Red Four

Jojo's callsign, as part of Esege Tuketu's K-Wing bomber group during the blockade of Doornik-319. (SOL)

Red Fury Brotherhood

this was one of two primary pirate organizations which survived in the Cularin System, during the era of the Battle of Naboo. The Brotherhood allied themselves with Nirama, and were given a good deal of work smuggling personnel and supplies into the system underneath the watchful eyes of the Old Republic. (LFC)

Red Gauntlet

this ship was one of the *Imperial*-class Star Destroyers serving under the Warlord Zsinj, during the early years of the New Republic. When Han Solo and the *Mon Remonda* tried to capture Zsinj at Vahaba, he sent the *Serpent's Smile* and the *Red Gauntlet* to attack the *Stellar Web*. However, they were no match for the combined firepower of the *Stellar Web* and her escorts, the *Skyhook* and *Crynyd*. The *Serpent's Smile* was destroyed, and the *Red Gauntlet* was disabled and left adrift by Zsinj. New Republic forces eventually boarded the ship and took control. (SOC)

Red Ghost

the nickname given to Asha by the Duloks. It described the fact that the Duloks only saw Asha when she was hunting in the forests, and often, all they caught was a glimpse of her red fur. (ECAR)

Red Glie

this form of single-celled algae, native to the planet Naboo, grew on the surface of the water. It was highly dependent on sunlight for growth, and entire colonies of red glie could be wiped out during long periods of overcast weather. Red glie was considered a delicacy by the Naboo and the Gungans, and great care was taken in the growth and harvest of red glie. (GF, SON)

Red Guard

this was the name of the specially-trained members of the former Senate Guard, who were charged with protecting Chancellor Palpatine during the Separatist crisis. These soldiers eventually became the Royal Imperial Guard. (VD2, HNN5)

Red Guardians

this was the name of an independent bounty hunter's guild which was active during the Galactic Civil War. All the members of the guild wore scarlet body armor. (MBC)

Red Hand Squadron

this was the name of the Alliance assault team headed by Bria Tharen, shortly before the Battle of Yavin. The name was given to the team by the slavers they attacked, and alluded to the slaver's symbol for "no quarter given." Red Hand Squadron focused much of their activity on rescuing slaves from any and all servitude, but Bria worked as often as possible to free the Ylesian "pilgrims." Many of the troops which served in the squadron were former slaves, and were extremely loyal to Bria. They were extremely successful in the Battle of Ylesia, quickly removing the Nova Force mercenaries. They met their match, though, on Toprawa, where they had been assigned to support the resistance there. The Empire had tracked the plans to the first Death Star to Toprawa, and mercilessly destroyed the resistance - including Red Hand Squadron. (RD)

Red Harvest

this *Victory*-class Star Destroyer was part of the fleet assembled by Admiral Pellaeon, which was dispatched to Garqi to assist the New Republic in its fight against the Yuuzhan Vong. (DTR)

Red Hills

this range of craggy mountains was located just south of Foulahn and Navroc Cities, on the planet Cartao. (SWI68)

Red Hills Clan

a clan of Light Side witches on Dathomir. (CPL)

Red Iaro

this was the name of a group of terrorists which rose to power on the planet Lannik, in the years before the Battle of Naboo. Members of the Red Iaro distinguished themselves by wearing bright red military uniforms, with wide sashes and knee-high, black boots. Originally, the Red Iaro were formed to protest the established government of Lannik. The civil war among the Lannik was devastating and costly, as the Red Iaro fought to keep Lannik as independent as possible. However, after R'cardo Sooflie IX assumed the throne of Lannik, the Red Iaro altered their beliefs. Suddenly, they found themselves fighting to oust Prince R'cardo and return Lannik to its former glory. The Red Iaro harrassed the Lannik people until Mace Windu and the Jedi Knights mediated a truce, held on the planet Malastare, to restore peace to Lannik. The Red Iaro, however, planned to kill the Jedi and force Prince Sooflie to accede to their demands. The plan ultimately failed. (ETM, OWS)

Red Knights of Life

this group of fanatic Rhommamoolians was loyal to Nom Anor, during his rise to power on the planet Rhommamool. They abhorred all forms of technology, and spent much of their time destroying anything they deemed an unnatural abomination. At the height of Nom Anor's popularity, the Knights would often publicly beat any being found using any form of technology. Little did they know that they were just disposable pawns in Nom Anor's grander strategy of a Yuuzhan Vong invasion. (VP)

Red Lancer

one of the two *Corsair*-class cruisers owned by Dharus. The *Red Lancer* worked with the *Blue Queen* as a team. (GG9)

Red Leader

this was Obi-Wan Kenobi's callsign during the space battle that occurred during the First Battle of Coruscant. (E3N)

Red Leader

Wedge's callsign during the Battle of Endor (ROTJ)

Red Leader

Esege Tuketu's callsign as part of the New Republic's Fifth Battle Group K-Wing squadrons. (BTS)

Red Leader

Dutch's callsign during the Battle of Yavin (SWN)

Red Leader

Dave's callsign during the Battle of Yavin (SW)

Red Lisken

this casino was owned and operated by Etsero, on his homeworld of Adner. It was the most luxurious - and profitable - of the gambling houses owned by Etsero. (WBC)

Red List

a collection of outstanding debts and the individuals who owe them, the Red List was maintained by

Interstellar Collections Limited. It grew in both size and reputation since the growth of the Empire. Han Solo was on the list at one time, for missing a payment to Vinda and D'rag. (HSR)

Red Marble

a expensive stone used in construction. (TB)

Red Mist

also known as the death mist, this Charon weapon uses a bioengineered mist to incapacitate other lifeforms. In small doses, it causes intense pain and induces strange hallucinations and madness as it attacks a body's nervous system. In larger quantities, the mist causes complete failure of the nervous system and kills the victim. The mist does not have to be breathed to cause harm. It clings to exposed flesh and enters a body through pores in the skin. Thus, only a sealed vacuum suit was the only defense against the red mist. (OS)

Red Moint

this species of predatory fish was native to the Harvest Bay area of the planet Cols. (COG)

Red Moon Saloon

a drinking establishment found in Mos Eisley, on Tatooine. (GG7)

Red Moons

this Entrallan mercenary unit, founded by Andrephan Stormcaller, was formed to combat the Pentastar Alignment after its takeover of Entralla was virtually ignored by the fledgling New Republic. The early ranks of the Red Moons were filled with former New Republic Infiltrator soldiers, each as disillusioned with the Republic as Stormcaller. Stormcaller resigned his commission after being told that the Pentastar Alignment was "too powerful to confront at this time," and attracted a number of the Republic's best trackers and soldiers. Because of this, there were a number of rumors which hinted that the Republic was actually funding the Red Moons, but this was not true. The Red Moons were staunchly independent from the Republic. (SWJ3, TFE)

Red Nalroni

this smuggling ring was broken up by the actions of Velgar Borf. (PG3)

Red Nebula

this vast area of reddish gas was believed to be the source of the two huge gemstones which, when separated, caused the disease known as the Crimson Forever. Located beyond the edges of known space, the boundaries of the Red Nebula were littered with asteroids and comets, which helped isolate it from the rest of the galaxy. Theories abound which claim that the Red Nebula was actually one of the known galaxy's arms, but cosmic upheaval separated it and sent it drifting into the intergalactic void between galaxies. It was said that the two gemstones fell into the Nebula when it split off from the known galaxy, and it was their power which protected the Nebula from tearing itself apart. (LTA2, MC50)

Red Nikto

the common name for the Kajain'sa'Nikto race. (GG12)

Red Nine

Lieutenant Naytaan's callsign during the Battle of Yavin. (CCG9)

Red Nova

this Invid pirate ship was roundly defeated by Rogue Squadron when it was escorting the *Booty Full* while attempting to capture the *Glitterstar*. (IJ)

Red One

another callsign for Red Leader, it was used by Luke when he and Isolder arrived at Dathomir. (CPL)

Red Police

this is the name given to Foga Brill's security force. The Red Police patrolled Sector 5, in the Core, a decade after the Battle of Endor. (SOL)

Red Quarren, The

this was the name of a notorious pirate who roamed the seas of Lamaredd during the last decades of the Old Republic. (GMR7)

Red Qurang

this Yuuzhan Vong transport craft was commanded by Ushk Choka, during the final stages of the Yuuzhan Vong' attempt to invade the galaxy. It was dispatched to the living planet of Zonama Sekot to recover Nom Anor, who promised to destroy the planet. (FP)

Red Rancor

located within Coruscant's Imperial City, this bar was named for its deep-red interior lighting. Han Solo brought Luke Skywalker to the Red Rancor for his bachelor party, shortly before his wedding to Mara Jade. Banner Sumptor and his fellow Imperial hoped to waylay Luke by instigating a fight, but Luke and his friends soundly defeated the Imperials. (U)

Red Rock

a landmark found on the planet M'haeli, Red Rock was also the location of an Alliance base during the Galactic Civil War. (ROC, EGP)

Red Seven

Elyhek Rue's callsign during the Battle of Yavin. (CCG9)

Red Shadow

a bistro located on the planet Taboon. It was there that Zardra and Jodo Kast tried to catch the Thig Brothers, but ended up killing Mageye the Hutt. (TME)

Red Shift Limit

this techno-rock band of balladeers emerged from the Outer Rim to dominate the anti-Imperial world of music. Their lyrics are highly critical of the New Order, while their instrumentals are mesmerizing and lovely. Red Shift Limit is probably most famous for their remake of *Totally Patriotic*, defiling the original song (written by The Emperor's New Clothes). (GG9)

Red Sin Chimaera Nebula

this nebula, located some distance from the Forest Moon of Endor, was named for its color and shape, which resembled a mythical creature when viewed from the moon. (SWGAL)

Red Six

Jek Porkins' callsign during the Battle of Yavin. (SW)

Red Smoke Squadron

this group of Alliance soldiers was seasoned during the Battle of Hoth, and assisted in the recovery of an Imperial I2-CG droid on Goratak III, after it intercepted data on the starship manufacturing plant on Tar Morden. (MB)

Red Squadron

this was the designation of the starfighters commanded by Obi-Wan Kenobi, during the First Battle of Coruscant. Kenobi's wingmate was Anakin Skywalker, and the ranks of the fighter pilots were filled by the clone troopers of Squad Seven. (E3N)

Red Squadron

this Alliance X-Wing squadron was under the command of Bakki Sourthal, and patrolled Fakir Sector during the early years of the Galactic Civil War. (AIR)

Red Squadron

a group of Alliance X-wings during the Battle of Yavin. (SW)

Red Squadron

a group of Alliance Y-wings during the Battle of Yavin. (SWN)

Red Squadron

this was the designation of the TIE Defender squadron piloted by Rogue Squadron pilots in support of Colonel Vessery and Ysanne Isard, during the hunt for Prince-Admiral Krennel. (IR)

Red Star I

this modified TIE Defender was owned by Iran Ryad during the early years of the New Republic. It was equipped with enhanced shielding for protection, and an upgraded ion drive system for more maneuverability. Countess Ryad also modified the fire control systems, giving her the ability to target poorly-shielded craft and eliminate them quickly. The *Red Star I* was destroyed by Soontir Fel, after he declared Countess Ryad a traitor and hunted her down. (WOTC)

Red Star Ring

this small criminal organization was based on the moon of Nar Shaddaa during the New Order. (GUN)

Red Star Shipping Lines

this major shipper worked in the Core and the Colonies. They owned twelve major transport hub systems in the galaxy, and were one of the original voting sponsors of the Corporate Sector Authority. (CSA)

Red Star Squadron

this small unit of Imperial TIE Fighter pilots remained intact following the Battle of Endor, and later allied themselves under the command of Countess Iran Ryad. (WOTC)

Red Team Five

one of the New Republic's best-kept secrets, Red Team Five was a group of highly-skilled Special Forces infiltration experts. They were sent in to scout out a target location and eliminate any perimeter defenses prior to a full-scale operation. Many of the group's agents were former members of the Alliance's Infiltrator team, including Jai Raventhorn. All but Raventhorn were killed in a raid on the Imperial garrison on Zelos II, shortly after the Battle of Endor. Raventhorn was imprisoned at the garrison and brutally interrogated before being rescued by Platt Okeefe and Tru'eb Cholak. (TFNR)

Red Ten

this was the callsign used by Theron Nett, Red Leader's wingman, who killed during the Battle of Yavin. (SW, CCG9)

Red Terror

this was the name given to the group of 500 Warden 10-24 gladiator droids used by Brakiss to guard his base on Telti, some thirteen years after the Battle of Endor. They were named for the scarlet paint which covered them. One of every fifty droids was designated as a lieutenant, and given enhanced programming which allowed it to make decisions without the need for a command center. (EGD)

Red Three

Biggs' callsign during the Battle of Yavin. (SW)

Red Three

Condor's callsign as part of Esege Tuketu's K-Wing bomber group during the blockade of Doornik-319. (SOL)

Red Threxia

this shifty Sauron owned and operated Red Threxia's Boarding House, at the Gelgelar Free Port, during the height of the Galactic Civil War. It was said that Red didn't have a place of his own, that he just curled up behind the maindesk each night and slept on the floor. (PSPG)

Red Threx's Boarding House

located just across the plaza from the Slippery Gelgalar Eel in the Gelgalar Free Port, this collection of pre-fab structures was run by Red Threx. It was the only real place for spacers to spend the night at the Port, and provided spacers with a warm bed amidst the cold, damp environment of Gelgalar. (PSPG)

Red Tide

this was the name of Perit's personal, Mon Calamari star liner. (RESB)

Red Twelve

Red Leader's wingman, killed during the Battle of Yavin. (SW)

Red Two

Wedge's callsign during the Battle of Yavin (SW)

Red Two

Tiree's callsign during the Battle of Yavin. (SWN)

Red Two

Luke Skywalker referred to Prince Isolder as Red Two when they arrived at Dathomir, in search of Leia Organa and Han Solo. (CPL)

Red Wind

an Imperial frigate destroyed by Alliance ships near Plooriod IV. (XW)

Red Wing Squadron

this team of mercenaries was based on the planet Taul, during the height of the Galactic Civil War. (SWJ2)

Red Wings of Courage

one of the Ancient Tokens of the Legendary Ewoks, the Red Wings are a special headdress of red wings, bestowed on the eldest son of an expedition's leader, or to leader's back-up. They allow the secondary leader to gain courage if the leader is lost. Logray gave the Red Wings to Weechee, Dee's eldest son, before they left to rescue the Towani parents from the giant Gorax. (EA)

Red Zone

this was the primary restaurant and tavern district of the primary spaceport on Pembric II, in the city of Erwithat. (DARK)

RED-47

this was the code phrase given to Lurze Kesh by Davik Kang, as a way for Kesh to open the many shipments of spice that were sent to him on Korriban during the era of the Great Sith War. (KOTOR)

Reda Jalooz

this ancient Force-user had stolen a Kashi Mer artifact sometime before the formation of the Old Republic. She felt compelled to return the artifact - a small, gray prism-shaped stone - and returned to Kashi just before the planet's star exploded. Reda Jalooz was killed in the explosion, but the stone mysteriously reappeared in the Corva Sector millennia later, after the Battle of Endor. Its purpose was not known. (SWJ6)

Redbeast

this species of long-bodied quadrupedal vermin was native to the planet Reaper's World. They hunted in packs of up to twelve individuals, using their chisel-like teeth to gnaw through just about anything. Their two-meter-long bodies were covered with coarse, grey fur, and they got their name from their crimson eyes and vicious nature. (ND)

Redbill

an Alliance cargo ferry group destroyed by the Empire during the Galactic Civil War as it tried to take possession of supplies provided by pirates. (TIE)

Redcap

see RC-101 (MJH)

Redcap

this Outer Rim world is a barren, ugly world which has been known to break even the hardest of adventurers. It is covered with fluid mud lakes, deep canyons and tall mountains. The settlers who managed to survive the mud lakes have built their towns in the mountains. This limits the location of spaceports and landing fields to the Tyma Canyon. The original settlers were miners, and their descendants continue to eke out a living from the ores they extract. Repulsorlift transportation is impossible, since the mud quickly clogs the engines. The natives have developed skimmers known as olai to traverse the mud lakes. The average day on Redcap lasts 16 standard hours, and its years takes up 212 local days. (SWJ5)

Redcrested Cougar

a predatory feline native to the planet Belkadan, the redcrested cougar was a large, agile creature which could tear a human apart in a few minutes. Danni Quee was forced to kill one, when it slipped into the ExGal-4 outpost and seriously wounded two other explorers. The average cougar was almost four meters in length, weighed about 140 kilograms, and had ten-centimeter fangs protruding from its mouth. The redcrested cougar had large, clawed paws, and the tail ended with a lump of bone which could be swung like a cudgel. Most redcrested cougars were solitary hunters, gathering only during the mating season. After mating, the male cougar left the female behind to raise the cubs. In general, this creature was not territorial, although each male had its own distinct hunting grounds. (VP, NJOSB)

Redd Metalflake

this self-contained droid sound system was owned by Sprig Cheever and Twilit Hearth. Redd was also an important part of their underground team, capable of carrying weapons and other illegal items inside his sound-system components. (TFE)

Red-dish

this was one of the many spore-producing fungi that were native to the swamps of the planet Drongar. It was named for its coloration, and because the shape of an individual plant resembled a large dishplate. (MBS)

Reddjak

the exploits of this pirate served as the basis for the holo-series *Space Pirates of the Galaxy*, which was popular during the early years of the New Order. In the series, Reddjak was known as The Scarlet Pirate, since he often dressed in bright red clothing. In real life, Reddjak was a notorious criminal who was wanted in several star systems for a variety of crimes. He was captured some years before the Battle of Yavin, but was freed on the planet Majoor by Llez. Reddjak brought the child along with him to his pirate ship, hoping to use the boy to locate his father's diplomatic convoy and ambush it. However, Reddjak didn't count on the child's resourcefulness, nor the fact that R2-D2 and C-3PO had stowed away aboard his pirate ship. Just as he launched his attack, Reddjak found himself weaponless and being boarded by Zell's security forces. In short order, Reddjak was back in police custody. (MDCAR)

Redemption

an Alliance Nebulon-B frigate used as a medical ship, the *Redemption* was one of the medical ships which was part of the fleet which massed just outside the rim of the galaxy, in the wake of the Battle of Hoth. It was aboard this ship that Luke Skywalker received his prosthetic hand, after surviving his first battle with Darth Vader on Cloud City. Like many ships in the Alliance's fleet, the *Redemption* had been refitted for its particular duty, with many hangar bays and weapons stations being converted into sick bays and medical facilities. The *Redemption* joined the full Alliance fleet near Sullust, just prior to the Battle of Endor. It was assigned to assist the wounded from Briggia during Operation Strike Fear. The mission later became one of the New Republic's training scenarios, nicknamed the Requiem scenario because very few pilots survive the simulation. (XW, XWN, XWA, TCG6)

Reder, Dor

a native of the planet Pirralor, Reder served as a Captain in the Imperial Navy and commanded the Star

Destroyer *Pulsar* until he surrendered it in the aftermath of the Battle of Endor. However, Reder himself managed to avoid capture, and fled the area with a small group of followers. They managed to steal an Alliance transport during their escape, and eventually joined forces with Admiral Drommel. He served Drommel as Captain of the *Krieger*. (SWSB, SWJ8, WBC)

Redesign

this was a branch of COMPNOR that dealt with the modification of the physiology of entire races, in an effort to create entire armies willing to fight for the Empire. (TBH)

Redeye

this Turazza served as Luskin Exovar's chief of security at Exovar's Emporium, on Neftali, although no one was sure why Redeye took the job. However, Redeye took the job seriously, and very few visitors to the Emporium ever crossed his path. Redeye was simply a nickname used by the Turazza to ensure that no one learned his true identity, which was only known to himself and Exovar. Redeye was also an excellent marksman and sharpshooter, and his skills earned him the grudging respect of Kaori Batta. (WSV)

Red-Eye

this is one of SoroSuub's low-power laser sighting devices designed for mounting onto a blaster. (CFG)

Red-Eye Baldarek

this bartender vacationed on the planet Zeltros several years before the onset of the Clone Wars. He enjoyed the experience so much that he stayed on Zeltros. (PH)

Redfish

this species of fish was native to the planet Amfar. Redfish were unusual in that that tended to congregate out of the water, along the beaches, during certain periods of the day. This trait was evident when there were not many tourists walking along the beaches or playing in the ocean, when their presence often scared the redfish away. (HNN5)

Redfruit

this tasty fruit was native to the planet Drongar, and was harvested for its juice. (MBS)

Redge, Loam

this man was one of Emperor Palpatine's Inquisitors, working from the Emperor's personal retreat on Naboo during the height of the Galactic Civil War. His age was indeterminate, a facet of his persona that Redge cultivated for his own use. With the exception of a few tiny wrinkles at the corners his eyes, Redge's face was smooth, and he could have passed for a man of thirty. However, he was much older than that, and was known for his passion for his work. Redge, himself sensitive to the Force, found a certain enjoyment in locating Force-sensitive individuals, which only increased as he tortured them and watched them die. (SWI65, ROD)

Redhaven

this is the capital city of the planet Rhommamool. Much of the city was leveled when the native Rhommamoolians declared their independence from Osarian rule. (VP)

Redhawk

this mercenary bulk cruiser was boarded by the Azzameen family, shortly before the Battle of Endor, in an effort to remove a potential rival and enemy. (XWA)

Redheart

this was one of several Duros-commanded warships which made up the Galactic Alliance's meager naval fleet, during the last stages of the battle against the Yuuzhan Vong. The *Redheart* was one of many ships assigned to General Wedge Antilles and the task force dispatched to the Duro System. Unknown to Commander Col was that the task force was not sent to recapture Duro, but to eliminate as much of the Yuuzhan Vong fleet stationed there as possible. Col believed that Antilles was going to simply let Duro remain under Yuuzhan Vong control, and broke formation. Led by the *Dpso*, all the Duros warships tried

to attack the Yuuzhan Vong on their own. However, they were no match for the amassed firepower of the alien invaders. The *Redheart* and the other Duros ships were destroyed in just under three hours. (FP)

Redilos

this is the single moon of the planet Korbin, known as Redeye to the Korbinites because the moon glows blood-red at night. Redilos orbits very close to Korbin, so its reddish light is quite bright, and the size of its image is quite large. Redilos is a barren, cratered rock. (PG2)

Redjik

a large herd animal native to Kidron. (SWJ11)

Redkihl Rokk

this insectoid pirate was known as the Scavenger of the Galaxy. His band of pirates, a mixture of living beings and droids, flew a squadron of TIE Fighters painted bright red, which distinguished them from the Imperials as well as other pirates. Redkihl and his traveled to the Yavin System, shortly after the Battle of Yavin, and found themselves able to salvage all sorts of things from the wreckage of the first Death Star. Redkihl himself tried to capture Han Solo and the *Millennium Falcon*, and had nearly boarded the ship when Luke Skywalker returned to Yavin 4 and assisted Han's escape. As the *Millennium Falcon* blasted off, a bomb planted on Redkihl's ship exploded, killing the pirate and leaving his remains stranded in the debris field of the Death Star. (T8)

Redlio

this Twi'leki spy was a huntress for an Inner-Rim crimelord before she joined the Alliance. She served as part of the Alliance's Sandwind Team during the period between the Battles of Hoth and Endor. (SSR)

Rednax

this Dug and his friend, Manoca, often met for lunch at Dex's Diner, during the years surrounding the Battle of Geonosis. (SWI63)

Redor Sauce

this tangy sauce is often served with nerf meat. (TPS)

Redoubt, The

this globular cluster of densely-packed stars was located deep in the Unknown Regions of the galaxy. Because of the density of stars in The Redoubt, navigation was virtually impossible without an extension knowledge of both the area and astronomical physics. Sensors were useless in the area, due to the intensity amounts of radiation and background noise generated by the stars. Comets and planetoids moved through The Redoubt on orbits that were continually altered by the changing gravitics of the area. Shortly before the Yuuzhan Vong began their invasion of the galaxy, the Chiss had spent more than 200 years studying The Redoubt, trying to understand its mechanics, as a way to ensure their species' survival. Should the time ever come when the Chiss were overwhelmed, they planned to flee into The Redoubt and hide until such time as they could return to their worlds. The pace of their research was quickened during the last fifty years, after the destruction of the Outbound Flight Project. (SQ)

Redoubtable

an *Imperial*-class Star Destroyer which was damaged in the Battle of Endor and moved to the Black-15 shipyards for repair. It was later captured by the Yevetha and converted for their own use. (BTS, SOL)

Redrish System

this largely uninhabited star system was located near Kuat, and served as one of the two main staging for passenger traffic which was inbound to the Kuat Passenger Port. (PSPG)

Redrobes

this was the term used during the Clone Wars to describe the members of the Red Guard who protected Supreme Chancellor Palpatine. The nickname came from their red cloaks and body armor. (E3N)

Redros

this man was one of the most notoriously dangerous swoop racers who competed on the planet Taris, during the height of the Great Sith War. (KOTOR)

Redshift Runner

this Z-10 Seeker was purchased used by Elga Arbo, who spent every credit she had - and a few she didn't - on making it the fastest ship in the Corellian Sector. The Bureau of Ships Services once recognized it as the fastest commercial ship on record, a fact the Arbo used to promote her courier business. Unfortunately for Arbo, her indebtedness caught up to her. Her financeer, Gydio Lucone, threatened to seize the ship if she failed to pay off her loans. Arbo disagreed, and a firefight broke out. In the end, Arbo was seriously wounded, and her co-pilot, Maceb Joodsen, stole the *Redshift Runner* and fled the sector. (SS)

Redspar

this plant, native to Joralla, produced a brilliant red fruit which was nearly half a meter across. This fruit was highly nutritious. (PG1)

Redthorn-class Scoutship

a small, highly-maneuverable craft developed and manufactured by Tykannin Drive, the *Redthorn*-class had a needle-shaped cylindrical hull and stubby wings. It measured 24 meters in length, and was armed with a forward-mounted, light triple blaster. The *Redthorn*-class ship required a pilot, co-pilot, and gunner to operate, and could transport up to 10 metric tons of cargo. (THG, PG3)

Ree

a common name given to Twi'lek males, this name meant "spear". (GCG)

Ree

this young Twi'lek male was a podracer of some small renown, who grew tired of the way in which the Desilijic Hutts skimmed the profits from the races. He was part of a growing faction of racers who also opposed the sentiment that the racers were "disposable," so long as the races themselves continued to be profitable. During the early years of the New Order, Ree went to work for Kaeline Ungasan as a race scout, searching out new locales in which to stage pod races to rival those of the Desilijics. It was Ree's explorations that discovered a vein of vonium on Ando Prime, leading Ungasan to set up a race there to cover up the mining activities. The plans of the Ungasan organization were thwarted when the Desilijic clans learned of the operation and convinced Jer and Gelune Blankuna to pose as his "parents," in an effort to launch an independent "rescue" operation. The agents eventually exposed Ungasan's ties to the Corporate Sector Authority, and Ungasan was imprisoned. Ree was also captured, and faced justice at the hands of the CSA. (GMR2)

Ree Duptom

famous for being the only individual ever kicked out of the old Bounty Hunters Guild, Ree Duptom was a bounty hunter as ugly as his reputation. With his ship, the *Venesectrix*, he scoured the border territories of the galaxy's central section for work. Among his specialties was the dissemination of misinformation, sometimes even working for the Empire, in spreading lies which helped himself and his employer. Several years before the Battle of Yavin, Duptom was hired by Kud'ar Mub'at to perform a job for Nil Posondum, although the two parties had never met. Duptom was to kidnap Kateel of Kuhlvelt, erase her memories, and then lose her somewhere in the galaxy. The kidnapping was successful, but the memory Duptom had done was cruel and - ultimately - incomplete. During the final transport of Kateel, Duptom suddenly disappeared. When his ship was discovered by Boba Fett, floating and adrift near the Core, Fett discovered that the *Venesectrix* had suffered a partial meltdown of its engine's reactor core. The resulting radiation had killed Duptom and caused several damage to the body. However, it left intact the load shifter droid and the only passenger on the ship, Neelah. Fett took both aboard the *Slave I* and left the *Venesectrix* in space. (HM)

Ree Shala

this female Twi'lek was a smuggler who operated her business from the Outer Rim moon known as

Jaresh. Originally a spice smuggler, Ree Shala managed to develop a sizable organization spread across Corva Sector during the last years of the New Order. (SWJ6)

Ree, Shantee

this famous holovideo star was perhaps best-known for her "Save the Stohl" campaign. Shantee owned a specially-trained attack stohl named Needla, which bit an overzealous fan during an autograph session. The media portrayed the attack as an assault, but Shantee quickly responded by explaining that the attack stohl had been trained to protect her. The result of the media coverage was that the attack stohls were hunted for the thrill of it, until Shantee launched her campaign to save the species. (COG)

Reece

this Inner Rim world was a stop-over point for Han Solo and the *Millennium Falcon*, during a trip to meet with Lando Calrissian and check out Lando's Folly, just before the Yuuzhan Vong began their invasion of the galaxy. While he was there, Han also took some time to find out more about the actions of Kyp Durron and his vigilante Jedi Knights. The planet was home to a small group of smugglers, until the New Republic Navy took command of the planet and used it as a rear base by Admiral Traest Kre'fey. As the Yuuzhan Vong began to move on Coruscant, the New Republic believed that the alien invaders would attack the capital world from Bilbringi, and so Reece was left relatively undefended. However, the Yuuzhan Vong had been massing in the nebula surrounding the Black Bantha, and planned to conquer Reece for use as a primary base from which to launch their assault on Coruscant. This plan was smashed when New Republic forces fleeing from Borleias arrived at Reece and pummeled the Yuuzhan Vong ships. After a pitched battle, the Yuuzhan Vong force had been eliminated, and Reece remained part of the New Republic. (VP, SBS, NJOSB)

Reedug

this narcotic was created from plant materials grown on the planet Polmanar. Profits from the sale of reedug caused the Empire to take notice of Polmanar and establish a garrison on the planet, until the farmers began to rebel. They received assistance from the Alliance, until the Empire abandoned their garrison in the wake of the Battle of Yavin. (WOA33)

Reef Fortress

located on Hapes, this secure stronghold is used as an emergency retreat by members of the royal household. It is located near the ocean, and looks out over the Dragon's Teeth. (L)

Reef Home

this Alliance MC80 cruiser fought in the Battle of Endor. It was named in honor of Reef Home City, on Calamari. It was used to clear out booby-trapped Imperial probe droids left behind in the Endor System. (TBSB)

Reef Home City

another floating city on Calamari, it was the primary attack point for Daala's Star Destroyers during the second Battle of Calamari. It was reported that the city was destroyed in the attack, but the Mon Calamari and the Quarren were able to rebuild it. (DA, COTF)

Reef, The

this was the name used by the Menahuun to describe the asteroid belt that surrounded the Lamaro System. It was believed that the asteroids were formed when the system's original two outermost worlds collided with each other. (GMR7)

Reeft

this Dresselian boy was one of Obi-Wan Kenobi's best friends, during the time he spent in training at the Jedi Temple on Coruscant. Reeft was constantly hungry, and would clean all of his friends' plates and still be hungry afterward. He was later chosen to further his training as the padawan of Binn Ibes, and traveled the galaxy for many years. Shortly before the onset of the Clone Wars, Reeft was dispatched to Brentaal IV to capture Rotar Lopani. He returned to Coruscant with Lopani's body, as well as that of a bounty hunter named Tosinqas. Tosinqas had actually found Lopani first and attacked him, just before Reeft found Lopani. Both parties were startled by the presence of the other, and Reeft drew his

lightsaber in reaction. Tosin'gas charged Reeft, but cut himself in half when he misjudged the blade of the lightsaber. The two deaths raised the ire of both the Galactic Senate and the Bounty Hunter's Guild. (RF, CT, JAD, HNN5)

Reega

the primary planet in the Reegan System. (SWJ7)

Reegesek

a Ranat trader working in Mos Eisley, Reegesek encountered Het Nkik as the young Jawa was preparing to execute some Imperial stormtroopers. Known as a shrewd, but fair, trader, Reegesek offered Het a bantha-horn Sand Person talisman. Het wanted it for strength, but he'd spent all his credits on his blaster. Reegesek asked to see the blaster in return for letting Het have the talisman on credit, and slipped the power cell from it before returning the weapon to Het. Unfortunately for Het, when he attacked the Zeta Squadron of troopers, he was gunned down when his weapon didn't fire. (TME, CCG2)

Reegian System

this planetary system was used by the Alliance as a secret fuel cache in deep space. (RASB)

Reeho

this species of heavy-billed avian was native to Gelgelar. Reehos were distinguished by their bright orange feathers. (SWJ14)

Reek

originally native to the wilds of Ylesia and maintained in great ranches on the Codian Moon, this immense, reptilian herbivore was distinguished by the three heavy horns which surrounded its mouth. The horn atop its nose was used for attack, while the two horns at each side of the mouth were for defense. The long, front legs of the reek allowed it to raise its head quite high, while its short hind legs provided a stable base. The coloration of the reek was mainly gray, although the specimens found on Geonosis had red coloring along its back, neck, and head. This coloration was due to the high percentage of meat in its diet. Reeks were prized by those beings who staged gladiator fights during the last years of the Old Republic, because their hide was incredibly thick and hard to damage. Many fighters discovered that a reek could be best attacked while riding on its back, where the creature's skin was so thick that it couldn't sense the rider's presence. (OWS, TCG1, VD2, SWDB)

Reek Paynees

this male Gran and his brother, Neek Paynees, were noted criminals who worked for Sebolto during the years leading up to the Battle of Naboo. A bounty was issued for his capture by an anonymous individual, who simply wanted the "worthless scum" off the streets. The bounty was claimed by Jango Fett, when the bounty hunter traveled to Malastare to meet with Sebolto. (BH)

Reeka

this was a common name among the Iskalonian people. (GMR1)

Reekcat

this species of feline, named for its unusual odor, was native to the planet Corellia. (REC)

Reekeene, Lens

this woman and her husband, Mikka, worked with Santhou Lazith'chika to form Reekeene's Roughnecks. She was known as an efficient mercenary, and was employed by the Sartran Corporation until the Empire disbanded it. Her entire team was imprisoned as traitors, and only Lens survived to be released. The other members of the group died or were executed in prison. Upon learning this, Lens joined the Alliance and formed the Reekeene Roughnecks to assist the Alliance in its struggle against the Empire. She was fifty-five years old at the time of the Battle of Yavin. She was shot down while on a secret rendezvous with the Alliance's commanders in Fakir Sector, and forced to land on Flankers. She was rescued by a team of Alliance agents before the planet's star exploded. (SWCP)

Reekeene, Milla

this man and his wife, Lens, worked with Santhou Lazith'chika to form Reekeene's Roughnecks. Milla was a brilliant mechanic working for the Sartran Corporation when he met Lens, shortly after the Empire nationalized the corporation. They first met in prison, and were married soon afterward. When Lens joined the Alliance, Milla followed along with her, although he chose to remain neutral during the Galactic Civil War. (SWCP)

Reekeene's Retribution

this HT-2200 freighter was purchased by the Alliance, shortly after the Battle of Yavin, and issued to Reekeene's Roughnecks. Modified with the addition of a pair of retractable FireStorm missile racks, the Retribution was outfitted to help the Roughnecks defeat Moff Sakai. Unfortunately, Sakai called in the Venom Guard, and the Roughnecks were nearly wiped out. The *Reekeene's Retribution* was lost, presumably with all hands aboard, and was believed to be adrift in deep space. (SS)

Reekeene's Roughnecks

this group of Irregulars was founded by Lens and Milla Reekeene, along with Santhou Lazith'chika. The mercenary group was not officially part of the Alliance's military, but Lens Reekeene ensured that the missions undertaken by the Roughnecks were against decidedly Imperial targets. They pestered Imperial convoys in the Bakchou arm and Fakir Sector during the height of the New Order, provided cover and assistance to the Alliance whenever possible. The Roughnecks were confederates of the multitude of mining operations which controlled the Sarnikken Asteroid Belt, and helped the miners by scaring off Imperial forces which attempted to take control of the Belt. The base of operations for the Roughnecks was the modified Tsukkian water freighter Home. (SWCP)

Reeko

this starship was owned and operated by Suz Tanwa, during the early years of the New Order. The ship was equipped with a variety of sensors and systems that were used in her work as a treasure hunter and, later, as a xenoarchaeologist. (PH)

Reel

this was the name of a species of thick-bodied, predatory snake native to the moon Yavin 8. These reptiles were covered with purple scales, and were classified as constrictors, squeezing their prey until it could no longer draw enough breath to survive, then ingesting it whole in one continual motion. They were often attacked and eaten by the avrils, and were favored by the Melodies for their flesh. (LW, P)

Reelo Baruk

this obese Rodian was one of the many crimelords who worked from a base on the moon of Nar Shaddaa, during the early years of the New Republic. He maintained a legitimate garbage processing operation on the moon, mainly as a front to cover up his less-legitimate operations. He allied himself with Imperial Admiral Galak Fyyar for several months, supplying Fyyar with sources for raw materials in exchange for certain concessions. He was approached by Kyle Katarn some ten years after the Battle of Endor, and was forced to reveal his information on Fyyar's activities. (JK2)

Reen

this was a common, given name among the Vratix race. (UANT)

Reen, Meeka

this native of Jerne led the largest group of guerilla forces which opposed Imperial control of the planet. She captured Luke Skywalker and Leia Organa from the control of Ryko Vant, and planned to ransom them to the highest bidder. However, she agreed to help the locate the Eternity Crystal, and took them to Adony Station. She hoped to kill them once they gained the stone, and rule the galaxy herself. She was killed in the explosion caused by Luke and Leia trying to open the vault which contained the crystal. The explosion had been rigged by Darth Vader to kill Luke and Leia. (CSWDW)

Reena

this planet, located in Tapani Sector, was the seat of power for House Reena. Reena was a temperate world of many small continents separated by warm shallow oceans. It was known for its prestigious

universities, and much of its usable land mass was covered with urban cities. The planet had a somewhat friendly competition with the planet Mrlsst, to see which planet could have the most affluent school system. The planet was orbited by a single moon, on which were stationed a trio of Hex turbolaser batteries that protected the planet from orbital attack. (PGT, LOE)

Reena University

this school was located on the planet Reena, and was one of the most prestigious universities in Tapani Sector. (PGT)

Reena, Trinn

this woman owned and operated Reena's Interstellar Shipping, and was hired by certain Rodian governmental officials to smuggle weapons to the Grand Protector's forces on Rodia. She was forced to hire additional spacers and transport captains in order to handle the volumes. (SPG)

Reena's Interstellar Shipping

this small, independent cargo transport company was founded by Trinn Reena. (SPG)

Re-Engineered, The

this was the name used by the Arkanian people to denote those individuals in which genetic manipulation failed to produce good results. A Re-engineered individual could be of any race, and the Arkanians showed no favoritism in their experiments. The natural Force energies of the living creature to be Re-engineered was altered dramatically after their procedure, and remained tainted for the rest of the individual's life. (PH)

Reenogga Personal Services, Cubed

based in the Delta Sector of Zirtran's Anchor, this operation was founded by the Reenogga sisters within the confines of the staterooms of the old *Death Mark*. For a large enough fee, the sisters would execute bounty hunts, security and protection services, and even corporate assassinations. (SWJ5)

Reenogga, Adri

this woman, a former student at the Skine Bounty Hunter College, formed the Reenogga Personal Services, Cubed, operation aboard Zirtran's Anchor with her siblings, Kara and Vella. Adri was the company's best pilot and repair technician, and worked to keep the RPS gear in top condition. (SWJ5)

Reenogga, Kara

this woman, a former student at the Skine Bounty Hunter College, formed the Reenogga Personal Services, Cubed, operation aboard Zirtran's Anchor with her siblings, Vella and Adri. Kara was best-known for her fiery temperment and stubborn nature, and was often found at Chabak's, trying to outdrink the patrons. (SWJ5)

Reenogga, Vella

this woman, a former student at the Skine Bounty Hunter College, formed the Reenogga Personal Services, Cubed, operation aboard Zirtran's Anchor with her siblings, Kara and Adri. Vella was the company spokeswoman and business manager. (SWJ5)

Reeor Bufaali

this was the name of a noted Ruurian individual. (UANT)

Reeos, Ngyn

this man was the captain of the *Helot's Shackle*. He attempted to apprehend Han Solo when he escaped from Ylesia in the *Talisman*, and even had the ship in a tractor beam until Jalus Nebl shot through the beam with the *Ylesian Dream* and broke the contact. (TPS)

Reep

a Alliance military transport used during the Galactic Civil War. (TIE)

Reerookachuck

this Wookiee was born on Kashyyyk, but was taken away at an early age and forced to work in the spice mines of Kessel. While on Kessel, Reerookachuck was raised by human slaves, and thus never learned the Wookiee traits of loyalty and honor. Reerookachuck became a dirty, underhanded fighter and schemer, doing whatever it took to maintain his life and his freedom. When he was captured by the slavers of the *Sord Montok* and taken away for relocation, Reerookachuck saw his chance to escape. He instigated a riot aboard the ship, which resulted in the deaths of twenty slavers and the scuttling of the *Sord Montok* near the Minos Cluster. Reerookachuck fled into space. Sord Montok placed a bounty on Reerookachuck's head, hoping to bring the Wookiee in to be held accountable for his actions. (GMR6)

Rees Alrix

this Jedi Knight was the first Padawan of Maks Leem. Rees was elevated to the rank of Jedi Knight just before the Clone Wars, and led a mission to Sullust some thirty months after the Battle of Geonosis. (YDR)

Reesa On

this scientist had been an associate of Jenna Zan Arbor's, and was invited to the party she held at Didi Oddo's café. Obi-Wan Kenobi and Astri Oddo discovered that the name Reesa On was actually an alias used by the bounty hunter Ona Nobis. The words "reesa on" were from Nobis' Sorrusian language, and literally meant "catch me." Obi-Wan surmised that Nobis used the name to egg on any of her pursuers. (EVE)

Reesbon

one of the seven ruling clans of Ammuud, and the chief contender to the Glayyd clan for the top clan spot. (HSR)

Reese

an Alliance Lieutenant. (RASB)

Reess

a common name given to Twi'lek males, this name meant "metalsmith". (GCG)

Reess Kairn

this Twi'leki was, at one time, a Jedi Knight. However, when he returned to Ryloth and found his betrothed in the arms of another male, he went berserk and killed them both. Reess Kairn then fled the planet and hid out in the Outer Rim for several years. The Dark Side of the Force consumed him, along with a steady supply of ryll spice. He emerged years later as a pirate, and was known to prowl the Gamorr Run during the last decades of the Old Republic. He once invaded the planet Lorahn, stealing a wealth of religious artifacts and killing four Ffib priests. Shortly afterward, he disbanded his pirate crew and returned to hiding. In order to ensure his safety, he convinced a trio of Shi'ido brothers to live their lives in his appearance. The Daughters of the Ffib employed Aurra Sing to hunt down Kairn and eliminate him and his Shi'ido accomplices. One Shi'ido fled to Hoth, the other to Tatooine. Both were killed by Aurra Sing, who then went after Kairn himself on Bespin. At Bespin, she discovered that Kairn had employed a third Shi'ido, which had insinuated himself into a troupe of thranta riders. The bounty hunter eliminated him as well, then returned to Endor to discover that Kairn had undergone reconstructive surgery to make himself resemble a female. He then infiltrated the very Daughters of the Ffib who swore to kill him. Aurra Sing discovered that it was Kairn himself who actually made the deal with her. The bounty hunter, not happy at being so carefully duped, executed Reess Kairn upon her return to Endor. (BHAS)

Reeten, Jona

this famous actress hailed from the Adarlon system. The name Jone Reeten was actually pseudonym used by Rollo Morsai. She appeared in a large number of holo-vids and was quite popular outside the Minos Cluster. Jona Reeten traveled the Cluster in a beautiful and expensive *Baudo*-class yacht called the *Gilded Lily*, and her success was due primarily to her talent, although a little bit of luck always seemed to help. That is, until the Empire took control of the Cluster and Babel Torsh began cracking down on the holo-vid industry. Torsh discovered that Reeten had once portrayed a Jedi Knight who fought in the Clone Wars, and he immediately had her blacklisted. The career of Jona Reeten came to a sudden and abrupt

end, as no one would hire her. She returned to using her real name, and converted the *Gilded Lily* into a transport ship. (GG6)

Reeveid

a Rodian bounty hunter who worked with Tirog. (RPG)

Reeven

this was one of the larger Rodian clans, living on Rodia during the last decades of the Old Republic. They were bitter enemies of the Cairn clan, and were led into battle by Jannik the White. In order to ensure victory, the Reeven clan had hired the assistance of Nym and his mercenaries, and the Cairns were quickly dispatched. (CRBN)

Ree-Yees

a three-eyed, goat-faced alien from the Gran race, he was exiled from his homeworld of Kinyen for committing murder. His expulsion from Kinyen eventually drove him mad. After roaming the galaxy, Ree-Yees fell into Jabba the Hutt's entourage. This life didn't please him, and he soon became involved in an Imperial plot to kill the Hutt. Imperial agents placed a small message module in the skin of Jabba's bubo, which they used to communicate with Ree-Yees. They then supplied Ree-Yees with shipments of goatgrass, in which were hidden the various pieces of a massive detonation device. However, someone managed to steal the detonator out of the last shipment, leaving Ree-Yees in a lurch. He blamed the death of Phlegmin, who seemed to be in the room when the detonator was stolen, on Ephant Mon, a creature he didn't trust. When Jabba tried to have Han Solo and Luke Skywalker fed to the Sarlacc, Ree-Yees discovered that Jabba had planted a thought-trigger in Ree-Yees' mind, a trigger that, when activated by a code phrase from Jabba, would compel him to set off a bomb that had been surgically planted in Ree-Yees' belly. When Leia Organa killed Jabba, the threat of an explosion was temporarily averted. However, when Jabba's sail barge exploded, it set off the bomb, killing Ree-Yees instantly. In the novelization of Return of the Jedi, Ree-Yees, ever belligerent, became involved in a fight with Ephant Mon aboard Jabba's sail barge as Jabba was preparing to put Luke Skywalker and Han Solo into the Sarlacc pit. It is believed that Ree-Yees died when the barge exploded. (ROTJ, ROTJN, MTS, TJP)

Reeza

this was one of the many Mandalorians who were stationed on the planet Dantooine, during the height of the Great Sith War. (KOTOR)

Reezen

born and raised on Coruscant during Palpatine's reign, Reezen was an Imperial Navy Corporal serving under Zsinj. He had a fairly non-descript, seven-year career in the Navy until he noticed the hit-and-run attacks Han had organized to draw Zsinj out. He had surmised that the New Republic was going to make a move at Dathomir, and sent Zsinj a message suggesting reinforcements. (CPL)

Refgar

this planet, located near Orflon, was where the Alliance agents tried to escape from Imperial notice after rescuing Soron Hegerty. It was also a possible hiding place of a pirate treasure taken from Butler's Cove. (SN)

Refka Trell

this starship operator owned the *Adela*, and was based on Elom. (SOL)

Reflec

this substance is used by many commando groups to plate their armor suits. Reflec has the natural ability to absorb the energy waves emitted by most sensors, effectively removing the substance from a sensor sweep. When coated with a fine mesh of reflec, personal body armor is virtually undetectable, as are the life signs of the wearer. Imperial Storm Commandos were among the prime users of reflec plating. (KO)

Reflection Blast

this phenomenon, experienced mainly on desert worlds such as Tatooine, occurred whenever a vast area was under continual bombardment by the energy of the sun. These areas, such as the Great Chott on

Tatooine, absorbed and reflected great amounts of heat and light. This reflected energy created the reflection blast, which overpowered many types of sensors. (TG)

Reflection of the Essential Infinities

this was the Qella name for the strange orrery discovered by Lando Calrissian and Lobot aboard the Teljkon vagabond. The room contained strange, peglike structures which activated a huge viewscreen. The viewscreen depicted a vivid, lifelike image of the Qella home system, providing them with a vision of its existence prior to the cataclysmic loss of its moons. The orrery was destroyed when the Gorath and other ships from Foga Brill's fleet attacked the vagabond in the Prakith System. (TT)

Reflective Blanket

a blanket made of a material which holds in bodyheat and helps hide a lifeform from sensors. (CPL)

Reflex Amendment

this was the nickname applied to the Old Republic Senate's Emergency Amendment 121b, named for the effect it had in increasing Emperor Palpatine's ability to react to the battles being fought during the Clone Wars. (SWI71)

Reflex Races

a casino coin game. *Note that Star Wars Adventure Journal #1 claims reflex races were a physically-demanding game.* (HSE, SWJ1)

Refnar

Pepper Flarestream and her squadron were decimated by an Imperial attack while protecting a convoy over this planet, during the Galactic Civil War. The battle became known as the Last Stand at Refnar. (CRO)

Refrax Spaceport

this Imperial-controlled spaceport served as a stop-over point for ships travelling through Mortex Sector during the Galactic Civil War. (BI)

Refresher

a room with a fully recycling shower, sink, and toilet. They come in various configurations, from small 'freshers for starships to large, ornate rooms in personal residences. (GG, RD)

Refuge City

located on the northern hemisphere of the planet Caamas, Refuge City was one of the few habitable locations that remained after the planet's destruction. Groups of ecologists and environmentalists used Refuge City as a base of operations, during their attempts to restore Caamas' natural state. Established by Elek D'Cel, Refuge City was a domed city created from the debris of surrounding locations. A central power generator provided the necessary electricity, and much of the city's lighting was in the form of biolum fixtures. A garden graced the main entry to the city, as a reminder of Caamas' former - and future - beauty. The city was home to the 200 or so Caamasi who survived the destruction of the planet's ecosystem, along with a group of Ithorians who were helping to restore it. (WOTC, CCW)

Refugee

this starship was owned by Lorn Moonrunner, and he used it to carry his wife, Artis, to the planet Rhamalai. There, Lorn hid the ship deep in the Great Forest Valley, hoping to avoid attention but keeping the ship active in case he every needed to flee the planet. The *Refugee* was a modified 1550-LEX yacht from SoroSuub, and was armed with a turret-mounted laser cannon and two proton torpedo launchers. (SWJ13)

Refugee Facility 17

this was one of the many refugee camps on the planet Ruan, established by the Salliche Ag Corporation, to help those beings dishomed by the Yuuzhan Vong invasion. Melisma and Gaph were stranded here, during the search for Droma. Unknown to the refugees, as well as the New Republic, Salliche Ag was using the refugees as unwitting slave labor. They claimed that it was simply a way for them to claim their

produce was "handpicked," but in reality the corporation was removing droids in anticipation of the Yuuzhan Vong taking control of the galaxy. It was built on the site of an abandoned junkyard, and the debris provided inventive refugees with a number of useful items. This camp was also located in sight of Noob Hill. Like most other of these refugee camps, Facility 17 turned into a mudpit when it rained, and disease and famine were a constant danger. (JE)

Refugee Relief Movement

this was a Naboo-based, political movement which occurred shortly before Padme' Naberrie was elected to serve as the Queen of the Naboo. The Refugee Relief Movement acted to assist any people who were in need of food, clothing, and supplies, whenever the Old Republic failed to provide assistance of its own. Shortly before the onset of the Clone Wars, the RRM was chaired by Celly Organa of Alderaan. A fundraiser held on the planet Alsakan raised some 75 million credits for the RRM, although critics like Brookish Boon questioned whether the funds would actually reach the refugees. (SWDB, HNN4, HNN5)

Refugee Resettlement Coalition

this collection of planets agreed to open up their spaceports and certain rural areas to refugees who were caught off-planet when their homeworlds seceded from the Old Republic, during the Separatist crisis which occurred just before the Clone Wars. Under the direction of the Refugee Relief Movement, planets such as Naboo, Cerea, and Monastery opened their ports to any being seeking political refuge. When it was first discussed, as many as twenty-five planets agreed to assist with the resettlement efforts, but the number was reduced to ten planets in order to facilitate the distribution of supplies and food. (HNN5)

Regal Bothan Hotel

this upscale establishment was located on the planet Bothawui. (SESB)

Regal Destiny

this House Pelagia starship disappeared during the Mecetti Purge. It was rumored to have been carrying a hold full of valuables from House Pelagia, but supposedly was lost in the deepest regions of space. The *Regal Destiny* was discovered by the crew of the *Bright Seeker* shortly after the Battle of Hoth, which was fleeing an ambush sprung by the *Knife's Edge* under a Letter of Marque from the Alliance. The ship's hull had been breached by several crimson slugs. The crew of the *Bright Seeker* discovered that the *Regal Destiny* had been betrayed by a House Mecetti spy who had posed as a crewman and poisoned the ship's air supply. They also discovered that the treasures being carried by the *Regal Destiny* were Trad and Verinia Paddox, the true heirs of Theus Paddox and House Pelagia. (TSIA)

Regal Heirarchy

this was the primary government of the planet Ilimardon. (WOTC)

Regal Suites

this luxurious suite of rooms was set aside for the wealthier clientele of the Pearl Island Casino, on Pavo Prime, during the early years of the New Republic. Hidden from the more regular customers, the Regal Suites were believed to have been built to complement the ten boasa statues obtained by the casino's owner, Ludlo Lebauer. (SWI67)

Regall

this Rodian modified a MacroMotionMonitor sensor array, placing it on a small hovercam and using it for a security and early-warning system. (GUN)

Regallis Engineering

this small corporation produced a variety of tools, as well as a number of flitter suits and vacuum suits, for use by independent spacers and starship owners. *Note that The New Essential Guide to Weapons and Technology denotes this corporation as Regalis Engineering.* (PSG, EGW, GFT, NEGW)

Regar I

the fifth planet in the Garos System. (SWJ1)

Regar II

the sixth planet in the Garos System. (SWJ1)

Regatta Week

this was the name given to the week-long period that surrounded the running of the Spira Regatta Open. (SWJ5)

Regdo's Clan Catalog

this unusual collection of plasticine sheeting was created by an anthropologist during the last decades of the Old Republic, and documented extensive information on the many Rodian clans. Included with the entry for each clan was information on its formation and history, along with cultures and customs that set each clan apart. (GMR7)

Regency

this was the term used to describe the interim leadership of the planet Ord Cestus, after the majority of the native X'Ting were wiped out in a series of plagues. The Regency was ostensibly in charge of the planet, although it was actually little more than a puppet leadership that was controlled by the Five Families. The X'Ting who was named Regent served the position for life. (TCD)

Regency Spires Imperial Trust

this was the largest of the Imperial financial holdings on the planet Ralltiir. It was one of the few Ralltiiri institutions to survive the Imperial subjugation of Ralltiir, especially when it offered substantial rewards for Imperial investors. (CCW)

Regeneration Bandage

any form of bandaging which provides nutrients and medication directly to a wound. These bandages allow the wound to heal faster, while at the same time allowing the injured party some freedom of movement. (CS)

Regen-stim

this was a form of tissue-regeneration drug that was popular during the last decades of the Old Republic. With the use of regen-stim, doctors could minimize scarring from operations. The drugs stimulated the regeneration of skin tissue, allowing new tissue to form over wounds before scar tissue could form. (MJH)

Regg Kuuga

this male Draag was a known pirate and starship thief, living in the industrial district of Coruscant during the years following the Battle of Naboo. It was believed that Regg was working for Groff Haug at the time. He was wanted by the Coruscant police for the theft of several medical frigates, which he scrapped for parts that were used to build his pirate fleet. The fleet, consisting of heavily-modified cruisers, was used to attack tourists on their way to Coruscant. Regg was eventually captured by Jango Fett. (BH)

Regga

this Ithorian pod racer was killed in a preliminary event, leading up to the Boonta Eve podrace on Tatooine, shortly before young Anakin Skywalker beat Sebulba in the famous race. He had been battling young Anakin the entire race, but crashed and destroyed his podracer. (TPM, IG1)

Reggi

Lando Calrissian bargained with this representative of the Soskin Guard for protection services. They met on Cilpar shortly after the revelation of the Caamas Document. Lando needed to defend ore shipments coming from Varn, but decided not to take Reggi's over-priced services. (SOP)

Reggis, Jiki

Po Reggis' wife, they lived at North 5 27 Up in the city of Griann, on Teyr. They had lived there for 28 years when Luke Skywalker and Akanah visited the planet in search of the Fallanassi. Jiki and Po told them about the cyclone that wiped out much of their street, including the houses that Norika and her friends lived in. (SOL)

Reggis, Po

Jiki Reggis' husband, they lived at North 5 27 Up in the city of Griann, on Teyr. They had lived there for 28 years when Luke Skywalker and Akanah visited the planet in search of the Fallanassi. Jiki and Po told them about the cyclone that wiped out much of their street, including the houses that Norika and her friends lived in. (SOL)

Reggs, Darnell

an Alliance Y-Wing pilot who served under Commander Krane. Although he felt Krane was to be respected because of his rank, Reggs held Krane in a somewhat lower regard on a personal level. (RA2)

Regina Cayli

an M-class Imperial Attack Transport that was infiltrated by Roark Garnet on New Bakstre. Garnet had crashed his own ship, the *Dorian Discus*, into the forest a short distance from the *Regina Cayli's* position, and the Imperials moved to investigate. (RPG, SWJ1)

Regina Galas

this was one of the many aliases maintained by Han Solo for the *Millennium Falcon*, during the height of the New Order. The alias remained intact for many years, and Han was able to use it during the mission to recover the *Killik Twilight* moss-painting from Tatooine, shortly after his marriage to Leia Organa. The idea that the *Regina Galas* was from Gand evolved when the ship was intercepted by the Star Destroyer *Chimaera*, and Han had C-3PO communicate with the Imperials in Gand to buy them some time. (TG)

Reginard

the Alliance had a hidden base here during the Galactic Civil War. (SWJ6)

Region

this was the term used by the Old Republic to denote a large section of the known galaxy. They varied greatly in their size, from small patches of space to expanses such as the Outer Rim Territories. (EGP)

Regional Fork-Pitcher's Local

an agricultural union on Saheelindeel. (HSL)

Regis

this was one of the Alliance's Nebulon-B frigates, active during the height of the Galactic Civil War. (XVT)

Regisine

Han Solo and Lando Calrissian were spotted at the corner of Corlloon and Regisine, in the captial city of the planet Bastion, during their search for a copy of the Caamas Document. (VOF)

Registered Bank of Ammuud

this was the most prominent of the financial institutions based on the planet Ammuud during the last decades of the Old Republic. Much of the collateral controlled by the Registered Bank was stored on Aargau during this time. (BF3)

Registry Chip

a small device used to hold data necessary for identifying a person's belongings. They are often used to verify ownership of droids and starships. Some older models have holographic projectors built in, to visually describe the property in question. (CPL)

Reglia

this surname was common among human settlements found throughout in the galaxy. (GCG)

Reglia, Miko

this man trained as a Jedi Knight under the tutelage of Kyp Durrone, in the years leading up to the Yuuzhan Vong invasion of the galaxy. He proved his flying skills in the new breed of X-Wing, the T-65XJ, and was consistently in the top ten runners of Lando's Folly. Miko was known as a quiet, unassuming individual, who preferred to meditate alone and practice his lightsaber in solo sessions. Miko was nearly

killed when the Dozen-and-Two Avengers discovered the Yuuzhan Vong presence near Helska. The invaders launched a swarm of coralskippers against them, quickly dispatching all fighters but Kyp Durrón. Miko's own X-Wing was left powerless, then destroyed by coralskipper fire. However, the Yuuzhan Vong had already captured Miko and brought him to Helska's surface, where he was imprisoned with Danni Quee. His Yuuzhan Vong captors bombarded him with images of his own failure, a technique they called The Breaking. Miko fell into deep despair, buoyed only by the presence of Danni Quee. She eventually got him to assist her in an escape plan. When Jacen Solo arrived with a starship in an attempt to destroy the yammosk, Miko and Danni nearly escaped. However, Miko decided to remain behind in order to ensure that Danni and Jacen made it out alive. He sacrificed himself to prevent two Yuuzhan Vong warriors from capturing them. (VP)

Reglids Taal

an associate of the Keresian, Galasett. (GG12)

Reglis, Aelon

this professional gambler was a native of Chandrila. Shortly after purchasing the transport ship *Adventurer*, Aelon got married and decided to start a family. He kept the *Adventurer*, and later gave it to his daughter, Lynx, as a graduation present. (SS)

Reglis, Lynx

this young woman was Aelon Reglis' daughter. After Aelon became the first member of the Reglis family to purchase a starship and travel between planets, Lynx became the first member of the family to attend the Imperial Academy. Upon graduation, her father gave her his personal starship, the *Adventurer*, as a gift. She loved the ship, but never got a chance to tinker with it due to her duties. She did fly the ship during a mission on which she impersonated the Alliance agent Sapphire, in an effort to thwart an assassination attempt on the life of Commodore Dane Tizzin. She found herself with some free time afterward, and began outfitting the *Adventurer* with countermeasures packages. She was unable to finish the work, though, as she was implicated in a scheme to steal military secrets and imprisoned. (SS)

Regnuff

this is a small, rodent-like creature. (RD)

Rego Mineral Company

this mining operation discovered the planet Altor 14 some fifteen years before the Battle of Yavin. It obtained the rights to mine silver, gallium, and selenium from the Nuiwit in return for their own native goods. (GG4)

Rego, Vance

a member of the Cilpari Resistance, he was supposed to meet Winter on Cilpar and obtain aid in fighting the Imperials. He was also working for the local Imperials, as a double agent. He led Moff Fasel's stormtroopers, led by Major Ego, to Winter's location. (XWRS)

Regolith Prime

Jiliac the Hutt had a listening outpost on this world, during the early years of the New Order. (THG)

Re-Grav Plate

this device contains its own gravity projection device. It is used in warehouses and junkyards to hold scrap material for later use or distribution. Re-grav plates can be mounted on walls or ceilings, thereby allowing large amounts of material to be stored off the floor. (IG1)

Regulator

this was the brand name of the Loronar X-Q2 systems patrol craft. (FOP)

Regvis

this element is a key component of the truth serum Bavo Six. (CFG)

Reha

this given name was commonly given to female human children throughout the galaxy. (GCG)

Rehn System

this planetary system, located in Brak Sector, was controlled by the Empire at the height of the New Order. (FBS)

Rehz'nor

this was one of the Alliance's Nebulon-B frigates, active during the height of the Galactic Civil War. (XVT)

Rei

this Nagai warrior was one of many who trained under Lumiya on the planet Kinooine, during the months following the Battle of Endor. (MC96)

Rei Soffran

this revered Jedi Master taught the intermediate level students at the Jedi Temple on Coruscant, during the last decades of the Old Republic. Master Soffran was known for his demanding lectures, as well as for his ability to isolate an individual's faults and dissect them on great detail. (JQ6)

Reiber Manufacturing

this major producer of black-market assassin droid components was headquartered on the planet Jeyell. Reiber was nationalized by the Empire during the Galactic Civil War, in an effort to bring all Mid-Rim droid manufacturing under Imperial control. It was one of four corporations amalgamated into the Imperial Droid Corporation. (SWJ6, FOP)

Reicheds, Lia

this woman was a clerk, working for the Galactic Senate during the years prior to the Clone Wars. (HNN5)

Reidi Artom

this Jedi Knight was the first to discover the Force nexus on Almas, after Darth Rivan was driven from the planet millennia before. *Could this be the same Reidi Artom who discovered the Cularin System?* (LFC)

Reidi Artom

this explorer was generally considered the first being to map the Cularin System. A near-human whose species lived for hundreds of years, Reidi left her homeworld and stowed aboard a starship. When the ship was attacked and the pilot killed, Reidi took command of the craft and repaired it. She assumed ownership of the craft, renaming it the *Trailblazer*, and set out on her own to make a living as an explorer. No less than six star systems were discovered during her career, and many were named with variations on her own name. Many of these systems were later renamed to conform to the galactic standard established by the Old Republic. During a routine mission, she was pulled out of hyperspace by the proximity of the comet cloud which surrounded the Cularin System, some 200 years before the Battle of Naboo. She named the planets and the system after herself, until a search revealed that an older name had been logged. She accepted this fact, and returned to Cularin to settle the planet with the help of the Tarasin. After establishing the cities of Gadren and Hedrett, she left Cularin and headed into the Unknown Regions, and was never seen again. Just before the onset of the Clone Wars, a collection of documents written by Artom were discovered by a group of explorers, who were assisted by the Tarasin of the Vriisan *irstat* who had served as their caretaker for more than two centuries. Among the documents was Artom's "manifesto for expansion," in which she implored future readers to seek out a way to live in harmony with new races and new worlds, rather than simply stripping them of resources and abandoning them. (LFC, LFCW)

Reidi Artom I

this was the first of six star systems discovered by Reidi Artom, more than 200 years before the Battle of Naboo. The system proved to be of little value, either for raw material or for colonization. (LFC)

Reidi Artom II

this was the second of six star systems discovered by Reidi Artom, more than 200 years before the Battle of Naboo. The system proved to be of little value, either for raw material or for colonization. (LFC)

Reidi Artom III

this was the third of six star systems discovered by Reidi Artom, more than 200 years before the Battle of Naboo. The system proved to be of little value, either for raw material or for colonization. (LFC)

Reidi Artom IV

this was the fourth of six star systems discovered by Reidi Artom, more than 200 years before the Battle of Naboo. The system proved to be of little value, either for raw material or for colonization. (LFC)

Reidi Artom V

this was the fifth of six star systems discovered by Reidi Artom, more than 200 years before the Battle of Naboo. The system proved to be of little value, either for raw material or for colonization. (LFC)

Reidi Artom VI

this was the sixth of six star systems discovered by Reidi Artom, more than 200 years before the Battle of Naboo. The system was believed to have been undiscovered, but further investigation by the Republic Bureau of Exploration and Colonization revealed that it was actually the Cularin System. (LFC)

Reigalius

this planet was the homeworld of the Reigat race. (SWJ10)

Reigat

a humanoid alien race characterized by its grayish, mottled skin and dark blue lips, eyelids, and hair, the Reigats were native to the planet Reigalius. (CRO, SWJ10)

Reigat Rage

this was the slang term used to describe the incredible fits of anger which sometimes struck the Reigat species. It often resulted in large amounts of destruction. (CRO)

Reige, Vitor

this man served as a shuttle pilot aboard the *Chimaera*, during the height of the Yuuzhan Vong invasion of the galaxy. When Grand Admiral Gilad Pellaeon was severely injured at the Battle of Bastion, it was Reige who managed to rescue him and pilot a shuttle back to Yaga Minor so that Pellaeon could be treated. Reige rarely left Pellaeon's side, ensuring that the Jedi healer Tekli gave Pellaeon the best treatment possible. (FH1)

Rei'kas

this Rodian was one of the major crimelords in the Kathol Outback some fifteen years after the Battle of Endor. He was the chief rival of Crev Bombassa, and the two had a long-standing feud between them that often came to blows. Rei'kas was at one time a strike team leader for the Karazak Slavers Cooperative, and was known to be rough, violent, and vicious. Before that, Rei'kas was a member of the Jrah! Ferrin gang. When he discovered that Talon Karrde was searching the Kathol Outback for Jorj Car'das, Rei'kas realized that he had a chance to locate Exocron and eliminate a competitor. He followed Karrde in and, after confirming the location, attacked Exocron. However, Car'das had the Aing-Tii monks on his side, and as soon as Rei'kas' fleet appeared, the Aing-Tii struck. Their Sanhedrim warships quickly eliminated Rei'kas' entire fleet, killing the crimelord and his entire organization. (VOF, GG11)

Reimo, Kail

this man was a representative of the Bazzel Crimewatch Association during the height of the New Order. (SWJ10)

Reis

this humanoid was native to the planet Kodai. Some six years before the Battle of Naboo, Reis provided

information to Qui-Gon Jinn and his Padawan, Obi-Wan Kenobi, on the legendary Sith Holocron which was rumored to exist at the bottom of Kodai's ocean. (JAF)

Reiss

this Imperial Lieutenant served as the chief aide to Sub-Commander Brojtal during the height of the Galactic Civil War. (ND)

Reist

this nightmare demon was controlled by Altin Wuho, via a lead-lined helmet and a forcefield bubble. Reist resented Wuho for holding him captive, but knew that Wuho would kill him if he didn't do his bidding. When Wuho was sent to capture Luke Skywalker in the Lapez System, he sent Reist ahead in a trackable capsule, leading him to Lapez 3. There, Reist tried to trap Luke by projecting images of the deaths of Han Solo, Leia Organa, and Luke himself. Luke was able to resist, and wounded Reist in a battle. Luke removed the lead helmet, freeing Reist from his captivity. This was able the time Wuho discovered them, but Reist died before he could exact revenge on him. However, Reist was able to tell Luke that Wuho was a droid, and that Luke could escape the planet with parts from his body. Luke dismantled Wuho and fled the planet. (CSWDW, W149)

Reithcas

this city, located on the planet Bortras, was the birthplace of Jorus C'baoth. (DFR)

Reject Alley

this was the name of a settlement which grew up on the planet N'zoth. Built within a rocky crevasse, Reject Alley was the home of those outcast Yevetha were were cursed to live out their lives in shame. (EGP)

Rejeff, Diew

this wealthy merchant made a living in Mos Eisley, on Tatooine, during the height of the New Order. He had no love for the Empire, and worked toward the day when he could rally the citizens of Mos Eisley to oust Prefect Talmont and restore freedom to Tatooine. (MEAS)

Rejeff's Legion

this was the name of self-styled gang of bodyguards employed by Diew Rejeff. (MEAS)

Rejuvenation Therapy

developed during the New Order and popular during the early years of the New Republic, this form of non-essential medical treatment allowed certain individuals to tone their bodies, both mentally and physically, making them appear younger. (HT)

Rejuvenator

this *Imperial-II* class Star Destroyer was part of the New Republic's fleet, some twenty years after the Battle of Endor. Stationed at Ord Mantell, it was the closest warship to Dubrillion when Lando Calrissian realized the Yuuzhan Vong were heading toward the planet. He asked Leia Organa Solo to request the *Rejuvenator* assist in holding off the invasion fleet's front wave, until other ships could gather and help in the protection effort. It was commanded by Warshack Rojo at this time, but Rojo was unable to defeat the Praetorite Vong's war force. A massed attack of coralskippers and grutchins destroyed the *Rejuvenator*, taking the entire crew with it. (VP)

Rejuvenator-class Star Destroyer

this was the newest form of Star Destroyer, produced by the New Republic during the height of the Yuuzhan Vong invasion of the galaxy. It was based on the many improvements made to the *Imperial-II* class Star Destroyer *Rejuvenator*. (UF)

Rek

this was a common name given to male Duros children. The name Rek came from the term meaning "intelligent". (GCG)

Rek

a large green alien whose blocky face is eyeless. He has a set of straight teeth connecting his upper and lower jaws, and this tends to slur his speech. He was a thug working with Gudb and Rek for the Stenness system's local Hutt crimelord, but he was killed by Nomi Sunrider after Gudb's pet gorm worm bit and killed her husband, Andur. (TOJ)

Rek

this species of whip-thin aliens has either orange eyes, which denotes a male, or purple eyes, which denotes a female. (TNR)

Rek

this huge insectoid being worked as a bodyguard and soldier for Grappa the Hutt. (CE2)

Rek Tea

this was one of the many kinds of tea which were brewed by the Korunnai from the leaves of plants found in the jungles of Haruun Kal. (SHPT)

Rekara

this Mon Calamari served the Alliance as a personal aide to Mors Odrion. The pair were captured by Karak and his followers when they traveled to Sedri to investigate the development of an Imperial garrison there, but Rekara managed to escape. Odrion was tortured by Karak with a piece of the Golden Sun, and Rekara herself stole a piece before fleeing the planet to get help. However, the dying call of the coral pierced her mind and drove her insane. She returned to the Alliance with nothing more than the coordinates of the planet, and was only able to help the recovery team during brief moments of lucidity. Following the defeat of Karak and the scattering of pieces of the Golden Sun across Sedri's oceans, Rekara's mind was restored to its normal state by the Golden Sun. (BGS)

Rekcus, Naiver

this man was part of a group of twelve Culariners who were ambushed by agents of the Thaereian Military, just after the onset of the Clone Wars. Among the group was the streetperson known as Old Ezil, who returned from his torture to tell people that Rekcus was killed in the ambush. (LFCW)

Rekeene's Roughnecks

see Reekeene's Roughnecks (RC)

Rekkon

a black-skinned human born in the Roundtree System, Rekkon was the only child of a middle-class family. He showed great aptitude for computer programming, and eventually discovered that he could slice into computer systems with ease. Unlike many slicers, though, Rekkon had a conscience and morals. This was due to the teachings of his parents, which he never lost sight of. Rekkon excelled in school, and was offered a programming position with the Corporate Sector Authority. He accepted, and made the move to Corporate Sector space. His brother's family moved with him, and this was how Rekkon became a role model for his nephew, Tchaka. Rekkon was a scholar of many different schools and schools of thought. In his spare time, he began looking into the rumblings and hall-talk of misdealings by the Authority. He believed that the Authority was illegally kidnapping people from all races and using them as slaves or other forced laborers. He was trying to piece together all the clues he had in order to locate the captives and free them. Then Tchaka was discovered missing after speaking out against the Authority. Rekkon had recruited other people who knew of missing people, and they were ready to infiltrate the Authority's Data Center on Orron III when Han Solo agreed to help them. After retrieving the necessary data with Blue Max's help, Rekkon had discovered the whereabouts of the prisoners, but could not complete the mission. He was murdered by Torm aboard the *Millennium Falcon*, but not before he managed to scribble the name "Stars' End" on the holochess table. This allowed the rest of the team to find Stars' End and liberate the prisoners there, including Tchaka. (HSE, CSA)

Reknew

this tall, stately tree is native to the planet Naboo. It is a long-lived tree, but is also very slow-growing.

Groves of reknew trees surround and meander through the city of Theed, a testament to the city's enduring prosperity. (GF)

Reku

this Alliance Special Forces soldier was a member of Team Razor. (HAS)

Rekush

this Mon Calamari served the Alliance as an aide to Admiral Ackbar. Rekush and Ackbar recommended that Wedge Antilles interview Feylis Ardele for inclusion in Rogue Squadron. (HXW)

Rekvan

this man was the primary character in *Beneath the Galdronian Moon: A Modern Lover's Epic*. (GFT)

Rela

this was the seventh planet in the Obas System. It had eight moons. (IA)

Relal

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name meant "independent". (GCG)

Relal Tawron

this Ithorian priest succeeded Momaw Nadon as the leader of the Ithorian people. Relal Tawron reluctantly agreed to allow the New Republic to work with the bafforr trees, in an effort to gather pollen to defeat the Yuuzhan Vong's vonduun crab armor. Tawron would only allow the Jedi to set foot on the planet's surface, and then only after they each gave up something of themselves in a cleansing ceremony beforehand. (DTR)

Relans

this Imperial Moff survived the Battle of Endor and the splintering of the Empire, but remained within the Deep Core. He hated Moff Feleea, and worked hard to make sure Feleea failed in everything he did. (HR)

Relarr System

this planetary system was located near the Roche Asteroid field. (SWJ10)

Relasi, Janna

this woman was a bounty hunter working for the Salaktori Hunters Guild at the time of her death. She was killed on a hunt, and her dying words were spoken to her faithful armory droid, GSAD-43. She said, "Get them for me..." before expiring, and GSAD-43 the words to mean it was supposed to hunt down her killers. (GG10)

Relas-u chevrami kwa-essen?

this Snivvian question translated into Basic as "What do you do when you get home?" (HNN5)

Relas-u di Cadomai kwu-essen?

this Snivvian question meant "What part of Cadomai are you from?" (HNN5)

Relatta System

this star system was known for its many gambling halls. (HR)

Relby-k23

this blaster pistol shot a bolt which caused intense pain shortly before targets died from the blast. The safety on this weapon was prone to failure, and so it was restricted to military use. Nevertheless, it found its way into the hands of Imperial undercover agents. (CCG5)

Relby-v10

this micro-grenade launcher is a modified version of the CSPL ("Caspel") projectile launcher. The Trandoshan bounty hunter Bossk used one of these weapons. (CCG3)

Relearning Circle

this section of the primary city on Kegan was located within the Learning Circle. Most Keganites only whispered of the existence of the Relearning Circle, for any child who failed to adhere to the General Good was sent to the Relearning Circle and were never seen again. (FFT)

Relekin Confidential

based on Danadine, this collection agency started out with a small number of skip-tracers who found that working on the other side of the law was more profitable. Relekin was eventually sold to the Tenloss Syndicate, and became the Syndicate's primary collections agency. (GG11)

Relentless

this was the name of one of the Star Destroyers that served under Moff Vanko near the Maelstrom, during the height of the Galactic Civil War. (RM)

Relentless

this *Imperial-I* class Star Destroyer was originally under the command of Captain Parlan. It was patrolling near the planet Sunaj in the year leading up to the Battle of Yavin. Parlan was later ordered to intercept Adar Tallon on Tatooine, and bring the officer to the Darth Vader. He failed, and Vader had him executed. The *Relentless* was then placed under the command of Captain Westen, who failed to capture the Alliance transport *Celestial* as it was moving captured Imperials to a penal world. Westen was also executed by Vader. Later, under the command of Captain Dorja, it fought at the Battle of Endor, and was a secondary part of Thrawn's fleet some five years later. It later became one of the ships in Moff Disra's fleet, and eventually served as one of the primary patrol ships used by Admiral Pellaeon to patrol the Imperial Remnant. (XW, TM, DFR, OS, VOF, DTR)

Releqy A'Kla

this young Caamasi female was the daughter of Elegos A'Kla, living on the colony world of Kerilt. She was attacked and almost raped by Remart Sasyru, but managed to escape with her companion Corran Horn - under the alias Jenos Idanian. She later joined her father in rebuilding the Caamasi Remnant community on Suarbi 7/5, and developed into a noted speaker and politician in her own right. When the Yuuzhan Vong invaded the galaxy, Releqy was chosen to act as her father's liaison to the Senate, during his fact-finding mission to the Outer Rim Territories. When Elegos was killed by the Yuuzhan Vong warrior Shedao Shai, Releqy reluctantly took his place in the New Republic Senate. She had been chosen by the Caamasi to take her father's position for the duration of the war against the Yuuzhan Vong, and she chose to pursue peace. She was a vocal proponent of a peaceful resolution to the war, a position which was supported by Cal Omas but opposed by a large number of other Senators. (IJ, DTO, FH1)

Relgim Run

this hyperspace route was used by the Kuari Princess to travel from Mantooine to Endoraan. It passed very close to the Maelstrom, and was forced to drop out of hyperspace to bypass it. (TFE)

Relgim Sector

this area of the galaxy was under Imperial control during the Galactic Civil War. Denn Wessex was the Governor of the sector, and he schemed with his wife, Lira, to lure her father, Walex Blissex, to Relgim Sector in order to coerce him into helping the Imperials. (SF)

Reliable

one of the Imperial cruisers blockading the ThonBoka when Lando Calrissian returns to help the Oswaft. Lando sells its crewers fine cigars and engages in a number of sabacc matches, pretending to be a simple merchant while maneuvering closer to the mouth of the StarCave. (LCS)

ReliaCharger

this was the brand name of Udrane Galactic Electronics' portable power calibration tool. (EGW)

Reliance

an Imperial star hauler which transported the first cargo of Viper Automadons from Balmorra to Byss. The

New Republic, working with the Balmorrans, stowed away inside the Vipers in an attempt to overtake and control the Emperor's Citadel. (DE2)

Reliance

an *Imperial*-I class Star Destroyer under the command of Captain Gendarr during the Galactic Civil War, it was stationed at Jardeen IV. (SWJ2, WBC)

Reliance

an Old Republic capital ship, and the command ship during the battle to recover the Empress Teta system from the Krath. (DLS)

Reliant

this mid-sized freighter was heavily modified by Liegeus Vorn and the Newcomers working for Seti Ashgad and Dzym. It was designed from the basic I-7 Howlrunner hull, with additional cargo areas added to transport several containers of drochs which were attuned to Dzym. The ship's primary function was to spread them across the Meridian Sector and later into New Republic space. Dzym's goal was to kill off all life he encountered with the so-called Death Seed plague, thereby laying the galaxy at his feet. A secondary function of the ship was to mine Spook crystals from Nam Chorios, to supply Loronar Corporation with enough to manufacture synthdroids and Needle fighters. It was also heavily shielded to keep out sunlight and solar radiation, which would kill the drochs. When Ashgad and Dzym's plans were discovered by the New Republic, they attempted to flee in the *Reliant* and launch their plans without Moff Getelles and Loronar, but the ship was destroyed by Republic warships and both conspirators were killed. (POT)

Reliant

this Lianna-class corvette served as part of the customs patrol that worked in the Lianna System during the Galactic Civil War. It worked in tandem with the *Audacious*, waiting until the other ship discovered smugglers or pirates. The *Reliant* would then intercept the targets as they tried to escape. Modified from the basic design, the *Reliant* measured 156 meters in length, had a crew of 75, and was armed with four double turbolaser cannons. (ML)

Relix

this large, crustacean-like fish was native to the seas of the planet Maramere. It was a distant cousin to the Opee Sea Killer of Naboo, and had many of the same physical characteristics. (CRBN)

Rel'Kan

this was the Gorothe term for the President of the planetary government - the P'Dar'Ken - of Gorothe Prime. Each Rel'Kan served a five-year term, and there was no limit to the number of terms an individual Rel'Ken could serve. (GSE)

Relkass

this temperate world was known for the Relkass sentinel plant. (COG)

Relkass Sentinel Plant

native to the planet Relkass, this cactus-like plant produced a chemical compound which reacted like a powerful narcotic. The native draagax often consumed the plant, and the narcotic caused them to become frenzied, bloodthirsty killers. For this reason, the draagax were hunted to near-extinction. (COG)

Reli

this was one of the most common female names among the Corellians. (GMR9)

Reli

a 300-year-old Dathomir witch of the Singing Mountain clan, she had foreseen the arrival of Luke Skywalker and Prince Isolder on Dathomir well before they came to rescue Leia Organa. This was due, in part, to her negotiations with Jedi Master Yoda over the ancient starship *Chu'unthor*, which had crashlanded in a Dathomir swamp. She also foresaw that Luke would start a Jedi academy, and have a wife and children. She claimed that these beliefs came to her in a dream, although it was Yoda who

originally spoke them. She also believed that Isolder was killed by Gethzerion, proving that the old woman's dreams were not always correct. Rell passed away shortly after Isolder married Teneniel Djo. *Note that this character might be the same as the Dathomiri witch Kell, described in the Power of the Jedi Sourcebook.* (CPL, CTD, PJSB)

Rella

this given name was commonly given to female human children throughout the galaxy. (GCG)

Rella

this woman was a member of the Nebula Front team, led by Captain Cohl, which infiltrated the Trade Federation battleship *Revenue* shortly before the Battle of Naboo. After escaping from the battle, then barely surviving the trip back to Dorvalla to retrieve the *Hawk-Bat*, Rella began to question her continued work with Cohl. She found that the thrill of narrowly escaping a grave situation no longer appealed to her. In fact, she feared that she would never be able to really retire. After the various hideouts Cohl had used were targeted for surveillance by the Judicial Department, Rella voiced her desire to get out of the mercenary business to Cohl. When Cohl decided to head back to Asmeru to rejoin the Nebula Front, Rella severed their relationship and set out on her own. However, when she heard that Cohl had been recruiting mercenaries to kill Chancellor Valorum, she tracked Cohl down to join his band again. She warned him that the mission was not what he thought it was, but he refused to believe her. Rella went along to keep an eye on Cohl. However, when the Jedi caught wind of Cohl's activities, Havac was forced to take action to avoid discovery of his own plans. Havac's forces intercepted Cohl's people on Eriadu, and a firefight broke out. Rella was shot and killed by Havac in the melee. (COD)

Rellarian

this was the native language of the Rellarin race. (GMR9)

Rellarin

a humble humanoid race native to the moon Rellnas Minor, inhabiting the moon's polar regions and living in harmony with their surroundings. Despite their fearsome appearance, they have been likened to the Ithorians for their love of nature. Rellarins are covered with thick shell plates. Their heads are topped with similar plates, and their small eyes sit above a triangular field of feeding spikes that replace a mouth. Their hands are huge, almost twice the size of a Wookiee's hands. They are a competitive species, but are respected for their fair play and gamesmanship. There are known to be at least 57 unique Rellarin tribes, each with its own religious and cultural beliefs. As a race, Rellarins are not very technological. They are a primitive race that uses spell-like incantations to make decisions and influence their surroundings. (GG12)

Rellio System

this Tapani Sector star system was part of the holdings of House Melantha during the New Order. (LOE)

Relis Flanking Maneuver

a starship combat maneuver in which a group of starfighters tries to flank a larger starship which has attacked their mother ship. The smaller fighters create a concentrated blast of firepower on the attacker's flanks, drawing the attacker's fire from the mother ship. (TLC)

Rellnas

this gas giant is the sixth planet in the Rell System, and has one moon known as Rellnas Minor. (GG12)

Rellnas Minor

this is the single moon of the gas giant Rellnas, and is the homeworld of the Rellarin race. It is covered with frigid polar caps and barren desert islands. (GG12)

Rellow, Hance

this Dentallian noble was the leader of the Dentaal Independence Party. He led the coup which ousted Imperial Governor Taliff. He was killed when the Empire unleashed the Candorian plague on Dentaal. (SWJ5)

Relona

this was the ninth month of the Tapani local calendar, which mapped almost directly to the Coruscant local calendar. (PGT)

Relsted, Minor

this young man was Imperial Supervisor Gurdun's assistant. He was placed in charge of collecting any and all data on the IG-series droids which escaped from Gurdun's pet project at the Holowan Laboratories. He later assisted Gurdun during the manufacturing of the Viper probe droids. When Gurdun was placed in charge of acquiring the computer cores for the second Death Star, Relsted was given the position of Supervisor. (TBH)

Reltooine

a Corporate Sector world visited by the *Lady of Mindor*. (CSA)

Reluctant

one of the Imperial cruisers sent to blockade the ThonBoka and starve the Oswaft. She was the first ship to encounter the false Oswaft army created by the Oswaft from recycled materials. She fired at the false creatures, beginning a destruction of one-tenth of the Imperial blockade as they fired on nothingness and shot other cruisers. (LCS)

Relus

this terrestrial world was the fourth planet of the Beshqek System, located in the Deep Core of the galaxy. It was orbited by a single moon. (PH)

'rem

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Trem clan. (GCG, WOTC)

Rem Yonka

this being was considered one of the greatest mozz box players of the New Order. (WOTC)

REM-02

built by Industrial Automaton, this small exploration droid was part of the crew of the New Republic Scout Service ship *Founder*. Small enough to be carried in a belt pouch, REM-02 used tiny repulsors to fly around and gather data on the environment of a planet. It collected as much data as it could, then returned to its user so that the data could be dumped into an enviro-analyzer for further investigation. (GG8)

Remaga corlat?

this Yuuzhan Vong question translated into Basic as "where are you going?" It was most often used by guards, who demanded to know an individual's destination or business. (SBS, NJOSB)

Remember Derra Squadron

this group of New Republic Y-Wings served aboard the *Allegiance* during the defense of Adumar. (SOA)

Remembrances of Alderaan

a series of images depicting many aspects of Alderaan's beautiful scenery that was produced in the early years of the New Republic. Han Solo bought a set of them for his wife, Leia Organa Solo, after their marriage. (DA)

Remerel

this was once of the many names given to Duros females. This ancient name originally referred to a class of female servants, but evolved over time to mean "graceful dancer". (GCG)

Remitik

a planet which was used as a supply yard and repair station for the Alliance, just prior to the Battle of Hoth. (TIE)

Remlout

this X'Ting assassin was employed by Trillot during the last years of the Old Republic. He was one of the few X'Ting to leave his homeworld of Ord Cestus, having traveled to Xagobah to learn the martial art of Tal-Gun. When Asajj Ventress arrived on Ord Cestus, as part of Count Dooku's plot to capture Obi-Wan Kenobi, Kit Fisto, and their ARC trooper comrades, Remlout challenged her to one-on-one combat. He fought valiantly for several minutes, before the Rattatak woman made a swift attack and incapacitated him. Her movements left Remlout writhing in pain as his muscled contracted and literally split his shell. Remlout survived, but required many weeks of treatment. (TCD)

Remlyn, Jav

this man served as the First Officer aboard the *Eradicator*, under the command of Thulian Merast during the early years of the New Republic. Remlyn also served as Moff Kentor's Sarne's agent aboard the ship, reporting regularly on the status and location of the *FarStar* as it moved through the Kathol Rift. Unfortunately, Remlyn was killed when the *Eradicator* was destroyed by an intense lightstorm at the edge of the Rift, during the search for the *FarStar*. (E)

Remoh

this young Squidge and his companion, Otalp, were believed to have encountered a protocol droid in a remote cave on their homeworld. This droid, according to legend, told them of the oppression of the Empire and the struggle of the Alliance during the Galactic Civil War. The story was said to have paralleled the history of the Squidge and their subjugation by the Vindar. Before the end of the story, however, a group of Vindar discovered their location. Otalp was caught out in the open with the droid, but Remoh remained hidden. When the Vindar apprehended Otalp, they demanded that he tell them where his companion went. When Otalp refused, he was killed by the Vindar. This prompted Remoh to take up arms against the Vindar, in hopes of freeing his people. (T19)

Remoh

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XW)

Remote

a spherical, anti-grav device that can be programmed for any number of uses, including weapons practice or surveillance. They do not have any initiative, and do only what they are told. (SW)

Remote DVI Activator

produced by Bespin Motors, this device allowed a starship owner to remotely activate their ship's pre-flight sequence, allowing them to board the ship and take off almost immediately. (GFT)

Remote Slicer

any device which is used to slice into a remote computer. These devices take the place of an organic slicer working on the spot to crack into secure systems. Instead, they can tap into other computers - usually via tight-beam transmission - and obtain information. Many can also be programmed to cover their own tracks, but the time delay of remotely gathering information often means that they are discovered while still downloading information. (SHA)

Remote Terminator

a strong beverage whose contents vary. The partaker can have the drink served in a preprogrammed fashion, or they can the ingredients randomized. (SA)

Remote-seein

this Gungan device allowed the user to view an event from a remote distance. It was essentially an image recording, transmission, and playback system. (E1A10)

Ren

this Givin gambler lived on Onadax during the height of the Yuuzhan Vong invasion of the galaxy. Han Solo beat Ren with a cubic sabacc once, much to the Given's surprise. (FH3)

Rena

this given name was commonly given to female human children throughout the galaxy. (GCG)

Rena

this planet is known for its wondrous vineyards. (TBSB)

Rena

this Imperial Major was garrisoned on Garos IV, during the early years of the New Republic. (SWJ3)

Rena

located on the planet Kodai, this was the only city based entirely on dry land. Rena was situated on a small island, and was the cite of Kodai's only spaceport. The city was surrounded by an immense wall, erected in an effort to keep out the tidal waves which occurred after the ten-year tidal cycle reached it lowest point. (JAF)

Renaant

this was one of the twin suns, along with Centis Major, that formed the center of the Tantara System. (UF)

Renado, Rinn

this man was one of the many gladiators who won enough battles to "retire" from duty in the death matches staged on the city of Ektra, on Metellos. During the early years of the New Republic, Renado began to form a rebel movement against the death matches. Because the losers were usually dropped from the underbelly of Ektra to their deaths, Renado and his rebels began acquiring repulsor-equipped vehicles to catch them before they could hit the surface of Metellos. Any being who refused his offer to join the rebels was dumped over the side. (CCW)

Renalem, Lili

this woman was a noted singer and entertainer during the last years of the Old Republic. When the Clone Wars broke out, she agreed to join Jasod Revoc's Galactic Revue, and traveled across the galaxy to entertain the troops of the Grand Army of the Republic. (MJH)

Renan Bloodwolf

this huge canine predator lived in the mountains which surrounded the vineyards of the planet Rena. The average bloodwolf stood just under a meter tall at the shoulder, and was armed with a pair of blade-like fangs. The enamel coating of the fangs of older bloodwolves is often laden with iron, coloring the fangs a deep, rusty red and giving the creature its name. (TBSB)

Renan Irongut

this strong, alcoholic concoction is named for what you need to have in order to drink one. (GG9)

Renan Wine

a fine, fermented vintage. (GG9)

Renas

this frozen ball of ice was the sixth and outermost planet of the Polith System, located in the Inner Rim. It was orbited by three moons. (PH)

Renatasia III

one of the jewels of the Renatasia System, Renatasia III was one of the first places colonized by the Renatasian humans. They grew to colonize all eight planets, but Renatasia III was still the most beautiful. Following the birth of the Empire, Osuno Whett and Vuffi Raa began studying the Renatasians. Whett was going to use the system as a base of operations, and a way to gain power within the Empire. They were there for 700 days before the Imperial fleet arrived to take over the System. (LCF, LCS)

Renatasia IV

one of the jewels of the Renatasia System, Renatasia IV was one of the first places colonized by the

Renatasian humans. They grew to colonize all eight planets, but Renatasia IV remained one of the most artistic worlds, until the Empire invaded the system. (LCS)

Renatasia System

a system which existed outside the bounds of both the Old Republic and the Empire, it never really developed deep-space-faring technology. The system was made up of 8 planets surrounding a medium-sized yellow star. The Renatasians, being hardy stock, began on Renatasia III and Renatasia IV, and eventually colonized all eight, regardless of the heat or cold environments. Its inhabitants were happy in their isolation, until Osuno Whett and Vuffi Raa discovered the system. The Renatasians declared that Vuffi Raa was some form of god or deity, and immediately trusted him and Whett. Whett used this trust to his advantage, and planned to take control of the system and all of its resources for himself. When Whett reported the location of the system, the Imperial Navy stepped in and took over the system, killing nearly two-thirds of the Renatasians before declaring the system Imperialized. Whett and Vuffi Raa escaped, but the surviving Renatasians believed that Vuffi Raa was the cause of their destruction. Led by Klyn Shanga, a group of Renatasian vigilantes hunted down Vuffi Raa and Lando Calrissian, with the aid of Rokur Gepta. (LCF, LCM)

Renatasian

the human natives of the Renatasia System. (LCF)

Renatta Needle Ship

this swift racing ship was developed by Renatta Racing Systems during the last centuries of the Old Republic. Much of their power was derived from the use of Tobal lenses in the photon drive systems, a fact that also made the ships hard to maintain. The Tobal lens was dangerous to handle, and was extremely difficult to replace on the open market. Because of this, Renatta Racing System eventually went bankrupt. The needle ships, however, remained popular with collectors and racers, and commanded a high price if the Tobal lens was still intact. (TG)

Renatta Racing Systems

this corporation, active during the last decades of the Old Republic, produced some of the fastest needle ships in the galaxy. Unfortunately, their ships were quite complex to maintain, and the parts - such as a functioning Tobal lens - were difficult and expensive to come by. For these reasons, Renatta Racing Systems went broke. (TG)

Ren'bl Ettes

this was one of the largest cities found on the planet Almania. (EGP)

Ren-Cha, Gir Kybo

a short, overweight human, Kybo Ren was an infamous pirate captain who operated during the early days of the Empire. He had a long, dangling moustache and a small goatee beard. He and his pirates operated from the Tarnooga System, where Kybo Ren hid his flagship *Demolisher* until it was absolutely needed. His ambition was to acquire the wealth of the royalty from the planet Tammuz-an, and many of his pirate raids were aimed at Tammuz-an transports. When Kybo Ren and his pirates decided to attack the planet Tammuz-an outright, they found themselves in the midst of a power struggle between Zatec-Cha and Mon Julpa. Because of the efforts of C-3PO, Kybo Ren was captured by Mon Julpa and imprisoned. His former aide, Jyn Obah, later broke Kybo Ren out of prison. During the escape, Kybo Ren took princess Gerin hostage, and fled to Bogden. The Tammuz-an put aside their differences and sent a rescue mission to recover princess Gerin. Kybo Ren was again captured in the fighting, and returned to prison. (DCAR, SWDB)

Renci

this given name was commonly given to female human children throughout the galaxy. (GCG)

Rend 5

this world was plunged into a planet-wide famine more than twelve years before the Battle of Naboo. Jenna Zan Arbor developed a bio-engineered source of food which allowed the planet to recover. She didn't receive any compensation for her work, which angered her deeply. (EVE)

Rendala Estate

this was one of the largest, privately-owned estates located in the city of Mos Espa, on Tatooine, during the height of the New Order. Shortly after the Battle of Endor, the Rendala Estate went bankrupt, and was forced to close down. (TG)

Rendar, Dash

a mercenary friend of Lando Calrissian, Dash Rendar is a tall, lean human with red hair, green eyes, and pale skin. He attended the Acadmey on Carida, and was a year behind Han Solo. During his time at the Academy, his brother Stanton accidentally crashed a transport ship into one of Emperor Palpatine's Coruscant museums. The Emperor was extremely upset about the damage, and confiscated the Rendar family's wealth and holdings. They were banished from Coruscant, and Dash was expelled from the Academy. This left a bitter taste in Dash's mouth, and he turned to being a smuggler, thief, and card shark to make money. He helped the Alliance out by smuggling them food stores whenever possible. He helped Zak and Tash Arranda escape from the Star of Empire after it had been sabotaged by the Systems Infiltration Manager program. He once delivered food to the base on Hoth, and was about to leave when the Empire attacked. He flew one of the Alliance's modified T-47s against the Imperial AT-ATs during the Battle of Hoth, and was responsible for bringing one of the walkers down. He was able to flee the planet in the ensuing evacuation, but remained a smuggler rather than joining the Alliance outright. He returned a favor he owed to Lando by checking out the rumor that Boba Fett had stopped on Gall before delivering the frozen body of Han Solo to Jabba the Hutt. Having verified the rumor, he led the New Republic to the moon, but opted to stay out of the firefight. Fett managed to escape with Solo's body, but Dash continued to help the Republic. He was present when Luke Skywalker escaped from Jabba the Hutt's swoop gang on Tatooine, and later assisted in the rescue of Princess Leia Organa from Prince Xizor's palace on Coruscant. In the battle that raged following the rescue, Dash's starship, the Outrider was hit by a piece of Xizor's destroyed skyhook. The ship disintegrated, and it was believed that Dash perished in the crash. Rumors abound that he fled into hyperspace, not desiring any repayment or celebrity from the Alliance. Rendar showed up a few years later, having met the reprogrammed Guri on a backwater world known as Hurd's Moon. He recognized that the use of certain procedures would allow a human mind to live much longer than expected if it was placed in a droid body. Working with Guri, Dash adapted the entechment variation developed by the Ssi-ruu for use on humans, allowing the human mind to be stored in the computer center of a human-replica droid. Dash's brother, Stanton, was one of the first humans to undergo the treatment, and eventually took over the business. (SE, SSE, GOF10, SEE, SWDB, NEGC, SWI75)

Rendar, Stanton

this man was the brother of Dash Rendar. Jaina Solo discovered that Stanton was the brains behind the ODT company, during the height of the Yuuzhan Vong invasion of the galaxy. After it was revealed that Moliere Cundertol had been exposed as an enteched mind in the body of a human-replica droid, Jaina followed Cundertol's trail to Onadax and the ODT company. There, she confronted Stanton about the dangers of the HRDs being produced by ODT. Stanton explained that he was only providing a service to his customers, and was not laible for what they after the modified entechment procedure was completed. He also revealed that he himself had undergone the procedure, and was living proof of its stability and effectiveness. Rather than have Jaina expose him, however, Stanton took his personal files and fled Onadax, but not before setting off a self-destruct sequence that destroyed the entire ODT complex. He had hoped to kill Jaina in the blast, but she too escaped. (SWI75)

Rendar, Stanton

this man was Dash Rendar's older brother. He was a pilot with the family shipping business, RenTrans, and often made runs to Coruscant during the early years of the New Order. Unfortunately for Dash and his family, it was Stanton's ship which suffered a catastrophic failure in its control systems. The ship crashed into one of Emperor Palpatine's private museums of Sith artifacts and lore. Stanton died in the crash, and the Rendar family was ostracized from Imperial favor. All of RenTrans' contracts with the Empire were terminated, and transferred to Xizor Transport Services. (SWDB)

Rendeel Industries

this corporation was one of the galaxy's largest producers of foodstuffs and starship consumables. They maintained a variety of production facilities in space, underwater, and on land. (HAS)

Render

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (TIE)

Rendezvous Point 4

this was the codename of the Alliance's secondary base on the planet Edan II. After the loss of Edan Base, Rendezvous Point 4 became the primary base of operations during the liberation of Edan II. (IAG)

Rendili

this planet is the site of the Rendili space construction center. The *Victory*-class Star Destroyer was built here, in the wake of the Clone Wars. It was during the height of the Clone Wars that the leadership of Rendili agreed to join the Confederacy of Independent Systems, and threatened to turn over their entire fleet of Dreadnaughts to the Separatists. Rendili's military leaders were formerly members of the Old Republic's military, and it was hoped that an agreement could be reached to keep the fleet from joining the Separatist armed forces. Jedi Master Plo Koon, Jedi Knight Anakin Skywalker, and Captain Jan Dodonna traveled to Rendili to try and reach such an agreement, but a mutiny aboard the *Mersel Kebir* led to a full-scale conflict. (SWSB, ISU, RDR)

Rendili Fleet Crisis

this was one of the major events that occurred during the height of the Clone Wars, shortly after the destruction of Honoghr's ecosystem. The conflict began when the government of Rendili declared its support for the Confederacy of Independent Systems, more than two years after the Battle of Geonosis. They had planned to turn their entire homeworld security fleet of Dreadnaughts over to the Separatists, an act that Supreme Chancellor Palpatine feared would provide the Separatists with a military advantage over the Old Republic. Thus, Jedi Masters Saesee Tinn and Plo Koon were dispatched to Rendili to prevent the defection of the Rendili fleet at any cost, including the utter destruction of the fleet. Captain Jace Dallin of the Rendili navy would have agreed to turn the fleet over to the Republic, but one of his junior officers led a mutiny. Mellor Yago managed to gain control of the fleet for a brief time, but the arrival of Separatist forces only gave the Republic's warships a reason to begin firing. In a brief exchange, many of the Dreadnaughts were disabled. Yago attempted to execute a linked jump into hyperspace, but a daring mission by Anakin Skywalker disabled Yago's flagship. Anakin's mission provided enough cover to allow Obi-Wan Kenobi and Quinlan Vos to rescue Plo Koon and Jace Dallin, and the Separatist forces in orbit around Rendili were defeated. The Rendili fleet was then surrendered to the Republic. The outcome notwithstanding, Chancellor Palpatine saw the possible defection of the Rendili fleet as a dangerous possibility for the Republic, and pushed for legislation that would bring every Republic world's home fleet under the direct command of the Republic itself. (YDR, RDR)

Rendili R/M Facility 4

the Empire's largest operative deepspace dock, it had 125 service bays which could each hold a *Strike*-class cruiser. These bays are each modular, and can be combined to form larger service bays capable of holding torpedo spheres. (ISB)

Rendili StarDrive

this starship manufacturing company can trace its origins back to the founding of the Old Republic. It had a mediocre existence until it was chosen to build the *Victory*-class Star Destroyer and *Dreadnaught*-class space cruiser. Since then, Rendili has spent much of its time designing new capital ship designs, but nothing as popular as these designs. Rendili was one of the original Signatory Sponsors of the Corporate Sector Authority. (SWSB, DFR, EGV, CSA)

Rendili Vehicle Corporation

a Corellian manufacturer, Rendili Vehicle Corporation makes the best boudler-dozers in the galaxy. (QE)

Rendili/Vaufthau Shipyards Limited

one of the many alliances Rendili entered into, the work with Vaufthau resulted in the creation of the Invincible-class Dreadnaught heavy cruiser. (CSA)

Rendili-Surron

this starship manufacturing alliance produced the Starlight light freighter. (SS)

Rendor's Riders

this was one of the Alliance troops which participated in the battles to control Kwymar Sector during the Galactic Civil War. (MB)

Rendrake, Ander

this man served as the communications officer aboard the Star Destroyer *Vendetta*, during the Galactic Civil War. He attended the Imperial Academy, and was two classes behind Han Solo. He and Solo became friends, as both shared an independent streak. Unlike Solo, Rendrake completed his training and remained with the Empire, although his good-hearted nature was sorely tested by Imperial doctrine. Eventually, Rendrake decided to defect to the Alliance. He was asked, and agreed, to return to Imperial service and act as a deep-cover agent. Rendrake developed a kind of black market aboard the *Vendetta*, providing those luxuries most officers and crews couldn't find in their ration kits. With this network of friends, Rendrake learned a great deal about the ship's movements and missions, and relayed this information to the Alliance. (CRO)

Rendric

this independent spacer was one of the first to discover that the Empire was flooding the Outer Rim Territories with Viper probe droids, in the wake of the Battle of Yavin. He reported it on many of the newsnets, and even went so far as to shoot down Vipers and provide them to the Alliance for bounties. (FTD)

Renegade

originally known as the *Freedom's Messenger*, this corvette was damaged during the Battle of Ord Torrenze. The wreck was later recovered by the Empire and outfitted for use in battle, and renamed the *Renegade*. It was assigned to the 15th Deep Core Reserve Fleet under the command of Kentor Sarne, who later stole the ship for his own small fleet when he fled to Kal'Shebbol after the Battle of Endor. The New Republic later took control of the ship and renamed it the FarStar. The ship had been extensively reworked by the Empire, including the addition of new sublight drives and a modular hangar bay designed to hold TIE Interceptors. (DARK)

Renegade

this was the independent freighter whose captain made regular runs to deliver atmospheric gases to Kon Uuln. (WOTC)

Renegade

this heavy blaster pistol was produced by SoroSuub during the last years of the New Order. Developed from the original plans of the Calban Model X, the Renegade was touted as the most powerful heavy blaster on the market, until BlasTech produced its T-6 Thunderer. (GUN, AEG)

Renegade Flight

the escort squadron which accompanied the Alliance supply ships to Hoth, Renegade Flight was under the command of Commander Narra when it was ambushed near Derra IV. (ESBR, OWS)

Renegade Leader

this was Commander Narra's callsign prior to the Battle of Hoth. (ESBR)

Renegades

citizens of Coruscant who have gone underground, living by stealing and pillaging. They are in constant battle with the Scavs. (DE1)

Renegades

this was the name used to describe those Kilian Rangers who succumbed to the Dark Side of the Force. (RESB)

Renegg

this planet was the primary world in the Renegg System, and was the site of an Imperial base during the Galactic Civil War. It was chosen for its proximity to the Kuat System, and the fleet stationed there was in place to defend any attack on the Kuat Drive Yards. The Renegg System also served as a staging area for starship traffic which was outbound from the Kuat Freight Port. (SWJ9, PSPG)

Renei

this young Melida was the child of Quintama and Pinani. Renei was killed in battle during the Twenty-Second Battle of Zehava. (DOD)

Renek

this was one of the more common surnames used by the Duros people. Like all such names, Renek was used only for official business, to indicate one individual from another when in the presence of non-Duros. This archaic name referred to a male leader or king. (GCG)

Renerdat

this man was the Administrator of mining operations for Karflo Corporation during the height of the New Order. Renerdat hoped to mine the poisonous world of Sevetta for liquid metals, making a profit by collecting already-molten forms of raw materials. He was thwarted in his efforts when the scientist DeSelvaine discovered the existence of the Polydroxol species in the molten lakes of metals. It was rumored that Renerdat, and all the personnel aboard the Karflo research station he commanded, was killed when Polly - DeSelvaine's Polydroxol test subject - escaped from the station. (SWJ12)

Renewal

the process by which the Syndicat that controlled the planet Phindar could wipe clean the memories of a Phindian, leaving them without any idea of who they were or where they came from. This process was used to eliminate any Phindians who posed a threat to the Syndicat's control of the planet. Sometimes, the memory-wiped Phindian was placed on another planet, and the Syndicat would bet on how long they could survive. Sometimes, just to be cruel, the Syndicat would release the "renewed" Phindian on Phindar, and they would be unable to find their way home. (HP)

Renewal

the Ssi-ruuvi process by which a human is cleansed of any resistance to the aliens, and in which new thoughts and emotions are implanted. (TB)

Renewal Ceremony

this Gupin ceremony celebrated the rebirth of their spirit, and signified the point at which most young Gupin received their wings. The Guniepal Chest is opened during the Renewal Ceremony, providing the life-energy necessary to fly and change shape. (ECAR)

Renforia

this planet was the site of an Alliance base prior to the Battle of Yavin. *Note that this planet might also be known as Renforra.* (CCG, SWJ4)

Renforra

this planet was the site of an Alliance base, during the height of the Galactic Civil War. *Note that this planet might also be known as Renforia.* (SWJ4, CCG)

Renhoek

a transport ship used by the Alliance to assist the *Stimsenji'kat* in recovering the contents of the Xi. cargo ships. *This is a reference to Ren Hoek, the chihuahua featured in Nickelodeon's Ren & Stimpy cartoon.* (XW)

Renik

a legendary ritual performed by an unverified race called the Delorf, renik was performed to cleanse the hostility and treachery from a villainous person. Once the ceremony was completed, the person was a member of the Delorf race in mind, if not in body. (ISB)

Renik

this Imperial Intelligence counterintelligence agency was an instrumental part of the Death-Hunter project. This was due mainly to the influence of Moff Jesco Comark, who took control of the agency after being ousted from the governorship of Chandrila. Comark redirected the funds which should have maintained Renik into his pet project, the Death-Hunter cyborg. Renik personnel were used to kidnap the various human subjects required to create the lethal cyborgs. (SWJ9)

Renikco

this legitimate front was used by the Empire on Jaemus. Renikco ostensibly was a starship maintenance operation, but the Empire was using Renikco to modify Plexus courier droids to serve as transport modules for Death-Hunter cyborgs. (SWJ9)

Renillis System

this star system was under Imperial control during the Galactic Civil War. (GG11)

Renkel, Zazana

this woman, living on Tarhassan during the years leading up to the Clone Wars, fell in love with Edbit Teeks. Despite his work for the Old Republic's Intelligence agency, Teeks also fell in love with Zazana. His sudden disappearance took the Republic by surprise, and the rookie agents dispatched to rescue him set out to locate Zazana for questioning. The team, led by Cherek Tuhm, latched onto the possibility that Zazana might have betrayed him, and brought her in for questioning. Their bureaucratic style grated on everyone's nerves, especially Joram Kithe and Mapper Gann, who quickly understood that Zazana was innocent. In an effort to get the team back on track, Joram and Mapper agreed to "eliminate" Zazana after interrogating her further. They both agreed to drug Zazana and leave her in a remote location to recover, then set out to locate Teeks themselves. (SWI73)

Renko Losa

this was the name of a noted individual from the Nautolan race. (UANT)

Renkov

this was Darnov's alias when he accompanied Bria Tharen aboard the *Queen of Empire*. Renkov was Bria Lavval's manager. (RD)

Renliss Bounty Hunters Guild

led by the sister team of Jalindas and Gratina Renliss, this guild only accepted female members. (GG10)

Renliss, Gratina

this woman was one of the two sisters who founded the Renliss Bounty Hunters Guild. The sisters were part of an Imperial deep-cover security team, until their cover was broken and the band assaulted by Alliance forces. The Renliss sisters left for dead - their primarily male leaders fleeing before they could be killed themselves - and Jalindas was forced to drag Gratina out of the battle alone. A female bounty hunter found them and agreed to help them. They survived until the Alliance forces were called to another battle, and made their way back to civilized space. The sisters changed their names and started their guild, attracting only female hunters. The Empire eventually discovered their true identities, but chose to employ them as hunters rather than prosecute them for desertion. Gratina maintained a staunch vigil over her sister's life, taking it as a personal mission to hunt down anyone who threatened Jalindas' life. (GG10)

Renliss, Jalindas

this woman, along with her sister Gratina, founded the Renliss Bounty Hunters Guild. The sisters were part of an Imperial deep-cover security team, until their cover was broken and the band assaulted by Alliance forces. The Renliss sisters left for dead - their primarily male leaders fleeing before they could be killed themselves - and Jalindas was forced to drag Gratina out of the battle alone. A female bounty

hunter found them and agreed to help them. They survived until the Alliance forces were called to another battle, and made their way back to civilized space. The sisters changed their names and started their guild, attracting only female hunters. The Empire eventually discovered their true identities, but chose to employ them as hunters rather than prosecute them for desertion. Jalindas remained bitter toward the Imperial officers who abandoned them, and never forgave the Empire for the loss of her right eye in the battle. She had a cybernetic replacement put in to maximize her senses. (GG10)

Renlo

this man was known as "Solo's Bane" to his companions on Selenius VII. A moderately-skilled bounty hunter, Renlo decided that he was going to capture Han Solo and return him to Jabba the Hutt for the bounty on his head. Renlo spent all his credits on a new ship, advanced weapons and technology, and even private combat instructions. In the end, however, his technology was no match for Solo's own skills. Renlo returned to Selenius VII without his ship, and bloodied and battered from battle. His friends jokingly called him "Solo's Bane" from that point on. (GG10)

Renna

this stocky, well-muscled woman served the Alliance as a member of Red Hand Squadron. (RD)

Renna

this female Sullustan owned and operated Renna's Transport Service, based in Gadrin on the planet Cularin, during the last decades of the Old Republic. *Note that the official Wizards of the Coast Living Force website indicates that Renna was a Rodian.* (EOS, WOTC)

Renna Strego

this smuggler captain owned the *Star Traveler*, and was based on Nar Shaddaa during the early years of the New Order. (THG)

Renna's Transport Service

this shipment and transportation service was based out of the city of Gadrin, on the planet Cularin, during the last years of the Old Republic. It was owned and operated by the female Sullustan Renna. RTS was the subject of a corporate and financial investigation shortly after the Battle of Naboo, as its business grew wildly, while other transport agencies showed less than a fifth the growth during a two-year periods. The Cularin authorities would not implicate RTS and Renna as being in collusion with Nirama or the Metatharen Cartel, but demanded that RTS open up their books and let the financial facts speak for themselves. (EOS, WOTC)

Rennek

this was one of the most common male names among the Corellian population. (GMR9)

Rennek

this dark-skinned human was Jabba the Hutt's nerf-herder at his Tatooine palace. Despite his scruffy appearance, Rennek was a skilled soldier and a combat expert. (CCG7)

Rennet

a small creature often preserved in sweet liquid and served as a candied delicacy. (TJP)

Renneyn

this was a noted Clawdite vaper, best remembered for taking command of the Clawdite armies and overthrowing the Zolandars after the New Republic tried to establish a peace between them. (GMR10)

Rennik

this man owned and operated the freight hauler *Worldhopper* with the help of his twin sons. The boys, however, were more interested in becoming fighter pilots, and didn't listen to everything Rennik ordered. He continually had to keep after the boys in order to keep the ship working. Rennik was contacted by the droids Whistler and Gate, through a series of remote contacts, in order to get the droids from their location in Imperial space to Oradin, on the planet Brentaal. The droids escaped the compound held by Ysanne Isard and Broak Vessery, and were trying to reach the Grand Oradin Hotel and meet up with

Talon Kaarde. Rennik's boys welded flags to the droids and used them for target practice during the trip. Whistler stored digitized images of the two boys for later use, as the targets of one of the many practical jokes it had learned while serving with Corran Horn in the Corellian Security Force. (IR)

Rennimdius B'thog Indriummsegh

this former leader of the Elomin Council served as a Senator during the days of the Old Republic. He objected to Herylcha Baakos' order to define above-ground territories for the Elom race, since the Eloms dwelt underground. (GG12)

Renno, Dav-Wes

this Jedi Master served the Order as a spokesman to the various news agencies that served Coruscant and the Old Republic, during the years leading up to the Clone Wars. (HNN5)

Rennokk

this was the innermost of two moons which orbited the planet Cularin. It was a molten wasteland, with lava seas broken by magnificent spires of rocks. From space, Rennokk seemed to glow with the heat of its molten surface. There were many rumors which suggested that a lifeform lived in the lava seas, but no information has substantiated this rumor. (LFC)

Rennta, Egalla

this woman served as the media relations representative for Xizor Transport Services, during the height of the New Order. (SWJ14)

Renoren, Kylie

this woman was a field scientist who was noted for her work with the Kamarians, during the height of the New Order. (EGA)

Ren-Quarr

this Quarren was a frequent patron of the Outlander Club, during the years surrounding the Battle of Geonosis. Ren-Quar was distinguished from other Quarren by his facial tentacles, which were grooming in such a way as to curl upward at the ends. (OWS, SWI75)

Renquet

this Imperial Moff was so impressed with the cooking of Vimran Trel and the service aboard the Star Destroyer *Adjudicator*, that he requested the starship be promoted to be the flagship of his sector fleet. (CRO)

Rens

this Imperial Academy cadet was a contemporary of Tycho Celchu, and was at the Prefsbelt IV academy when Celchu laid out Cadet Laine. Soontir Fel ordered Rens and Biggs Darklighter to take Laine to the infirmary. (MBF)

Rensen

this former Imperial Navy Captain joined Prince-Admiral Krennel, when the rogue warlord broke away from Imperial service and took control of the Ciutric Hegemony. However, when Krennel ordered him to destroy a village on Liinade III - the home of a person who attempted to assassinate Krennel - Rensen refused. He felt the loss of life was too severe a punishment. Krennel disagreed, and had Rensen executed. (IR)

Renspecs

an Alliance freighter destroyed during the Galactic Civil War. (TIE)

Rentalles

this planet was once the site of an Imperial base. The Alliance planned to attack the base, but learned that it had been deserted. The Alliance's High Command eventually sent a team to investigate the abandoned base, under the command of Hov Windell. (MBC)

Rentallian Cairnhound

see Cairnhound. (MBC)

Renthal, Drea

this woman was one of the most influential pirate captains who worked the trade during the early years of the New Order. She was hired by the Hutts to assist in the defense of the moon after Moff Sarn Shild decided to level the civilization there as an example to other smugglers. Although the ultimate outcome of the battle went in favor of the residents of Nar Shaddaa, Drea's ship *Renthal's Fist* was destroyed in the combat. She later hooked up with Lando Calrissian, and the two traveled as pirates for a while aboard her new ship, *Renthal's Vengeance*. Lando parted ways with her shortly before the great sabacc tournament on Coud City, claiming that pirate life was too "coarse" for his tastes. Drea eventually had the *Renthal's Fist* rebuilt, although it was never the same ship again. She used an asteroid to drag the *Queen of Empire* out of hyperspace shortly after Boba Fett captured Bria Tharen and Lando Calrissian. In a brilliant set of negotiations, Drea bargained for their freedom and won it from the notorious bounty hunter by paying Bria's bounty from the spoils of the *Queen of Empire*. (THG, RD)

Renthal's Fist

this CR-90 corvette was Drea Renthal's command ship. It was one of the many casualties of the Battle of Nar Shaddaa, but was eventually refitted for use. (THG, RD)

Renthal's Vengeance

this *Carrack*-class cruiser was restored to service by Drea Renthal, after the loss of the *Renthal's Fist*. (RD)

Renthor

this Corellian thug was a student of an ancient Force-sensitive who tended to twist the Jedi Code to his own designs. Like his fellow students Kym and Ulbert, Renthor had no connection to the Force, but adhered loyally to his teacher's twisted version of the Code. His favorite tenet was "Peace through pieces," which was supported by the law "There is not motion, there is only pieces." Renthorn and his buddies lived aboard the Mynock 7 Space Station, and often harassed the patrons of the Farrimmer Café. (SWJ11)

RenTrans

this shipping corporation was a major rival of Xizor Transport Services, during the Galactic Civil War. RenTrans was owned and operated by the family of Dash Rendar, and serviced much of the Core Worlds during the height of the New Order. However, during the height of the New Order, Stanton Rendar's transport ship suffered a catastrophic loss of control systems while in orbit over Coruscant. Stanton could not handle the ship, which crashed into one of Emperor Palpatine's museums. The museum held a wealth of ancient Sith artifacts and lore, and the Emperor was very angry. He terminated all relationships with RenTrans, black-listed the Rendar family, and transferred all shipping accounts with RenTrans over to Xizor Transport Systems. (SESB, SWDB)

Renxis Dielle

this Padawan Jedi apprentice, along with Jedi Knights Plessus Ghon, Nygreena Clo and Ixian Rovieda, was killed on Kabal during a series of riots broke out when the Trade Federation overtaxed the planet for shipping. The taxation occurred just before the onset of the Clone Wars, and led to massive food shortages among the Kamarian people. The Jedi had been called in to quell the riots, when a fleet of supply ships loyal to Count Dooku and the Separatists began to drop food supplies to the populace. A scramble to obtain food ensued, and the Jedi were killed while trying to maintain the peace. (HNN5)

Renz

this Imperial Lieutenant was the leader of one of the Empire's finest legions of troops. He was always on the look-out for rebellious activity. His troops were placed at the disposal of Colonel Dyer during the garrisoning of the forest moon of Endor, while the second Death Star was under construction. Renz's forces captured Han Solo and his strike team after the Alliance commandos had infiltrated the shield bunker, but they were later captured by the Ewoks in a surprise attack. (CCG10)

Renz, Tyneir

a native of Jiaan, this Jedi Knight held the rank of Colonel in the Old Republic military, and was a veteran of the Clone Wars. He had been a student of anthropology, and studied at Alderaan University, where he met his wife. When Emperor Palpatine rose to power, Renz went into hiding with his family. He also joined the Alliance, staying one step ahead of the Empire while helping to bring about its downfall. Renz later assisted his daughter, Padija Anjeri, during her archeological excavations. He still carried his lightsaber, using it to protect his daughter. He was injured when Imperial forces tried to block Padija's attempts to return the Nercathi clan's crystallite skulls to them, but soon recovered. (SWJ12)

Renzii

this skinny man worked as a waiter at the café owned by Didi Oddo and his daughter, Astri, some twelve years before the Battle of Naboo. (DH)

Reopi

this was a desert world located in the Inner Sphere. (COG)

Reopi Sand Crusher

this predator was native to the equatorial deserts of the planet Reopi. (COG)

Rep Been

this respected member of the Gungan military served as part of the Rep Council, which worked for Boss Nass as the ruling body of Otoh Gunga. He was also responsible for maintaining the records of Gungan history, as well as preserving the ancient records of Gungan civilization. Because of his position in Gungan society, and for personal reasons, Rep Been chose not to participate in the competitions of the Festival of Warriors. (YJC1, IG1, E1A9, E1A11)

Rep Council

usually referred to as the Gungan High Council, this was the governmental body which supported the Boss of the Gungans, during the last decades of the Old Republic. (E1A9, GBC)

Rep Slarm

this Gungan, one of the many who served on Boss Nass' Rep Council, was known as the best bubble wort engineer in Otoh Gunga. (SON)

Rep Teers

this Gungan served on the Rep Council, the governmental body that ruled the underwater city of Otoh Gunga, serving under Boss Nass. Teers was appointed to her position by Boss Nass, and was in charge of all the city's power supplies. (IG1, E1A9, OWS)

Repea

this planet was located near the Cron Drift. The government of the planet quickly capitulated to the Empire during the years following the Clone Wars. However, after the Crimson Aces disrupted the relationship between Repea and the Empire, the Imperial forces in the area decided that Repea was actually a hotbed of Alliance activity. The planet was bombarded from orbit, with many cities being destroyed as a reminder of the Empire's power and might. (GMR9)

Repeater 3Z

one of Merr-Sonn's heavy field blasters. (HTSB)

Repeater Display Panel

an old display tool. (DFR)

Repeater Rifle

a blaster weapon used by stormtroopers, the repeater rifle can fire a single energy bolt or three bolts at once, in a triangle pattern. (DF)

Repellent Signal Emitter

this was a device, developed by the Trade Federation, that sent out an encrypted signal to force attack droids to stand down in its presence. Whenever a being used the emitter, the droids - such as the *Fastlach*-class defense droids - were programmed to view the being as a non-threat and not fire on them. (TAE)

Repka De

this Jedi Master was an instructor in lightsaber combat more than 800 years before the Battle of Endor, when Yoda was still a Jedi Knight. Master Repka De stressed the importance of accepting defeat, especially if the cost of winning was greater than the cost of losing. "It is better to lose well than to win badly," Master De was quoted as saying, "and it is always better to end a duel peacefully than to win or lose." (PJSB)

Replar Splint

this medical device was used to immobilize a broken limb. (FOP)

Replar-640

this was a sophisticated repulsorlift engine produced by zZip Product Concepts during the height of the Galactic Civil War. (GFT)

Replihide

a synthetic furniture covering which resembles a variety of animal skins. (TFNR)

Repli-Limb

this was the brand name of BioTech's line of prosthetic replacements. They are sold in template form, with a metal cap that can be fitted to the recipient's body. Neural jacks must be grown for the recipient as part of the operation which "installs" the prosthesis, and they are created in a rejuvenation tank. The entire operation proceeds within the tank, with periodic checks to verify the acceptance of the prosthesis. Synthetic flesh is later grown over the prosthesis, using actual genetic material from the recipient. In addition to hands, arms, and legs, BioTech also produces eyes, ears, hearts, and lungs as part of the Repli-Limb line. (CFG)

Repliwood

this synthetic material could be made to resemble virtually any natural wood. (WSV)

Repness

this surname was common among human settlements found throughout in the galaxy. (GCG)

Repness, Atton

this New Republic Colonel was in command of a starfighter training group known as the Screaming Wookiees, but was also involved in the selling of stolen starship and parts on the black market. He would use the pilots with the least potential to help him steal ships, promising them a chance to redeem themselves if they would "lose" a starfighter on a mission. His team would later recover the ship and sell it on the black market, after the New Republic listed it missing in action. If the pilot proved to be incorruptible, Repness would either blackmail them into his plans or threaten them with expulsion. If they still refused to help, Repness would backdate progress reports which would indicate the pilot's inability to adapt to the Republic's regimens, and have the pilot ousted from any kind of service. He was also quite paranoid about being discovered, and scanned potential pilots with a comlink-like device that prohibited recording. He also used it when he was working alone, as he tended to talk in his sleep. He was Tyria Sarkin's commanding officer, and when she refused to be part of his plans, he got her blacklisted from the pilot ranks. She later joined Wraith Squadron, and told her comrades about Repness' schemes. This prompted Garik Loran and Ton Phanan to propose a plan to expose Repness to Wedge Antilles, who grudgingly agreed with their plan. They convinced Lara Notsil to be their "bait," but Lara - the former Gara Petothel - proved to be more skilled than they hoped. She stole much of Repness' own records after slicing into them, including the records of all the fighter pilots he had "washed out." She then sent an anonymous message to General Cracken, detailing Repness' entire operation. Repness caught her, and would have beat her senseless if Cracken's forces hadn't arrived to arrest him. In the end, Repness was

relieved of duty and brought up on several charges. As an ironic twist, Lara was assigned Repness' X-Wing and his astromech, which she named Tonin. (WS, IF)

Repo

a Nharwaak container group destroyed by the Empire when it raided the Nharwaak base. (TIE)

Repose

this was one of the many meditative positions used by the Jedi Knights of the Old Republic. In the Repose position, a Jedi sat on the floor with their legs crossed and knotted, the ankles over the thighs. The back was kept straight, and the hands rested palms-up on the knees. Breathing was essential to maintaining the meditative state, with air being drawn in through the right nostril and expelled through the left. (MBS)

Representative Council of Citizens

this was the name of the planetary government which provided leadership for the planet Aargau, during the height of the New Order. (PH)

Reprive

this was one of the Alliance's medical frigates. It was used to support the Talasea base established for Rogue Squadron. (XWN)

Reprisal

this ship was a Dreadnaught-class warship serving under the Warlord Zsinj, during the early years of the New Republic. It participated in the protection of Levian Two, and was later the point ship in the defense of Comkin Five. However, the ship took a heavy amount of proton torpedo fire from Wraith Squadron, and was destroyed in the battle. Squeaky, the quartermaster droid of Wraith Squadron, remembered that the Reprisal had also been part of the Imperial fleet stationed near Kessel, during the last years of the New Order. (SOC)

Reprise

this Guardian-class light cruiser was owned by House Pelagia. It came to the rescue of the *Bright Seeker*, which was under attack by the *Knife's Edge* while trying to recover the hibernating bodies of Trad and Verinia Paddox. (TSIA)

REPSUB Carrier

produced by Aratech, this repulsor-equipped submersible vehicle was designed to move troops into position in areas surrounded by water. It required a pilot and co-pilot to operate, and could insert up to twenty troops into a water-filled area. The REPSUB was armed with a light laser cannon. (TSIA)

Reptile Bird

a creature native to Yavin 4. (HTF)

Reptilian Flier

this species of reptavian was native to the planet Dathomir. (GQRG)

Reptoid

this scaled, cold-blooded creature was native to the planet Gabredor III, and was used as a mount by the Karazak Slavers who maintained a transfer station there. They ran on two legs, and stood slightly taller than a man. (TFE)

Reptoid

this was the New Republic term used to describe those members of the Chazrach race which were enslaved by the Yuuzhan Vong and used as killing machines. (WOA13)

Republic Armed Forces

this was the generic term used to describe the collection of military forces mustered by the Old Republic

for participation in the Clone Wars. Included in the Republic Armed Forces was the Grand Army of the Republic and the Jedi Knights. (LFCW)

Republic Bureau of Exploration and Colonization

this branch of the Old Republic was responsible for locating and cataloguing new star systems for use by the Republic. Any new star system documented by an explorer or scout was required to be validated by the Bureau, in case a prior claim was already in force. (LFC)

Republic Charter

this was the name given to the legal documents created by the Old Republic during the early stages of the Clone Wars, giving individual systems the right to defend themselves under the auspices of the Republic. This helped the Republic by ensuring that star systems would remain loyal despite the lure of the Separatists, while it allowed Republic military resources to be moved into important battles zones while local militia protected their sovereign systems. (LFCW)

Republic City

the ancient name of Imperial City, used during the 4,000 years before the Galactic Civil War. It remained in use for many centuries, but was later renamed Galactic City. This name held until Senator Palpatine instituted the New Order, and renamed it Imperial City. (FNU, TPM)

Republic Civil Liberties Union

this civil rights union was the largest of its kind during the last decades of the Old Republic. The RCLU spent much of its time confronting the growing xenophobia that emerged during the leadership of Chancellor Palpatine, in the years following the Battle of Naboo. (HNN5)

Republic Constitution

[see Galactic Constitution \(VD3\)](#)

Republic Core Base

this was the codename used by outposts of the New Republic to describe their home base of operations. (SWG2)

Republic Correctional Authority

[see Galactic Correctional Authority \(BH\)](#)

Republic Correctional Officers' Union

this union was formed by the prison guards and corrections officers who worked for the Galactic Correctional Authority during the last decades of the Old Republic. (BH)

Republic Cruiser

manufactured by the Corellian Engineering Corporation, this ship was used by the Old Republic as the basis for its fleet of consular ships. The Republic Cruiser, which measured 115 meters in length and required a crew of eight to control, was built from the same basic design as the Corellian Space Cruiser. *Note that The New Essential Guide to Vehicles and Vessels indicates that the Republic Cruiser is the Consular-class Space Cruiser.* Its forward section resembled that of the later Corellian Gunship, while its aft section was dominated by three Dyne 577 radial atomizing sublight engines. This engine array gave the ship a top speed of 900 kilometers per hour in atmosphere. It moved through hyperspace with the help of a Longe Voltrans CD-3.2 tri-arc hyperdrive. Being designed as a purely diplomatic vessel, the ship had no weaponry, but did have 9 escape pods to handle its maximum of sixteen passengers. The communications array that was used on these ships dominated the aft section of the fuselage, and was capable of transmitting and receiving signals from other ships or ground-based installations, in thousands of languages recognized by the Old Republic. However, as the Clone Wars began to drag on, many of these cruisers were refitted with weaponry and armor plating to ensure their passengers could safely travel across the galaxy. (SW1, X1, OWS, SOG, TCG5, NEGV)

Republic Day

this was a major holiday celebrated on Coruscant during the last decades of the Old Republic. (COD)

Republic Defense Procurement Plan

initiated seven years before the Battle of Naboo, this Old Republic action called for the increase and/or modification of the Republic's warfleet. (RP)

Republic Diplomatic Corps

this body of the Old Republic was concerned with identifying and documenting the various cultural and societal policies of the member races of the Republic. (SON)

Republic Diplomatic Services Database

the Republic Diplomatic Corps of the Old Republic stored detailed information on the key diplomatic figures from every member world in this database. (SON)

Republic Enforcement Datacore

this huge computer system was where all legal bounties are posted for the taking, during the height of the Old Republic. Although bounty hunting was considered more or less illegal, it still had to conform to the laws of the Republic. (HNN4)

Republic Engineering Corporation

this starship manufacturer was founded in the early years of the New Republic, and was backed by several prominent Republic corporations. Their first design was the shieldship, used successfully by Lando Calrissina at Nkllon. Following the defeat of grand Admiral Thrawn, Republic Engineering been concentrating on new and useful technologies for starfighters and airspeeders. They were also responsible for the design and manufacture of the "new class" starships used by the New Republic, including the *Sacheen*-class escort and the *Agave*-class picket ship. (HTTE, COTF, EGV, CTD)

Republic Executive Building

this immense building, located on the planet Coruscant during the last decades of the Old Republic, was used by many Senators and politicians for their residences and offices. The edifice was distinguished by its many towers, rising high above the cityscape of Galactic City. (AOTCN)

Republic Expeditionary Medical Force

this was the name given to the medical branch of the Grand Army of the Republic, providing hospital facilities for the clone troopers during the height of the Clone Wars. (MJH)

Republic Fleet Systems

this Old Republic starship manufacturer was founded during the midpoint of the Old Republic. Its primary mission was to produce long-range starships to help combat the rise of Sith magic and violence in distant corners of the galaxy. RFS served the Old Republic for 15,000 years until it was disbanded by decree of the Senate just prior to Palpatine's rise to power. (EGV)

Republic Historical Database

this extensive database was maintained by the Old Republic as a way to document the incredibly vast and complex histories of the various civilizations of the galaxy. (SON)

Republic HoloCommunications Commission

this branch of the Old Republic was established during the last decades of the Old Republic to ensure that shadowfeeds and other illegal HoloNet services were quickly stopped from transmitting their signals. (SWI71)

Republic HoloNet News

this news agency was among the many who clamored for data on the planet Coruscant, during the height of the Clone Wars. (SWI81)

Republic Intelligence

this branch of the Old Republic and its military was assigned to monitor the galaxy for vital information. During the onset of the Clone Wars, Republic Intelligence also investigated the value of the clone troopers produced on Kamino for the Army of the Republic. (SWI65)

Republic Measures and Standards Bureau

based in the city of Mennaa, on Mrlsst, this was the Old Republic organization charged with controlling all systems of measurement throughout the galaxy. Their control included the maintenance of the galactic calendar and time systems. (HNN4)

Republic Military Benefit Association

this independent association was charged by the Old Republic with making sure that the various troops deployed during the Clone Wars were adequately compensated for their efforts. Among the many activities undertaken by the association was the lining up of concerts and shows by HoloNet Entertainment. (MJH)

Republic Mobile Surgical Unit

this was the name given to the field hospitals that were established by the Grand Army of the Republic, during the Clone Wars. Each RMSU - Rimsoo, for short - was staffed by military officers, surgeons, medics, nurses, and their supporting personnel, creating a complete hospital location that could be moved close to a battlefield. The primary mission of each RMSU was to patch up the Republic's casualties of battle, in an effort to keep attrition to a minimum in the face of the massive and easy-to-replace troops of battle droids that fought for the Confederacy of Independent Systems. As the name suggested, each RMSU could be packed up and ready to move within an hour's notice, in case the tide of the battle indicated the unit's current position might be overrun. (MBS)

Republic Navy Transmission System

this was the proprietary communications network developed for use by the Old Republic's fleet of starships. Early R2-series droids were given programming which allowed them to communicate with the RNT system, so that the astromechs could work with Republic starships. With the advent of the New Order, the RNT became the Imperial Navy Transmission System. (SWJ7)

Republic News

this news agency was active during the Old Republic days, but was stripped down and reorganized to suit the needs of Emperor Palpatine and the New Order. It was then renamed Imperial HoloVision. (GG9)

Republic Office of Criminal Investigation

this branch of the Old Republic investigated crimes and infractions which affected the activities of the Republic. (SWI67)

Republic Office of Xenosociology

this branch of the Old Republic (known as ROX) was concerned with the identification and understanding of the various sociological characteristics of the Republic's constituent races. (SON)

Republic Outland Regions Security Force

this military force was commissioned by the Old Republic, in an effort to establish some form of law and order in the Outer Rim. A division of the Republic Security Force, the RORSF was formed shortly after the Battle of Naboo, after the reports from Tatooine from Qui-Gon Jinn and Obi-Wan Kenobi. Wilhuff Tarkin started out his military career with the RORSF, and served as a Commander during the period shortly after the Battle of Naboo. (RP, BH)

Republic Peace Officer

see Republican Guard (SWRPG2)

Republic Plaza

this vast, open-air walkway surrounded the Senate Rotunda, during the last decades of the Old Republic. (E3N)

Republic Registry of Corporations

this registry, formed by the New Republic, documented those companies which upheld the right of the New Republic to control the galaxy, and agreed to abide by the Republic's leadership. Corporations

applying were often scrutinized for Imperial involvements, in order to ensure that the scattered Imperial forces were not inadvertently armed with weapons and supplies. (POT)

Republic Scout Service

this exploration outfit was funded by the Old Republic, many centuries before the advent of the New Order. (PG3)

Republic Scout Service Database

this immense data repository was created and maintained by the Republic Scout Service, and contained information on virtually every known settlement in the galaxy. Information was kept on full planetary civilizations as well as mining outposts and small colonies. (SON)

Republic Security Force

this was the primary police force maintained by the Old Republic. The mission of the RSF was to assist local jurisdictions in investigating crimes that affected multiple systems, to eliminate any legal wrangling that would impede a swift resolution to a crime. (BH)

Republic Senate

[see Galactic Senate \(E3N\)](#)

Republic Shipyards

this branch of Republic Fleet Systems created many well-armed starship designs during the last century of the Old Republic, including the Jedi Justice Cruiser. (PJSB)

Republic Sienar Systems

this Old Republic starfighter manufacturing company was very successful, having been founded more than fifteen thousand years before the Galactic Civil War. It was the first of the major corporations later owned by Santhe/Sienar Technologies, and was the parent company of Sienar Design Systems. Some of the corporation's designs and ideologies led to the production of the first of the TIE Fighters. When Emperor Palpatine took control of the galaxy, RSS was nationalized and renamed Sienar Fleet Systems. (EGV, NEGW)

Republic Spacelane Bureau

this operating committee was formed during the Expansionist Period of the Old Republic, to ensure that hyperspace trade routes were all marked and easily accessible to space travellers. (PGT)

Republic Special Tactics Force

this elite military unit was part of the Old Republic's armed forces, and was the precursor of the Special Forces units of both the Alliance and the Empire. (RP)

Republic Tax Collection Agency

this Old Republic agency was charged with the daunting task of collection income tax from every wage-earning being in the galaxy. (HNN4)

Republic Xenological Database

this database was maintained by the Old Republic as a means to catalog the wide variety of sentient life in the galaxy. Each subdirectory in the database was set up to contain information on the physiological, societal, and cultural aspects of each race. It was tied to the Republic Xenosociological Database. (SON)

Republic Xenosociological Database

this database was maintained by the Old Republic as a means to catalog the communal and social characteristics of the sentient life in the galaxy. Each subdirectory in the database was set up to contain information on the social and personal aspects of each race. It was tied to the Republic Xenological Database. (SON)

Republican Guard

this is the name of the armed forces in charge of keeping the peace for the New Republic. (SOL)

Republican Security Organization

this was the primary security force established to protect the Galactic Senate of the Old Republic. In the wake of several terrorist attacks blamed on the Separatists, shortly before the onset of the Clone Wars, Chancellor Palpatine ordered sweeping changes in the RSO's membership, to root out any spies or double agents. (HNN5)

Republicanists

this was the name given to those Selonians who, during the rise of Thrackan Sal-Solo to power on the planet of Corellia, believed that the planetary repulsors should be used a bargaining chip in negotiations with the New Republic for Selonian sovereignty. They also hoped that they could persuade Han Solo, by rescuing him from Sal-Solo, to help them in these negotiations. Eventually, the part of the Absolutists in the Corellian Crisis allowed the Republicanists to achieve control of their homeworld, when the New Republic dissolved the Absolutists. The Republicanists then set to work to mend their relationship with those Selonians who supported the Sacorrian Triad. (AS, CCW)

Republic-class Cruiser

the *Republic*-class cruiser was developed and manufactured by Kuat Drive Yards during the early decades of the New Republic, just prior to the Yuuzhan Vong invasion of the galaxy. (Y, DW)

Republic-class Star Destroyer

this battle ship was a smaller version of the *Imperial*-class Star Destroyer, and was designed for use by the New Republic. It first saw duty during the latter stages of the Black Fleet Crisis and the battle against the Yevetha, although production was limited to a few ships. The *Republic*-class was designed to be the follow-up to the *Victory*-class destroyer, and was developed by Walex Blissex himself. They were designed to be cost-efficient replacements for the *Imperial*-class destroyer - two *Republics* could be manufactured for the cost of one *Imperial*, with twenty percent of the crew complement and twenty percent more firepower than the *Imperial*-I class destroyer. The *Republic*-class ship measured 1,250 meters in length, and was crewed by 8,168 crewers with 260 gunners and up to 3,200 troops. They were armed with 40 heavy turbolaser batteries, 40 heavy turbolaser cannons, 20 ion cannons, and 10 tractor beam projectors. It also transported a full wing of starfighters. (SOL, CTD)

Republicists

see Republicanists (CCW)

Republic's Return

this Alliance cruiser was part of the task force assigned to evacuate the personnel from the Massassi Base, following the Battle of Yavin. (SWJ11)

Repulse

this New Republic *Defender*-class assault carrier served under the flag of the Fifth Battle Group, and led the initial blockade of Doornik-319 during the Yevethan Purge. (SOL)

Repulse-Hand

this cybernetic prosthesis, manufactured by Control Zone, makes not pretense of being a real hand. It is a template which does not grow synthetic flesh, instead remaining metallic and mechanical. There are no nerve connections to the recipient's sensory systems, so there are no sensations transmitted to the brain. The hand is equipped with a repulsor-field generator which is used to parry weapons in melee combat. (CFG)

Repulsor

any anti-gravity device which uses electromagnetic force to levitate an object off the ground. It uses the available gravity as an opposing force, and actually pushes against that gravity. One of the primary sources of repulsor technology was the planet Bakura, which was usurped by the Empire about three years before the Battle of Endor. The Bakurans found ways to create repulsors of various sizes, and used them in chairs, cars, and cargo carriers. (SW, RPG, TB)

Repulsor Boots

this was the generic term for any footwear which came equipped with tiny repulsorlift engines, allowing the wearer to move through the air in short jumps. (RBJ)

Repulsor Chair

a piece of furniture built on the planet Bakura, a repulsor chair is a seat which has been equipped with a repulsorlift and stabilizers. (TB)

Repulsor Disk

a small, anti-gravity platform used to transport personal cargo around a small area. Developed on Bakura, these disks are pulled along by their owners via a short leash. (TB)

Repulsor Hitch

this device is a portable repulsor-field generator, which can lift up to 200 kilograms when attached to an object. This allows the user to move otherwise immobile objects with ease. (GG8)

Repulsor Scout

this small military speeder was built by Mekuun for the Empire. Armed with a single heavy repeating blaster, the Repulsor Scout required a pilot and could carry up to three troopers. It measured eight meters in length, had a flight ceiling of only two meters, and could attain speeds up to 300 kilometers an hour. (POM, GSE)

Repulsor-ball

this unusual form of weapon was created by Tig Fromm. It was essentially a sphere of self-contained repulsor energy, which exploded with devastating force when it reached its target. (EGD)

Repulsorbroom

this specialized broom used tiny repulsors to help trap and maneuver dust and debris into piles that could be vacuumed up. (JQ9)

Repulsor-chute

this ancient form of anti-gravity parachute was used as an escape mechanism in atmospheric ships. (FOSE)

Repulsor-compensator

a part of a starship's hyperdrive system. (DE2)

Repulsor-cruiser

a large, ground-based assault craft. (LCM)

Repulsorgrip

this piece of equipment controls the use of repulsor energy to maintain a vehicle's "grip" on the ground below it. They found widespread use on pod racers, which required a reliable method for maintaining proximity to the ground at high speeds. (RAC)

Repulsor-In

a form of obstacle used in swoopchasing, this large wall of solid material was covered with a repulsorfield that used artificial gravity to pull swoop racers toward it at an accelerated rate. The effect was not unlike being caught in a tractor beam. A racer had to let off the thrust and concentrate on guiding the swoop over the wall, or else be drawn into a crash. (BSS)

Repulsorlift

an anti-gravity device used to lift an object. (HTTE, JS)

Repulsorlight

this device is a light source attached to a small repulsorlift which can be used in places where light is needed but cannot be held in place. (JS)

Repulsor-Out

this swoopchase obstacle was the opposite of a Repulsor-In wall. Instead of using artificial gravity to draw a swoop racer toward the wall, a Repulsor-Out generated a field which repelled approaching racers. This meant that racers had to use their swoop's own acceleration to overcome the repulsing force in order to clear the wall. (BSS)

Repulsorsail

this unique implementation of repulsor technology was developed for ocean-going vessels more than 500 years before the Galactic Civil War. The sails of these vessels were woven with a network of tiny repulsorlift generators, which turned their anti-gravity fields perpendicular to the field of gravity. This caused pressure on the sails that was similar to the forces of wind, allowing a vessel to move about on the water with or without natural winds. (GMR7)

Repulsorsled

this is the generic name for any repulsorlift cargo transport. They are often nothing more than a flatbed with a control station at one end. (SWSB)

Repulsor-trip Mine

this form of detonation device is used against repulsorlift vehicles. The mine's trigger is set off by the presence of the repulsorlift field. (SWJ9)

Request for Privacy

this is a New Republic regulation which allows the owner of a planet to keep certain information out the Library of Systems database. The request is often granted whenever a planet or system contains a military installation or research facility. (GG8)

Requiem for Alderaan

a chronicle of the wonders of Alderaan, written by Hari Seldon after the destruction of the planet, which was her homeworld. (ISU)

Requiem Scenario

this X-Wing training scenario involves a recreation of the missions of the *Redemption* and the *Korolev*. It was given the name Requiem because very few trainees ever survived it. (XWN)

Requiem Squadron

this was the name of the experimental TIE Defender group led by Antar Roat, as part of Ysanne Isard's plans to infiltrate Ciutric and defeat Prince-Admiral Krennel. The squadron was made up of the surviving pilots of Rogue Squadron, piloting TIE Defenders supplied by Colonel Vessery. (IR)

Requilisant

this was the brand name of a medical supply. (FOP)

Requital

this Imperial Interdictor cruiser, under the command of Captain Voldt, intercepted the *Messenger* when it fled Coruscant on its way to Corialis. Taryn Clancy and Del Sato explained that they were making their normal courier run, but failed to elaborate on the presence of Jak Bremen. In the end, Voldt let them go. (TFE, SWJ7)

Rergo IV

this is a small power generator used by computer repair experts. It is small, but nonetheless useful for providing power to mem-stiks during transport. (CFG)

Reridan Reksiss

this being was one of the Old Republic's most popular holodrama actors, during the years leading up to the Clone Wars. (HNN5)

RES23

this Old Republic HoloNet channel was used to air a variety of entertainment, primarily dramas and stage plays. (HNN5)

Resch, Harkan

this man was a native of the planet Naboo, and owned a starship transport business on his homeworld during the years leading up to the Battle of Naboo. The invasion of Naboo by the Trade Federation and the subsequent battle that took place to break their blockade caused all manner of economic problems on Naboo, and Captain Resch was not immune to these effects. His business suffered greatly, and he was forced to sell his own ship, the *Mystic Burn*, in order to make ends meet. (GMR1)

Rescue

a group of Alliance *Lambda*-class shuttles which assigned to missions geared toward rescues and abductions. One of the group's first missions was to rescue a group of Sullustans captured as slaves by the Empire. (XW)

Rescue Riker

an Alliance *Lambda*-class shuttle group that docked with the *Ars Opus* and overtook the crew and captured the R2 units it carried. (XW)

Resdall Towers

this was one of the newest apartment buildings, erected on the planet Coruscant during the height of the New Order. The owners and builders of Resdall Towers claimed that it was one of the most secure buildings on the planet, boasting of the many security cameras and scanning devices which ensured only residents and their guests entered the building. (WOTC)

Reseda

this was the Fia word for the color green. (FH1)

Reseros Meh

this grumpy, female Chevin owned and operated Momma Reseros' Diner, located in Jugsmuk Station on the planet Gamorr. She didn't like the company of other Chevins, and cared little for most other races. Despite her gruff demeanor, Reseros was known as an excellent cook to the spacers who travel through Jugsmuk, and her mushrooms recipes were considered much better than standard Gamorrean fare. (SWJ14)

Resh

this is the eighteenth symbol in the Aurebesh script, and represents the Basic letter "r". (SWM)

Resh Sonax

this Sluissi was the sister of Hass Sonax. When the Empire requested maintenance workers to repair a damaged Star Destroyer, the sisters were accepted as applicants. However, they were treated as slaves by their pro-human workgroup leaders. When it was discovered that a faulty coil caused an explosion that set the repairs behind schedule, the on-duty Imperial officer executed Resh as an example. (SWJ15)

Reshad, Palejo

this Corellian smuggler made a large sum of credits selling spice at Jabba the Hutt's palace. He then used some of the profits to help fund the Alliance's activities. (CCG7)

Reshig

this minor government official owed the loanshark Sires Vant a huge sum of credits, after several failed business ventures and some poor bets. He tried to flee to Dreve, but was cornered by officer Vexan and given two days to repay the debt. (GG11)

Resht VII

a planet. (GG10)

Residual Heat Trend Directionalizer

a tracking device which can detect the residual heat from its surroundings and calculate the path a certain heat trail took. It allows the user to follow a warm-bodied target by determining the target's pathway from the heat it left behind. Q9-X2 had one of these sensors added to himself just before the Solo family arrived on Corellia for the Trade Summit. (AC)

Resik

this Jillsarian bartender worked on Reuss VIII. In his youth, Resik worked as a professional wrestler, where he was known as the Kessel Krusher. When he was named in the will of a fan, Resik found out that he had inherited a tavern on Reuss VIII, and retired from the sport. However, the Imperial presence on Reuss VIII unfairly forced him out of business several times. When an Alliance operative warned him of an impending raid, allowing Resik to escape without being captured, Resik decided to join the Alliance. He allowed his establishment to serve as a safehouse and hideout for Alliance agents on the run. (CRO)

Resinem Entertainment Complex

located on the planet Borcorash, this casino was bombed by a rival casino shortly before the Battle of Endor. Over the years, the Resinem managed to remain in business, and the damage - confined to the western wall - became a form of artwork. Natural erosion and the beautiful Borcorash sunsets made it all the more attractive. Inside, the Resinem is a high-tech complex, with multiple floors and sections that allow all manner of entertainment and meeting places. (SOP)

Resistance

this Corellian Engineering Corporation Gunship was part of the Bothan Combat Response Element, during the early years of the New Republic. (E)

Resjic

this man was an Imperial officer, who served under Commander Dorin Millavec aboard the *Crucible* during the Galactic Civil War. Resjic was one of Millavec's closest confidantes, and was surprised to learn of Millavec's plans to destroy Nas Ghent and defy Darth Vader himself. (T21)

Resk, Irlyn

this Imperial Lieutenant was the commander of the Dark Riders swoop gang. He relished the chance to take care of the more violent elements of Stend VI's criminal underworld, but he also believed that he could link the swoop gang violence to Blizz Pinnix. (WSV)

Reskan, Trep

this man was the Alliance's commander-in-chief of the Brak Sector, during the height of the Galactic Civil War. He held the rank of General at the time. Prior to his service with the Alliance, Reskan was the Commander of the Bacrana System Defense Force. He knew that the Empire would never allow Bacrana remain totally free, and when Moff Lesan Ramier wiped out a group of protestors in Amma, Reskan had had enough. He took those members of the BSDF who would accompany him - virtually the entire force - and fled to the Tel System. From there, Reskan devised several offensive missions against the Empire before attracting the attention of the Alliance. When the Alliance asked him to join, Reskan and the remaining members of the BSDF joined them. (FBS)

Reskik

this Imperial major, a native of Grandeel, was in charge of the salvage crew which deployed to analyze the wreckage of the first Death Star. Reskik was known as a ruthless, yet fair, leader who liked to have every decision go his way. (GG2)

Reslian Purge

this infamous genocide of the Tunroth race was perpetrated by the Lortan fanatics about ten years before the Battle of Yavin. The Lortans killed everything they found in twelve systems, including the Jiroch System. The Tunroth were saved from extinction by the intervention of an Imperial fleet. The Imperials wiped out the Lortans. Note that The Making of Baron Fel calls this the Resalian Purge. (GG12, MBF)

Resner

this Imperial Navy Commander was ordered by Admiral Heggel to root out and destroy the Alliance cells in Trax Sector, shortly after the Battle of Yavin. (GMK)

Resolute

this *Invincible*-class Dreadnaught was part of the military fleet maintained by the Corporate Sector Authority during the early years of the New Order. When a plague broke out on the planet Endregaad, the *Resolute* - under the command of Angela Krin - was dispatched to blockade the planet, in order to ensure that the plague didn't spread to other worlds in the Tion Cluster. Captain Krin and the *Resolute* intercepted the freighter *Shadowfire*, which had been dispatched by Popara the Hutt to rescue his offspring, Mika, who was stranded on Endregaad. (TF)

Resolute

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XW)

Resolution

this *Venator*-class Star Destroyer was one of the first of its kind, produced for the Old Republic during the early stages of the Clone Wars. Some two years after the Battle of Geonosis, the *Resolution* was dispatched to Drongar to escort the Republic's personnel back to Coruscant, after the Battle of Drongar. (MJH)

Resolution

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (TIE)

Resolve

this New Republic *Majestic*-class heavy cruiser was part of the Fifth Battle Group, and was outfitted with multiple redundant shielding systems. It was placed on the point in the training exercise at Bessimir, in order for it to take the brunt of the hypervelocity gun's assault while the K-Wing bombers took out the gun. The multiple shields were powered by energy shunted from the engines, leaving the *Resolve* powerless to escape once the shields were activated. (BTS)

Resolve

this *Epoch*-class freighter was the personal ship of the Svivreni, Mihalik. It was given to him as a gift for a favor he performed for Caleb Hctaqsas, and was equipped with state-of-the-art Koensayr and KapriCorp thrust packages. This combination gave the *Resolve* an unheard of lift/mass ratio. (SWJ10)

Resolve

this Alliance cruiser was under the command of Admiral Cov during the height of the Galactic Civil War. (CCW)

Resonance Torpedo

the Sun Crusher's primary weapon. When shot from the Sun Crusher's torpedo bay, it homes in on a star's core and rockets into the gases surrounding it. It then uses a proximity alert to trigger a modulated resonance discharge. This causes the gases in the star's core to become hyper-activated, aging the star and causing it to destroy itself as a supernova in a matter of hours. The star's planets are then destroyed as two intense waves of radiation are blasted into space. (JS, COTF)

Resoria

this was the largest of the three continents found on the planet Corulag. (CCW)

Resorts, The

this was the name given to the 500 or so bases established by pirates, smugglers, and mercenaries who lived on Ord Antalaha. (PP)

Resource Reconnaissance Speeder

designed by SoroSuub for use by the mining industry, the RRS measured five meters in length and was operated by a pilot and co-pilot. It could transport up to two passengers, and could carry up to 70 kilograms of cargo. The RRS was developed to analyze locations for the presence of ores, metals, or crystals. Many mining operations used the RRS as the mobile command base for a fleet of MEMD-2 mining droids. (FBS)

Respectable

one of the Imperial cruisers blockading the ThonBoka when Lando Calrissian returns to help the Oswaft, the *Respectable* was the first ship to intercept Lando. When Lando boarded it, pretending to be a simple merchant, its cooped-up sailors welcome Lando's cigars and ice cream with open arms. They provide Lando a source of informatio on the blockade, as well as a stepping stone to get closer to the mouth of the StarCave, as the crew radios Lando's permission to move through the fleet, peddling his wares. (LCS)

Respite

this medical frigate was part of the Old Republic task force that was dispatched to Praesitlyn, during the final stages of the Clone Wars. (JT)

Respite-4

this smaller of the TaggeCo escape pods in the Respite series, the Respite-4 could transport up to four passengers, and had enough power to maintain life support for three days. (HAS)

Respite-8

this was a model of escape pod produced by TaggeCo during the New Order. As the name suggests, this escape pod had room for eight passengers, and had enough power to maintain life support for two standard days. (HAS)

Response Package

this was a generic term used to describe any cybernetic implant that heightened the nervous system of a being, giving them enhanced dexterity and sharper performance reactions. The only known drawback to the use of a response package was an irregular twitch in certain muscles. (KOTOR)

Response Time

this learning game was played in the Learning Circle on Kegan, during the last decades of the Old Republic. During the game, the first student to react to a topic flashed across their computer screen was required to recite all known information about the topic. (FFT)

RES-Q Airspeeder

developed by Ubrikkian, this 12-meter-long speeder was designed as a medical relief vehicle. Its oval shape allowed it to transport up to four medics and ten patients, as well as two metric tons of supplies. It was unusual among non-military speeders in that it was shielded, in order to better protect its patients during transport to a hospital. (LOE)

Ressl River

this was the longest river found on the planet Carida. (EGP)

ResSystem

this chemical manufacturer was noted to its synthetic byrothesis, which was used in Imperial heat sensors. (CFG)

Rest, The

members of a large number of aliens who have existed for eons in the depths of space. Having descended from a race of intelligent, organic machines created by an extinct culture (destroyed by a supernova), their race has grown stagnant, and they long for excitement and risks. One such risk became a problem for them, as it caused violence and destruction, and they were forced to recover it. (LCS)

Resta Shug Hai

this grizzled X'Ting fighter was one of the recruits who joined the Desert Wind terrorist group to fight against the Five Families during the height of the Clone Wars. A farmer by trade, Resta and her husband worked hard to eke out an existence in the desert near Kibo Lake. When the Five Families raised energy prices to the outlying areas - a move meant to ensure that their secure bunker was properly protected - Resta and her husband were unable to survive without extra income. Her husband went to work in the mines, but died from exhaustion. Rather than stand by and lose her farm, Resta answered the call sent out by Jedi Master Kit Fisto and the ARC trooper known as Nate. After training with them for several weeks, she joined Desert Wind to strike back at the Five Families and their control over Cestians. She was the only X'Ting to survive the training process with the clone troopers, but she fought for the same thing her comrades did: equal rights and freedom for the workers of Ord Cestus. She earned the respect and gratitude of the AFRC trooper known as Jangotat, after he was brought to the Zantay Hills to recover from injuries sustained during a raid on the Desert Wind encampment. When Jangotat launched a desperate mission to root out the Five Families from their secret bunker, Resta refused to remain behind, even though Jangotat gave her the A-98 Tac Code 12 phrase to receive compensation from the Republic. The only way Jangotat got her to stay behind was to incapacitate her in a swift sleeper hold, rendering Resta unconscious before she could protest. (TCD)

Restful Sleep in Danger

this Jedi technique allowed the Jedi Knights to get much-needed sleep while a corner of their consciousness remained alert and aware of his surroundings. This meant the Jedi could rest while dealing with a potentially dangerous situation. (HP)

Resti Kel

a planet. (SWJ2)

Restimar Mining Corporation

this was one of the many corporations which established a presence in the Cularin System during the last century of the Old Republic. (LFC)

Reston, Nia

this woman and her partner, San Herrera, were Force-sensitive individuals who made conscious decisions not to train with the Jedi Knights on Coruscant. They didn't want to deal with the demands of discipline and isolation imposed by the Jedi, and decided to remain on their homeworld of Cularin in order to help the Tarasin people. San and Nia funded a large relief effort, mainly by themselves, in order to ensure that the Hiironi Irstat was able to feed and defend itself from the predations of the Metatheran Cartel and other human intrusions. Shortly after the Battle of Naboo, San and Nia began working on *Life's Memories*, a treatise on death which earned them a small amount of notoriety after they were interviewed by Yara Grugara. Years later, during the Clone Wars, they took up the cause of droid rights. In a detailed treatise dispatched to Cularin's newsnets, they argued that droids were sentient beings - more appropriately called synthetic persons - who needed to be set free. They argued that the Clone Wars was actually a struggle between two different kinds of synthetic persons - the droids of the Separatists and the clones of the Grand Army of the Republic - then provided four key recommendations for ensuring synthetic persons can exist as free beings, in parity with organic beings. (EOS, LFCW)

Restoration Day

this New Republic holiday celebrates the formation of the New Republic. (SOL)

Restrainer

this Imperial Interdictor cruiser was supporting the *Imperial-II* Star Destroyer *Subjugator*, during its attempt to prevent the Alliance from helping a group of dissidents defect from Imperial service. The *Restrainer* was destroyed in the battle, forcing the *Subjugator* to let the defectors go free. (XWA)

Restraining Bolt

a device used to limit the functions of a droid, it is welded to the droid's exterior and controlled by a caller or owner device. It also contained a remote control shutdown switch that allowed the caller to cut off the droid's main power converters. (SW, WS)

Restraining Collar

this was a specialized device that was used to limit the functions of a droid. Unlike a restraining bolt, which was welded to a droid's plating and could cause damage when removed, a restraining collar was a large device that was slipped around the droid's body to keep it from moving around. These devices worked well for astromech and other droids that moved about on wheels, and lacked arms or other mechanisms for detaching the collar. (HTTE)

Restraint Capsule

this was a large, room-sized version of a force cage. (GG10)

Restuss

this was the second settlement established on the moon Rori. It was located across a wide bog from Narmle, and was originally established after the population of Narmle was decimated by an outbreak of brainworm rot. Restuss served as a quarantine center for many decades, until it could be ensured that the brainworm rot had been eradicated. (ROD, GQRG)

Restwell Sleep Station

located within the Outsider Citadels of Cerea, this was a hostel-like grouping of low-cost berths where individuals could sleep for the night. The berths were nothing more than beds and a small refresher station. (PTR)

Resurgence

this Imperial shuttle was the personal transport of Lord Dixon. The shuttle was damaged in a fight with an Alliance starship, and Dixon was forced to land on Masterhome to repair it. While on Masterhome, Dixon and the *Resurgence* were captured by Alliance forces. The *Resurgence* was a standard Imperial cargo shuttle, measuring 54 meters in length and armed with a single, turret-mounted heavy blaster cannon. It could transport up to 50 passengers or troops, and up to 1,000 metric tons of cargo. (SWCP)

Resuun, Lobax

this man was the Imperial Governor of Tamarin Sector during the last years of the New Order. He struggled to maintain control of the sector after the Battle of Endor. (POC)

Reswa

this Barabel was a hatchmate of Saba Sebatyne, and planned to have her coming-of-age ceremony a year or so after Coruscant was lost to the Yuuzhan Vong. Saba returned to Barab I for the ceremony, only to find that the Yuuzhan Vong had destroyed the planet. Reswa was lost in the attack. (FH1)

Ret, Engar

this Imperial Captain is in command of the Tempay lunar base. He was constantly at odds with Ulbrek Gostech, for Ret coveted Gostech's position of Imperial Governor. He had planned to discredit Gostech by turning the governor's soft-hearted ways against him. (PG2)

Retaliator

this *Imperial*-class Star Destroyer was dispatched by the remnants of the Empire to assist the *Agonizer* in subjugating the world of Adumar, after the Adumari had sided with the New Republic. (SOA)

Retaliator

this Star Destroyer was guarding the Project Orrad base on Venaari. The *Retaliator* was unable to capture Shandria L'hnnar when she stole the plans to the project and fled the planet with Sienn Sconn. (SWJ5)

Retep III

Imperial starfighters attacked a Habassan freighter group near this world, during the Galactic Civil War. (XW)

Retep IV

Alliance forces drove off Imperial starships that were attacking Habassan convoys near this planet. (XW)

Reterri

this territory of the planet Baralou was controlled by the Krikthasi. (PG1)

Reth, Yakown

this man served the New Republic as a Navy Captain, leading the Blackmoon Squadron of E-Wing fighters during the Yuuzhan Vong invasion of the galaxy. Captain Reth and the Blackmoons were part of the forces which assembled at Borleias, in the wake of the Battle of Coruscant. As the struggle to maintain control of Borleias wore on, Captain Reth and his crew began to question the motivations and abilities of both General Wedge Antilles and Commander Eldo Davip. Reth wondered - without knowing the true reasons - how the two could allow the *Lusankya* to be destroyed bit by bit. (EL1, EL2)

Rethan-K

a harmless material used by most industrial worlds. (TFE)

Rethin

a metal which is molten at relatively low temperatures, it forms the core of the planet Bespin, and is mined for various uses. At slightly higher temperatures, rethin melts and eventually dissipates as a gas. It is very light in its gaseous form, and rethin is consumed by the beldons of Bespin to help them remain bouyant and float. The beldons then produce tibanna gas as a waste product. The unique space beldon, however, can produce its own rethin by digesting the interstellar gases of nebulae and gas clouds. (GG2, WOTC)

Rethin Sea

a name given to the molten metallic core of the planet Bespin. The inner core of the sea contained 30,000 kilometers of liquid metal rethin, while the outer section contained 22,000 kilometers of liquid rethin. (GG2)

Rethorn

this Ithorian was one of the most prominent criminal figures of the Mid Rim Territories. He has been known to fund rebellions against both the Empire and the New Republic, and has continued to gain more and more control since the Battle of Endor. His specialty seems to be the theft and transport of high-technology weapons systems and military materiel. Despite the high profile of his goods, Rethron has managed to maintain a low-key presence in the operation. His whereabouts have never been pinpointed, although his involvement in the illegal weapons market has been verified by captured operatives. (WBC)

Reti

this Toydarian salvage pilot was known to be a gifted talker and story-teller, although many of his stories centered on his own exploits. Nevertheless, Reti was also known as a good friend, and was always willing to help out another being in need. He proved his mettle prior to the Battle of Naboo, assisting Rhys Dallows in investigating the early stages of the Trade Federation's blockade of Naboo. Reti performed his regular salvage operations from the cockpit of his personal ship, the *Zoomer*. (WOTC)

Retinal Combat Implant

this miniature form of combat implant was placed in a being's eye, to provide greater visual accuity and tracking capability. They were first developed several decades before the Great Sith War. (KOTOR)

Retinal Disguiser

this device resembled a set of visors or sunglasses. When worn and used by a being who is subjected to a retinal scan, the disguiser projects a false retinal pattern over the wearer's eyes. This pattern can be random or pre-set, and allows the being to bypass retinal-scan security systems. (GG11)

Retinal Lock

developed by the Bith, this computer security device used a complex series of retinal scans to identify users and encrypt datafiles. (GFT)

Retinal print

an identification method which reads the retinal pattern of an individual. (SME)

Retinol, Leito

this man once worked for Dynaic Synergetics, Incorporated, before joining the corporate staff of Karflo Corporation. The rest of his career was documented in highly-classified datafiles, giving rise to speculation on his past. During the height of the New Order, Retinol was named the Managing Director of Karflo's operations on Gorothe Prime. His management team respected his abilities, but wondered if he was too clever for his own good. (GSE)

Retrac, Sheltay

this Alderaanian woman served as Bail Organa's primary aide during the height of the Clone Wars. *Sheltay Retrac* was portrayed by *Caroline de Souza Correa* in *Star Wars: Episode III - Revenge of the Sith*. (VD3, OWS)

Retribution

this Imperial Star Destroyer, part of the Qeimet fleet, served as the home base for the Scimitar Assault Wing. After the Battle of Endor, the *Retribution* was discovered to be part of the fleet controlled by Governor Lobax Resuun of Tamarin Sector. The *Retribution* served as Resuun's personal base of operations, allowing him to move around the sector at will. (ISB, POC)

Retribution

this *Marauder*-class corvette was purchased by the Corellian underground resistance from the Corporate Sector during the early years of the Alliance. It served as Bria Tharen's command ship during her attack on the *Helot's Shackle*, during which she attempted to rescue Ylesian slaves. (RD)

Retribution

this Daupherm Discril-class attack cruiser was stolen from the Daupherm military by Gorvam Shrulldike and his partner, Evram Darkmere. The two hoped to convert the ship into a smuggling craft, then make a living plying the shipping lanes. After Darkmere defeated Shrulldike in personal combat to take control of the operation, he began refitting the ship in order to make it more modern. Darkmere's reputation as a strong-willed captain allowed the ship to overtake its quarry without firing a shot. It was armed with six turbolaser cannons, four tri-particle beamers, two trilaser cannons, and a single tractor beam. (CRO)

Retribution, The

see Rite of the Retribution. (BSS)

Retsa

a strong drink often imbibed by Lando Calrissian. (LCM)

RetSpan Audionics

this small corporation produced a variety of sound slugs which were stolen from other artists, during the years leading up to the Clone Wars. Many music producers began using combat droids and other sensor-equipped automata to prohibit the piracy of music. (HNN5)

Retsub

an Imperial frigate operative during the Galactic Civil War. (XW)

Rett

this was the largest, and least populated, continent on the planet Draenell's Point. It is made up of rocky mountains and populated by a number of predatory animals, contributing to its sparse population. (GMK)

Rett I

this is the first planet in the Rettna System, and is the site of a Jante mining colony. It was the only Jante holding in the system following an attack by their sector neighbors, the Freda. During the New Order, the decades-old feud between Jante and Freda erupted into full-scale war as each sabotaged the other's mining operations. Imperial forces were called in to put an end to the hostilities. (SWJ9)

Rett II

this is the second planet in the Rettna System, and was the site of a Jante mining colony. It was attacked

and captured by the Jante's sector neighbors, the Freda. During the New Order, the decades-old feud between Jante and Freda erupted into full-scale war as each sabotaged the other's mining operations. Imperial forces were called in to put an end to the hostilities. (SWJ9)

Rettig

this bookie was a native of the planet Andasala. (GG11)

Retuna

an Alliance container group destroyed during the Galactic Civil War. (TIE)

Return of the Jedi

according to the *Journal of the Whills*, this was the title of Episode 6 of *Star Wars*. *Return of the Jedi* won an Academy Award for Special Achievement for Visual Effects (Lesley Dilley). *Return of the Jedi* was also nominated for the following awards:

- Best Sound (Ben Burtt)
- Best Sound Effects Editing (Richard Burrow, Teresa Eckton, Ken Fisher)
- Best Original Score (John Williams)

(ROTJ)

Returning, The

this was a ritual for the survivors of the destruction of Alderaan. Returning involved making a pilgrimage to the asteroid field created by the Death Star's blast, and leaving behind something to honor the dead. A profitable business formed around the production of Memory Capsules in which the survivors could place gifts. The Capsules were then deposited in the asteroid field. (BW)

Retwin

this native of Ralltiir served with the planet's defense forces during the early years of the New Order. Unlike most natives of Ralltiir, Retwin was sympathetic to the Empire's ideals. He joined the Imperial Navy shortly after Ralltiir was subjugated by the Empire, and was known as a highly-skilled saboteur. He served as a Chief aboard the Executor during the garrisoning of Cloud City. (CCG5)

Reug Yucon

this Bothan male was a scientist, specializing in the fields of trans-system and galactic atmospherics, during the last decades of the Old Republic. He was part of the team, led by Doctor Fort Turan, which traveled to Haariden to investigate the effects of a volcanic environment on the planet's atmospherics and ecosystem. (JQ4)

Reugus, Morrina

this woman was the daughter of parents who owned a respectable shipping business. However, the Empire accused them of smuggling weapons and other treasonous activity, and had them executed. Morrina was sent to Brentaal live with relatives, and decided to join the Alliance and strike back at the Empire in any way she could. She eventually was employed by the government of Brentaal as a starport traffic controller. She worked her way up the ladder as far as she could while still remaining a controller, where she could maintain direct contact with the starships that passed through the starport. In this way, she could monitor incoming traffic for specific code phrases that identified Alliance starships. She arranged for these ships to be berthed where they could be left alone, and worked with Sarchen Snyle to ensure that their cargoes weren't inspected. (CRO)

Reuss Corporation

the industrial giant which is headquartered on Reuss VIII, it virtually enslaved the entire population of the planet. (GG9)

Reuss VIII

this planet, the primary world in the Reuss System, is located in the Portmoak Sector of the Outer Rim. It was once a lush, green world filled with beautiful vistas and a mild climate. It was a major food producer for the Outer Rim Territories. However, the industrial revolution that swept the planet left it a toxic, polluted wasteland under the control of Torel Vorne. Vorne has managed to turn Reuss VIII into Portmoak Sector's industrial juggernaut, at the expense of its environment. Reuss VIII's day lasts 20 standard hours, and its year lasts 210 local days. (CRO, GG9)

Reussi

the near-human natives of the planet Reuss VIII. (GG9)

Reuther

this Najib was a bounty hunter before he retired to his homeworld. He had fled his homeworld when the Empire subjugated the planet, and killed his wife and three daughters in the process. After retiring, Reuther established the tavern he called Reuther's Wetdock. He was a good friend of Thaddeus Ross, and often addressed the pilot in Old Corellian. (TFE, SWJ4, SWJ15)

Reuther's Wetdock

a popular Najiban tavern located in the planet's main spaceport. It was owned and operated by the Najib named Reuther, a good friend of Thaddeus Ross. (SWJ4, TFE)

Rev Terrel

this being was a Captain with the New Republic's Intelligence agency, and was responsible for documenting Luke Skywalker's role in the Black Fleet Crisis and the Battle of N'zoth. (CTD)

Revan

this person served as an aide to a planetary governor during the height of the New Order. (GFT)

Revan

this ancient Jedi Knight was one of the many which participated in the defense of the Old Republic during the Great Sith War, some 4,000 years before the Battle of Yavin. Revan and his fellow Jedi Knight, Malak, put down a Mandalorian uprising in the Outer Rim during the war, but were brought into contact with the Dark Side of the Force. Revan began to study the Sith lore, and eventually named himself Darth Revan, a Dark Lord of the Sith, with Malak as his apprentice. The two set out to wage their own battles against the Jedi Knights and the Old Republic, until Revan was captured in battle. Malak took up his master's mission and set out to continue the war against the Jedi. Meanwhile Revan was given a complete memory wipe by the Jedi Council, which eliminated the taint of the Dark Side and returned him to the ways of the Jedi. To ensure the transformation was complete, Revan was paired with Bastila Shan on a mission to locate Malak and the Star Forge. After the pair was captured, along with Carth Onasi, and held by Darth Malak aboard the *Leviathan*, Revan was given information about the truth behind his return to the Light Side of the Force. He couldn't comprehend the duplicitous act, and nearly fell in battle during an escape attempt. It was Bastila's brave attack that deflected Malak's attention, allowing Onasi and Revan to escape aboard the *Ebon Hawk*. (SWI67, SWDB)

Revel Mallinor

this was the name of a distinguished Khil individual. (UANT)

Revella

this young girl was the central character in the holo-drama *Revella's Journey: A Story of a Girl and Her Droid*. (GFT)

Revella's Journey: A Story of a Girl and Her Droid

this holo-series chronicled the adventures of a young girl and her *Guardian*-class droid, Seti. Many business experts credit the series for the popularity of the *Guardian*-class droid, as the largest segment of owners were also families which regularly watched the serial. It was produced by Millennium Entertainments. (EGD, GFT)

Revels, The

this is the name of the boisterous entertainment district of Talos, on the planet Atzerri. (SOL)

Revenant

this ocean-going cruiser was Sol Sixxa's mobile base of operations, during the years following the Battle of Naboo. Most of the Mere native to the planet Maramere believed that Sixxa was a ghost, and that the *Revenant* was nothing but a legend. This belief was augmented by the fact that Sol Sixxa installed an experimental cloaking device aboard the ship. The cloaking device had been stolen from Lord Toat and the Trade Federation cutter *Syren*. (CRBN)

Revenant

one of two Nebulon-B frigates under the command of Lumiya, following the Battle of Endor. (SWG3)

Revenue

this Trade Federation LH-3210 freighter was dispatched to Dorvalla, shortly before the Battle of Naboo, to acquire a full cargo of lommite. It was under the command of Daultay Dofine at the time, and was crewed by a variety of different species. After taking on a full cargo of lommite, the *Revenue* was attacked by the Nebula Front pirates. Captain Arwen Cohl and his crew managed to acquire the cache of aurodium ingots before escaping the ship, which they had rigged to explode. Dofine and his crew managed to escape before the *Revenue* tore itself apart, and they were later rescued by the *Acquisitor*. It was later revealed that the destruction of the *Revenue* was one of the opening moves in Darth Sidious' plans to maneuver the Republic to side with the Federation, especially when it came to arming their freighters with battle droids, droid starfighters and additional weaponry. (COD)

Reverend, The

this huge, bushy-bearded man frequented the LoBue casino, and was Torve's contact for smuggling food to the Gado hill clans. (HTTE)

Reverse Thrust

this song, written and played by the band Red Shift Limit, first appears on the compilation *Totally Patriotic*. It was a beautiful instrumental, and was one of the few RSL songs not banned by the Imperial Board of Culture. (GG9)

Reverse-Polarity Pulse Grenade

developed for use by the Army of the Republic, this highly-charged explosive didn't cause physical damage. Instead, it released an intense electromagnetic pulse that overloaded the electrical systems of droids and sensors within its blast radius. This weapon proved effective against the battle droids of the Separatists. (RDK)

Reversion

a term used to describe the act of returning to realspace from hyperspace. (SWR)

Reversa Global Shipping

this was the largest of the Trandoshan-owned shipping concerns, carrying all manner of goods across the planet's surface during the last years of the Old Republic. (HNN5)

Revidjasa

one of Jabba the Hutt's favored lieutenants, this male Rodian was recognizable by the cybernetic replacement of his left arm. The arm was lost during Revidjasa's rise to power as a gangster in the Mid Rim. Jabba recruited him, but only after eliminating all of Revidjasa's own underlings. The Rodian agreed to join Jabba, but chafed under the Hutt's leadership. Revidjasa was one of the many of Jabba's underlings who wasted no time in carving out his own piece of the Hutt's empire in the wake of his death on Tatooine. Revidjasa quickly made alliances with the Zygerian and Thalassian slaving guilds, building the largest slaving operation in the Mid Rim during the early years of the New Republic. (GG11, GG12)

Revir

this carnivorous mammal is native to the planet Gacerian, where they live in the rocky mountains on the

fringes of the desert. The revir can grow to 1.5 meters in length, and they have nasty claws and teeth. The revir uses its ear-piercing howl to disable their prey. They howl can also be modified in pitch and duration as a form of communication between revirs. (PG2)

Revisse

this ball of molten rock was the innermost planet of the Coruscant System. (PH)

Revkinn V

this planet was the primary world in the Revkinn System. (GG10)

Revol Leap

located on the abandoned, floating city of Tibannapolis, Revol Leap was a leaning spire of metal which hung out into Bespin's atmosphere. Beings who scavenged the Leap risked falling into Bespin's atmosphere. (BF2)

Revoltist

any Targonnian who opposed the despotic rule of the Dictator-Forever Craw. They were led by Shay. (DRO)

Revolutionist Purist Council

this faction of Fishfaces held strongly to the ancient ideals of their people. Shortly before the Battle of Naboo, they executed the patriarch of their people and his wife, and would have killed the princess Foolookoola if not for the efforts of Naradan D'ulin and Vilmarh Grahrk. (T3)

Revos

this city was the entertainment capital of the planet Storinal, and maintained its own starport. It was here that Wraith Squadron intercepted the crew of the *Hawkbat* before it was supposed to rendezvous with the *Night Caller*. It is connected to the nearby capital of Scohar via a featureless tunnelway that occasionally rose above ground. A number of large, repulsor-powered railcars travelled along the tunnels between the two cities. When the tunnels rose above ground, it gave the passengers spectacular views of Storinal's wonderful landscaping. (WS)

Revos Liberty

this hostel, located in the city of Revos on Storinal, catered to the crews of large ships on shore leave. (WS)

Revo-worm

a small slug that is easily frightened. (SE)

Revt

an Alliance shuttle group destroyed during the Galactic Civil War. (TIE)

Revwien

a plant-like species of alien native to the planet Revyia, the Revvien has a bulbous head and flowing, leaf-like appendages. Its body is a thick stalk shaped like a squash. The leafy appendages are prehensile, and are used in the absence of hands and feet. The bulbous head is really a seed case studded with sensory stalks that provide sight, smell, touch, and hearing. The Revvien are a peaceful race with the ability to remain calm in stressful situations. They are curious about the galaxy around them, but have no need for high technology. They prefer to simply develop those planets that have potential value. Many Revvien follow the teachings of the Tyia, a philosophy brought to Revyia by a missionary who travelled on an independent freighter to the planet. Tyia holds a strong regard to life and peace, the two things the Revviens hold dearest. It is believed that the followers of the Tyia are somewhat adept at manipulating the Force, but they chose not to involve themselves with the Jedi Knights. (RPG, GG12)

Revvien Comedy Academy

this school for the entertainment arts was founded by a group of Revvien who had emigrated to Coruscant during the decades leading up to the Battle of Naboo. (IWE2)

Revwien Comedy Academy Playhouse

this small theater, located on Vos Gesal Street in Coruscant's Uscru District, was the site where the Revwien Comedy Academy staged its most popular and newest shows, during the last decades of the Old Republic. The Playhouse itself was located next door to the prestigious Vos Gesal Hotel. (IWE2)

Revyia

this planet is the homeworld of the Revwien race. Located on the fringe of the Outer Rlm Territories, at the end of a few minor trade routes, it is covered with dense, steamy jungles. It is shrouded in a number of contradictory myths about its origins and its history. (GG12)

Revyia Station

this is the only recognizable city on the planet Revyia, and is the site of the world's only spaceport. (GG12)

Rewello

this Lorradian was Fiolla's uncle. He was a renowned comic and mimic, and once played for the Regent of Alderaan. (CSA)

Rewulga

this was a common name among members of the Dug race. (UANT)

Rex

this pilot droid, whose full designation was RX-24, was assigned to Star Tours Flight 45 near the end of the Galactic Civil War. Rex's first flight, as captain of a ship on the Endor Express, was full of mishaps, and landed him in the middle of the Battle of Endor with a full load of tourists. *Rex's voice was provided by Paul Reubens.* (ST, BTM)

'rey

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Erey clan. (GCG, WOTC)

Rey, Tamizander

this man, a native of the planet Esseles, resigned from the Esselian defense force shortly before Emperor Palpatine dissolved the Imperial Senate. He later joined the Alliance, and served as the Senior Deck officer at Hoth's Echo Base, prior to the Battle of Hoth. He struggled to earn the respect of the many pilots who worked at the base, especially after he ordered all supply ships grounded until the base's shield generators were active. (CCG3, SWI74)

Reybn

this Imperial Sergeant was one of a handful who were stationed at the relay outpost on the planet Vaal, during the period leading up to the Battle of Yavin. After having spent many months on the remote world with nothing to do, Reybn and his colleagues had become soft and lazy, and were thoroughly unprepared when Darth Vader crash-landed on the planet. Vader had just survived the destruction of the first Death Star, and needed to re-establish contact with the Empire. As Vader took the only shuttle found at the outpost to return to Coruscant, a pack of mammalian predators entered the compound and killed the officers, including Rebyn. (SWESH)

Reydon

an Imperial trooper who once fired an E-Web blaster by himself. (ISB)

Reyf

this was a common name among the Talz race. (UANT)

Reyna

this *Imperial*-class Star Destroyer was part of the Empire's fleet in Tapani Sector, at the height of the New Order, and was assigned to patrol the space around MrIsst. (LOE)

Reyno River

located on the planet Brosi, this river cut through the Blan Forest via the Reyno Valley. The Reyno River split at its base, with a western branch leading to the Bay of Sypon, while the northern branch led to the Nomers Ocean. (AIR)

Reyno Valley

located on the planet Brosi, this river valley cut through the Blan Forest. The Reyno River split at its base, with a western branch leading to the Bay of Sypon, while the northern branch led to the Nomers Ocean. (AIR)

Reynols

this is the capital city of the planet Jante. (SWJ9)

Reynon

a planet. (SWJ11)

Reytha

the landscape of this planet was dedicated exclusively to the production and export of foodstuffs. Reytha was blessed with a variety of microclimates, allowing for the year-round growth of major crops. The Empire considered Reytha one of its primary food-producing worlds, and it was sometimes called the "breadbasket of the Empire." (GB)

Reythan

this name was common among members of the T'surr race. (WOTC, UANT)

Reythan Berry Juice

this fruit juice was produced from fruits that were native to the planet Reytha, and was noted for its sweet aroma and flavor. (YDR)

Reythan Crackers

these fine, baked crackers were produced on the planet Reytha, and were considered something of a delicacy during the last years of the Old Republic. (YDR)

Reyue

an Alliance container group destroyed during the Galactic Civil War. (TIE)

Rezi-9

a planet (JQ3)

Rezion

this prominent Sienar Fleet Systems researcher and his daughter defected to the Alliance in a daring escape from Imperial forces on Byblos, shortly after the Battle of Yavin. (PSPG)

Reznim

this was a common name among the Ryn. (UANT)

Rezzo

this Rodian worked as a smuggler during the years leading up to the Clone Wars. About five years before the Battle of Geonosis, Rezzo teamed up with the Trandoshan smuggler Drossh, and the pair made their way rimward before ending up in the Cularin System as the Clone Wars broke out. Rezzo was the more cautious of the pair, preferring to remain ignorant of the cargos they were carrying. When Drossh discovered that one shipment contained several huge weapons, Rezzo was unable to curb his partner's enthusiasm. The Trandoshan started activating one of the guns, and Rezzo tried to stop him. This caused the weapon's power systems to overload, resulting in a huge explosion that only multiplied when it set off the rest of the weapons. Both Rezzo and Drossh were killed in the explosion, and their ship - the *Vor'Teth* - was badly damaged and later sold as salvage. (LFCW)

RFX/K Medisensor

this BioTech medisensor was small and light, making it popular with scouts and military field medics. It allowed field personnel to quickly diagnose the condition of a wounded soldier, and it was able to uplink with a central medical computer for more details analysis. (ROE)

RG9

an early Borstel laser cannon. (SCRE)

RGA-972

this Imperial stormtrooper was part of the Cold Assault force which was dispatched to Hoth to wipe out the Alliance's Echo Base. (JKG)

RGA-972

this was the callsign of one of the Imperial snowtroopers who participated in the Battle of Hoth. (JKG2)

RGL-80

this was the model number of Golon Arms' electronet grenade launcher, which fired a an electrically-charged netting at its target. The netting ensnared and immobilized the target, allowing for easy capture. (GG10, EGW)

RGL-80A

this upgrade to the Golon Arms electronet grenade launcher had a longer range and could hold five electronet grenades. (EGW)

RH Mining Corporation

formed by Rees Haslip, this was one of the most powerful and influential mining corporations which developed on the planet Garos IV during the last decades of the Old Republic. When he died, Rees turned over control of the corporation to his daughter, Keriin, who later sold the corporation to the Empire. (SWJ5)

RH7 CardShark

this was the name of LeisureMech's top of the line dealer droid, manufactured during the early years of the New Republic. This cylindrical automaton was installed over a card table, and hung down with several appendages to deal sabacc and other games. Two of the arms were known as "cheater prods," which had specialized sensors to detect the presence of skifters or other cheating devices. If such a device was detected, the arm would reach out and stun the cheater with a blast of energy, while the central droid alerted security forces. The other arms functioned as card dealers and pot collectors. (IR)

RH7-D Cardshark

this was a small, more agile version of the casino dealer droids produced by LeisureMech, during the last decades of the Old Republic. (MJH)

RH8

Borstel's latest laser cannon, produced during the early years of the New Order. (SCRE)

Rha

this was one of the many Twi'leki clans which were native to Ryloth. The name meant "sunny" or "bright" in the Twi'leki language. (KT, GCG)

Rha

this was a common name among the Yuzzem race. (UANT)

Rha, Cassius Nolath

this man served as one of the primary Spice Lords of Sevarcos during the height of the Galactic Civil War. Rha was a gifted wind-rider racer, and won the competition three years in a row, between the Battle of Yavin and the Battle of Hoth. He was also considered the most vicious of the major Spice Lords, and both Lady Trevaal and Lord Quintas plotted to remove him from power. (SWJ12)

Rha, Cassius Nolath

this spice lord controlled the Equatorial Belt of Sevarcos, the planet's most profitable area of spice production. He was known for his ruthlessness, and allied himself with the Empire only because it supplied him with slave labor to work in the spice mines. He allegiance was to the spice, however, and anyone who could supply workers was welcomed. (SWJ2)

Rha'aid

this Socorran term meant "danger." (BSS)

Rh'ajah Fenn

this Twi'lek was a relative of Kh'aris Fenn. Rh'ajah was incapacitated by Quinlan Vos, some seventeen years after the Battle of Geonosis, so that the Dark Jedi could infiltrate the lair of Kh'aris Fenn and eliminate the treacherous Twi'lek. (RSF)

Rhajani

this was a common name among the Zeltron people. (UANT)

Rhamalai

this planet was subjugated by the Empire sometime after the Battle of Yavin. The planet was first settled some 400 years before the Battle of Yavin by the Cherishites. A hundred years later, the planet was discovered by corporate scouts, and only the intervention of a Jedi Knight - a member of the original colonists - kept the planet free. The Jedi managed to keep Rhamalai under Cherishite control until the rise of the New Order, when he finally passed away. Much of the planet's economy derived from agriculture, and the Empire knew that it could support the military efforts in the area but taking control of its agricultural production. (SWJ13)

Rhamsis Callo

home planet of the schenor race of near-humans. (RPG)

R'han

this H'drachi youth was the first Alliance supporter killed among the H'drachi, according to the Imperial Governor, Grigor. R'han, like many of the human supporters of the Alliance on M'haeli, were enslaved and put to work in Grigor's private dragite mines. (ROC)

Rhanken

this independent trader and shipper owned and operated the Corellian-built *Barderia*, based on the planet Halmad. (IF)

Rhan'starn

this city was located on the eastern continent of the planet Bothawui. (SPG)

Rhara, Clee

this female Jedi Knight agreed to establish a starfighter training facility on Centax 2, under the control of the Jedi Knights, some twelve years before the Battle of Naboo. Distinguished by her orange hair, Clee had trained at the same time as Qui-Gon Jinn and Tahl, and knew both of them well. Many years later, after agreeing to set up the starfighter training facility, she met with opposition from the Old Republic Senate, which feared the Jedi would abuse the privilege of having its own starfighter force. Rumors originating in the Senate claimed that Clee Rhara had sabotaged several starfighters, in order to obtain additional funding for repairs and defenses. It was during this time that Clee Rhara took Garen Muln as her Padawan learner. Despite their efforts, though, the starfighter facility eventually proved too unwieldy to manage. The pair instead exemplified themselves on various missions for the Jedi. Just prior to the Clone Wars, Rhara and Muln accompanied Siri Tachi on a mission to the Xanlanner System. While en route, they discovered Obi-Wan's distress signal from TY44, and helped him reach Vanqor to rescue his apprentice, Anakin Skywalker. (JAD, DOH, JQ7)

Rhe Pabs

this Pho Ph'eahian worked as a technician aboard the *BioCruiser* in the years following the Battle of

Naboo. When the ship was rigged to self-destruct by Kern, Rhe Pabs agreed to stay behind with Uni, in an effort to hold the ship together while its inhabitants evacuated it. (JAD)

Rhelg

this planet was part of the ancient Sith Empire, and was the site of Ludo Kressh's private retreat. (GAS)

Rhen Var

this frigid world was covered with snow-swept mountains, which were dotted with a variety of ruins. (TOJR)

Rhen-Orm

this Old Republic corporation produced a variety of biocomputers and other cybernetic implants. (BHAS)

Rheshalva Interstellar Armaments

this Rodian corporation exported a number of unique, Rodian weapons to the rest of the galaxy. Rheshalva was founded some 6,000 years before the Galactic Civil War by a Rodian warlord. (GFT, NEGW)

Rhet H'rrr

this legendary Jenet warrior was one of a group which helped bring the wild packs of danchaf under control, thereby opening up the planet Garban for further development. This era of history was known to the Jenet as the Great Conquest. (COG)

Rhev

this was a common Psadan name. (UANT)

Rhiannon

this molten world is the second planet in the Kalinda System. (TSK)

Rhigar 3

this near-tropical moon orbited a planet which was controlled by the Chiss, and used as a training facility for the military, under the command of the Syndic Mitth'raw'nuruodo. (DJ)

Rhilitan

this lifeless world was located along the Perlemian Trade Route between Varl and Nal Hutta, and was used as a waypoint for the transport ships that were working for Mika the Hutt, transporting spice to and from Varl during the early years of the New Order. (TF)

Rhinnal

this planet, located in the Darpa Sector, emerged from an ice age more than ten thousand years before the Battle of Yavin. Much of the planet remained covered with glaciers and rivers of ice, which once spanned the entire world. Because Rhinnal had virtually no axial tilt, there was no change in seasons to help melt the ice. Rhinnal was first colonized by travelers who were moving along the Perlemian Trade Route, during the early years of the Old Republic. Throughout much of its history, Rhinnal was controlled by the planetary government of Esseles. In the wake of the ice age, habitation of the planet continued, and it became known as a business education center. During the last years of the Old Republic, the Jedi Knights established and expanded a training and medical center on Rhinnal, near the city of Rhire. The fourth planet in the Rhinnal System, Rhinnal was orbited by a pair of moons. The average day on Rhinnal lasted 27 standard hours, while its year encompassed 357 local days. (SWJ7, JASB, E1A3, CCW)

Rhinnal

this star was the central body in the Rhinnal System. (CCW)

Rhinnal State Medical Academy

this was one of the foremost schools for medical education in the Empire, and was located on the planet Rhinnal. (SESB)

Rhinnalian

this was the adopted by the human natives of the planet Rhinnal. They were a people who were fiercely loyal to their clans, and they also were fond of elaborate ceremonies. They set aside eighty-four of Rhinnal's 357 days for commemorations of all kinds. (SWJ7, CCW)

Rhinorrhea

this disease was common among the Kitonak race. (MJH)

Rhinsome Tracking Corporation

this high-tech company produced several grades of tracking devices, such as the highly-sophisticated SureSnoop. (CFG)

Rhire

the capital city of the planet Rhinnal, Rhire was also the largest of the settlements established there. Much of the city was connected to other locations by travel tubes and tunnels known as the Circulation Network, meant to shelter travelers from the harsh environment of Rhinnal. The city was located just to the north of the Frieste River, on the southern edge of the habitable equatorial band. (SWJ7, E1A3, CCW)

Rhire Concourse of Humanity and History

located on Rhire, the capital city of Rhinnal, this museum was dedicated to the preservation of artifacts and documentation on the history of the human race. (HNN4)

Rhire Medical Academy

this was one of the Old Republic's most prestigious medical education facilities, located on the planet Rhinnal. (HNN4)

Rhirr

this was a common, given name among the Vratix race. (UANT)

Rhodian

this alien race was noted for its unusual delicacies, which many other races thought had the smell of old shoes. *This may simply be a misspelling of Rodian.* (GMR1)

Rhodi's Silence

this was the name of Nas Ghent's smuggling ship. It was badly damaged during the height of the Galactic Civil War when it was shot down over a desert planet by Darth Vader. (T21)

Rhodium

this metal was used to plate weapons. (SH)

Rhommamool

this planet orbited its star in an ellipse that brought it very close to Osarian every ten years. An inhospitable world populated by the descendants of criminals exiled to work in the mines, Rhommamool appeared to be a large, red ball from space. Although there were many miners who lived on the planet voluntarily, the vast majority were forced to live there because of their criminal pasts. The planet's harsh conditions were only highlighted by the proximity of Osarian, which was a pleasant, temperate planet. The natives of Osarian managed the mines on Rhommamool, keeping watch on the exiles and reaping the profits of their labors. Like Osarian, Rhommamool was not a technologically-advanced world when it petitioned the New Republic to mediate a centuries-old feud which had been refueled by Nom Anor. In fact, neither planet had developed space travel, and Rhommamool was decidedly ground-based. Nom Anor rallied the Rhommamoolians to declare their independence from Osarian rule, and to denounce the New Republic. He then fled the planet to join the Yuuzhan Vong attack force, hoping the Republic would focus on Rhommamool. As he left, he fired a series of missiles at the city of Osa-Prime, launching a full-scale war between the two planets. (VP)

Rhommamoolian

this is the name used to describe any of the inhabitants of the planet Rhommamool. Many were descendents of hardened criminals who were exiled to the planet and forced to work in the various mines, virtual slaves to the Osarians. They despised the Osarians for their wealth and position, but were unable to muster their own frustration and revolt until Nom Anor gave them a rallying point. They rose up and declared their freedom and independence from Osarian rule several years after the Battle of Endor. (VP)

Rhoon

an Alliance transport group operating during the Galactic Civil War, it was used to evacuate Briggia following the first strike of Operation Strike Fear. (XW)

RHTC-560

manufactured by D-Tec, this tall automaton was roughly humanoid in stature, although it's plating and sensor suites gave it an avian appearance. Standing 1.7 meters tall, the RHTC command unit was employed to command a swarm of HT drones during the training of Rodian bounty hunters. All tactical decisions were made by the RHTC unit, then relayed to the HT drones. The drones had to be within fifty meters of the RHTC to receive commands. RHTC units had computer uplinks that allowed them interface with maps and video cameras, in order to better track their targets. (SPG)

Rhu

this doctor of psychology was part of the team stranded at the Q'Maere Research Facility when Moff Sarne was ousted from Kal'Shebbol. Rhu was a psycho-pharmacologist, charged with keeping the resident patients sufficiently sedated and compliant. (KR)

Rhuum

this grain was grown on the planet Taanab, and shipped to a number of planets across the galaxy. (SWJ5)

Rhuvian Fizz

an alcoholic drink. (ROM)

Rhyde'vak

this body of water, known as the Tempest Ocean, was located on the planet Bothawui. (SPG)

Rhymer

this Imperial Major served as the commander of Scimitar Squadron, protecting the shield generator emplacement which guarded the construction of the second Death Star over Endor. (CCG11)

Rhysode, Ganner

this headstrong, opinionated man was one of the Jedi Knights who trained under Luke Skywalker at the Yavin 4 praxeum. A native of the planet Teyr, Ganner was also one of the many student who believed Kyp Durrone was correct in acting by himself, without the sanctioning of Master Skywalker, in dealing with criminals and other felons. Rhysode chafed at the idea of a structured Jedi Council which controlled the actions of all Jedi, feeling that it went against the rights of being a Jedi. Ganner was teamed up with Corran Horn during the early stages of the Yuuzhan Vong invasion, and the two were constantly at odds when they laid out their plans. Ganner believed that Corran's actions in bringing down the outlaws on Courkrus only validated Kyp Durrone's actions, a fact that Corran quickly denied. Eventually, however, both came to see the other's point of view, and their relationship began to modify itself into one of grudging respect for each other. He built and used a lightsaber which had a sulfurous-yellow blade. When Corran and Ganner tried to rescue the slaves being held by the Yuuzhan Vong on Bimmial, Ganner recovered as many as he could before fleeing the planet. However, he felt Corran's life-force ebb, and returned to the Yuuzhan Vong camp to find the Corran had been bitten by an amphistaff. He had already killed the Yuuzhan vong warrior, but was dying himself. Ganner rescued him and placed him in a bacta tank to recover, then returned to Yavin 4. Ganner's confidence took a major blow when he accompanied Corran and Jacen Solo to Garqi, after Corran had been reactivated by the Garqi militia. In their first confrontation with Krag Val and the Yuuzhan Vong, Ganner suffered a terrible blow from Krag Val. Val caught Ganner in the head with a full swipe of his gloved hand, tearing away much of Ganner's face. After

Corran discovered that the pollen of the bafforr tree was deadly to the Vong's armor, he recovered Ganner and they fled to a New Republic medical vessel. Ganner recovered, but chose not to have cosmetic surgery. The scars would serve to remind him that he wasn't all-powerful, and that the Force could only be a strong ally if he gave himself to it fully. His defeat at the hands of Krag Val taught him humility more effectively than Luke's teachings or Corran's patient acceptance of his bravado. With his newfound understanding, Ganner set out on a personal mission: to locate Jacen Solo. Rumors of Jacen's appearance near Coruscant - after it had been captured by the Yuuzhan Vong - led him to seek out the former Jedi. He did so on his own, without backup, but feared that a cadre of Jedi Knights would jeopardize the mission. He nearly lost his life aboard a Yuuzhan Vong camp ship while hunting down a rumor, only to discover that the person he was to meet was Jacen himself. There was no celebration, however, as Jacen had apparently turned to the way of the Yuuzhan Vong. Ganner was to be sacrificed to the new World Brain which lived on Coruscant, now renamed Yuuzhan'tar. Further self-revelation followed as Ganner realized that his bravado and showmanship had amounted to nothing, but his will to live was rekindled when Jacen explained that he was not with the Yuuzhan Vong. Jacen was supposed to be the one to perform Ganner's sacrifice, but he used the opportunity to gain private access to the dhuryam World Brain. He gave Ganner the lightsaber which had belonged to Anakin Solo, and asked him to protect him as long as he could. Ganner agreed to help, knowing that there was no other outcome than their deaths. Ganner reached deeply into the Force, drawing on resources he didn't know he had, and single-handedly fought off several hundred Yuuzhan Vong warriors. However, their sheer numbers and use of stronger weapons eventually defeated Ganner. Ganner died valiantly, disappearing into the Force as he expired, knowing that he had given Jacen the time he needed to work with the dhuryam. With the effort, Ganner died knowing that he had finally become the hero he always believed himself to be. When Jacen hesitated to leave because of Ganner, Ganner projected the "Go!" into Jacen's mind, ensuring that their mission would end in success. (DTO, DTR, T)

RI

an outdated series of general-purpose droids. (COJ)

Riam

this race of vicious, flying reptiles is native to the planet Mima II. They are large enough that they can swallow their favorite prey, the Bilars, whole. (GG4)

Rian

this was the name of the capital city of the planet Frego. (TOW)

Rian Rann

this Sullustan pilot served Talas Piran as the head navigator and master pilot for the Mytaranor Slaving Council, and was in command of the slave ship *Vanquisher*. Rian Rann was known as a merciless slaver, and loved the *Vanquisher* as if it were his own ship. In order to help keep the ship operable, Rian Rann employed a trio of Verpine technicians to supplement his crew. (AIR)

Rian Vitt

this Sullustan male worked as a dockworker at the Bilbringi shipyards during the years following the death of Grand Admiral Thrawn. When the rogue Jedi Dal Konur arrived at Bilbringi to steal a ship that could take him to Bastion, Rian Vitt was assigned to move his cargo from its arrival bay. Konur then clouded Vitt's mind so that the Sullustan couldn't remember where the cargo came from, or where it was moved to. This gave Konur a bit of a headstart on the Jedi who trying to track him down. (WOA29)

Riane

this Alliance starship Captain was in command of the squad which ambushed Lant Mining Corporation's LMC-55c convoy, shortly before the Battle of Yavin. (FBS)

Rianon System

this Tapani Sector star system was part of the holdings of House Melantha during the New Order. (LOE)

Riao Siao

this young, female Felacatian was in love with Reymet Autem, during the years following the Battle of

Naboo. Riao's parents died shortly after the family's arrival on Coruscant, and Riao had to struggle to make her own way. She was often ill, as much a result of being away from her homeworld as living in the lower levels of Coruscant. Reymet spent much of his free time participating in the garbage pit races in the Wicko District, hoping to make enough credits to book passage for her back to Felacat. Their prayers for passage offplanet were answered when Reymet's uncle, Venco Autem, arranged for passage in return for Sagoro Autem's authorization codes. Despite the fact that Reymet's actions nearly led to the death of Senator Simon Greysshade, Sagoro allowed Reymet and Riao to leave Coruscant and return to Felacat. (RHD)

Rib Hutt

this was the name of a fast-food restaurant that was popular during the decades leading up to the Battle of Naboo. The restaurant was famous for its Rancor Ribs. (T9)

Ribba

this Hutt managed a legitimate textile business on the planet Celanon, in an effort to hide his less legal operations. (ND)

Riboga

this former Hutt crimelord was exiled from his homeworld some eighty years before the Battle of Naboo. He found his way to the Cularin System, where he found that illicit trade was flourishing but unregulated. Establishing himself at a base on Tolea Biqua, near the planet Genarius, Riboga formed the so-called Smuggler Confederation and set about organizing the crime in the system. However, the cost of maintaining the organization began to weigh on Riboga, and an increase in piracy began to eat into his profits. Riboga was more than willing to turn over control of the system to Nirama, his chief lieutenant, when he lost it to the unusual alien during a sabacc match. Riboga returned to Nal Hutta without any regrets, unaware that Nirama had manipulated events and accounts in order to force Riboga to leave. Years later, it was believed that Riboga began to manipulate events in the Cularin System to unseat Nirama and re-establish himself as the dominant crimelord in the system. Working with unseen spies and thieves, Riboga apparently was developing a series of discrediting documents and events to erode Nirama's standing. (LFCW)

Riboga's Barge

this floating gambling hall was established from one of the repulsorlift transports left behind by Riboga the Hutt when he abdicated his control of the criminal underground of the Cularin System to Nirama. Riboga's Barge was attached to the city of Tolea Biqua, and was purchased by a pair of Trandoshans who hated the Hutts and thought it would be appropriate for them to purchase it. They converted the huge, open spaces in the barge into a variety of gaming rooms, and the bathing pool was modified to serve as an immense hottub. The breeding chamber, which was found to have been never used, was turned into a "museum of useless inventions," a name which applied to its contents and took a jab at Riboga's lack of offspring. (LFC)

RIC-920

this RIC-series droid was modified to work as a rickshaw driver in the city of Mos Espa, on Tatooine, some ten years after the Battle of Naboo. RIC-920 operated as part of a group of unlicensed rickshaw operators, and was employed by Anakin Skywalker and Padme' Amidala when they returned to Tatooine shortly before the onset of the Clone Wars. (SWDB)

Rica

this Daan youth was the grandson of Gueni, and a member of The Young. (DOD)

Ricaev

this was a common, given name among the Vratix race. (UANT)

Ricaldi System

this Tapani Sector star system was part of the holdings of House Melantha during the New Order. (LOE)

Riccix New Galactic Dictionary

this dictionary attempted to document every known word in the Basic language. (WSV)

Riccix's Revised Basic Holodictionary

this was one of the galaxy's most comprehensive collections of the words in the Basic language. In addition to text descriptions of words, this dictionary also provided holographic images to visually describe something. This dictionary was noted for the fact that its editors refused to use a picture of Jabba the Hutt within the entry for "Hutt", claiming that "everyone in the galaxy uses that same image of Jabba, and we're sick of it." (WOTC)

Rich

this Alliance technician claimed to be Luke Skywalker's biggest fan, in the triumphant turmoil which followed the Battle of Yavin. (VQ)

Rich Strike Hotel

this large hotel tent was located in Roaring Crater, on the planet Tasariq, and catered to those miners who didn't have their own tents. (SWJ15)

RIC-series Droid

this series of Serv-O-Droid labor automata was developed as a unipod unit, propelled by a pair of disc-mounted treads. The RIC-series was roughly humanoid from the waist up, and was given rudimentary programming in order to allow it accomplish its tasks. *Note that this automaton is referred to as an ES-PSA droid in the novelization of Star Wars: Episode II - Attack of the Clones.* (SWDB)

Ri'Dar

a batlike alien, infamous for their mass paranoia. They are native to the planet Dar'Or, and are about a meter tall. Their faces resemble those of bats, but with large red eyes and sloping foreheads. Their arms are actually wings, and have a span of up to three meters. Six fingers mark the primary joint on the arms, and they have six toes on each foot. Downy, brown fur covers their body. The Ri'dar have a communal society built around the inhabitation of the 200-meter-tall waza trees found on Dar'Or. A warren of Ri'dar families lives in a single tree, while a particular section of forest forms a Ri'Dar city. The original Ri'Dar were simply tree-dwelling mammals, and over time their wings evolved into flying apparatus. Young Ri'Dar are the favorite food of the sloth-like indola, and this probably helped accelerate the development of their wings. The Ri'Dar were considered primitive by the Empire, and were of little consideration when Imperial scientists relocated the elix species to Dar'Or. The avians quickly adapted to life on Dar'Or, and also found the Ri'Dar a tasty meal. The Empire then declared Dar'Or an Imperial Species Preservation Zone, not for the Ri'Dar but for the elix. (CPL, GG4)

Riddle Eight

one of MicroThrust's more efficient computer spikes. (CFG)

Riders of the Maelstrom

this group of humanoid pirates lurked near the Maelstrom, and were under the command of Big Jak Targrim. They had a lucrative operation going, attacking ships that were forced to revert to sublight speeds to pass near the cloud of dust. When Rodin Higrone won the planet Oasis - located within the Maelstrom - in a crooked sabacc match, the Riders suddenly found themselves with competition. To make matters worse, Higrone's pirates only preyed on Imperial ships, and brought Imperial forces into the area. Targrim made a vow to stop Higrone, and created a unusual plan to capture a large starship and crash it into Oasis. When he put the plan into motion, the Riders ended up capturing the *Kuari Princess*. They managed to lock out any control of the navigational system, and aimed the liner at the planet. Only the timely intervention of Alliance agents saved the *Kuari Princess*. Most of the Riders escaped. (RM)

Ridil

this man served as a communications officer aboard the Esfandia Long-Range Communications Base, during the height of the Yuuzhan Vong invasion of the galaxy. (FH3)

Riding Bantha

this position of the teras kasi martial artform provided the warrior with a wide stance which provided a solid base from which to move into other positions. (DMSH)

Riding the Mirror

this was the name used by the workers onboard Coruscant's Orbital Solar Energy Transfer Satellites (OSETS) to describe their tours of duty. (CCW)

Riebold's Foam and Sizzle

a notorious drinking hole located on the planet Reecee, known more for murder, mischief, and mayhem than for its food and drink. Han Solo intercepted Dugo Bagy here to obtain information on Lando's Folly. If you killed a rival inside the tavern, but cleaned up the body and the mess, nobody noticed or cared. (VP)

Rieekan Historical Collection

this collection of historical recordings and artifacts was established by Carlist Rieekan, as a kind of museum dedicated to depicting what life was really like during the New Order and the Galactic Civil War. Much of what the galaxy knew about the planet Hoth and its surrounding system came from the Rieekan Historical Collection, due to General Rieekan's extensive investigation into Hoth's suitability for an Alliance base. (PH)

Rieekan, Carlist

a native of Alderaan, Rieekan was the Rebel General in charge of Echo Base on Hoth, just prior to the Battle of Hoth. He joined the Army of the Republic when he was 17, and returned to Alderaan for active duty. There, he became a secret member of the Alliance, and was assisting with the inspection of the satellite transmitters around Delaya when the Death Star moved into position near Alderaan. He knew that Tarkin had been secretly building the battle station, but felt that any transmission warning Alderaan about it would result in the Empire's knowledge of the security breach. He held off in warning Alderaan, but Tarkin destroyed the planet anyway. This single incident hardened Rieekan's resolve to never hesitate in battle, and to never let the Empire surprise him again. After fleeing Delaya with as many of the Alliance's personnel as possible, Rieekan continued to assist the Alliance as commander of Echo Base on Hoth. It was his foresight and planning that allowed the Alliance to escape from Hoth, once its location was discovered by one of Darth Vader's probe droids. Following the loss of Echo Base, Rieekan continued to assist the Alliance, as well as the New Republic, as a General in the armed forces. After Leia Organa-Solo was chosen as the Republic's Chief of State, Rieekan accepted a promotion to Minister of State. He later became the head of New Republic intelligence before retiring. Unfortunately, Rieekan was called out of retirement during the Yuuzhan Vong invasion of the galaxy, to act as the commander of Coruscant's Planetary Defense Force. *Rieekan was portrayed by Bruce Boa in Star Wars: The Empire Strikes Back. He was also portrayed by Merwin Goldsmith for the The Empire Strikes Back Radio Drama on National Public Radio.* (ESB, ESB, MTS, ISU, POT, TT, SBS)

Riemann, Gayla

a native of the planet Aldraig IV, she joined the Alliance shortly after being forced to go into hiding on her homeworld. An artist of some renown, Gayla had studied with some of the Empire's greatest talents during her education. However, she chafed at the snobbish, elitist world in which artists lived during the reign of Emperor Palpatine, and returned to her homeworld to find some peace and joy in her life. She returned to find an Imperial AT-AT production facility in full operation, and a TIE Fighter hull assembly plant under construction. Hating to see what was happening to her homeworld, Gayla began selling her artwork in order to buy weapons for the fledgling underground. She was incarcerated by Governor Talloryn for "agitation," and ordered to paint a series of pictures of the construction of the TIE Fighter hull plant as punishment. However, Gayla gained access to the plant by claiming it was "research" for the pictures, and managed to commit the floorplans of the plant to memory. She later transferred the floorplans to her underground friends, who succeeded in destroying it. The rebels also smuggled Gayla off-planet, fearing that Talloryn would figure out her part in the attack, and she eventually joined the Alliance. She proved to be an excellent starfighter pilot, dedicated to wiping out the Empire, and eventually joined Rogue Squadron. She attributed her skills as a pilot to the fact that she viewed space combat as an artform, and to her hatred of the Empire. (TB, TBSB, WS)

Riesa

this *Imperial*-class Star Destroyer was part of the Empire's fleet in Tapani Sector, at the height of the New Order, and was assigned to patrol the space around Tallaan. This patrol also included the protection of the Tallaan Shipyards. (LOE)

Riesa System

this Tapani Sector star system was part of the holdings of House Calipsa during the New Order. (LOE)

Riethcas

C'baoth's birthplace on Bortras. (DFR)

Riev

this was a common female name given to Sullustan females. It referred to a movement in Sullustan music. (GCG)

Riev

this was a noted musical movement which was popular on the planet Sullust. (GCG)

Riff-Raff

this Gymsnor-3 freighter was rebuilt over a period of years by Korkeal Hai. She had the help of an old computer, which continually nagged Korkeal about the disarray aboard the ship. The 34.1-meter ship was armed with a single heavy blaster cannon, and much of the cargo space was filled with Korkeal's personal cache of spare parts. (GG6)

Rifle Worlds

this section of the Hapes Cluster was settled during the Cluster's industrial period. Much of the Cluster's manufacturing takes place on the worlds of this region. The worlds of the interior regions of the Cluster regarded these planets as second-class worlds, which the settlers deeply resented. The area gets its name from the fact that these worlds once tried to secede from the Cluster in protest of their second-class treatment. (CTD)

Riflette

this was the original name of the SoroSuub X-45 sniper rifle, before it was re-classified as a military weapon. (AEG)

Riflor

this planet, the second world in the Riflorii System of the Mid Rim, was the homeworld of the Advoszec race. It had a thick, deep atmosphere which was laden with volcanic ash. The airborne ash diffused the natural light of the three Riflorii suns, causing native species to develop specialized vision. Riflor was geologically unstable, and was constantly being stressed as it orbited through its trinary star system. Additionally, Riflor was orbited by three moons, adding tidal stress to volcanic activity. The filtered sunlight dropped the average temperature on Riflor despite its proximity to its suns, a situation that forced the Advoszec and other species to live near geothermal rifts. This proved potentially dangerous, since frequent earthquakes cause large amounts of damage. However, the Advoszec found ways to survive for millennia, until the Yuuzhan Vong launched their invasion of the galaxy. The Yuuzhan Vong unleashed a bio-virus that killed the planet's plantlife, starving millions of Advoszec to death. Only those Advoszec who were offworld at the time, as well as the Bomminde family of Tejrivozs, managed to survive. (GG12, GMR4)

Riflorii A

this red giant star was the largest of the three stars that formed the center of the Riflorii System, located in the Mid Rim. (GMR4)

Riflorii B

this unstable, yellow star was part of the trio that formed the center of the Riflorii System, located in the Mid Rim. (GMR4)

Riflorii C

this yellow star was part of the tiro that formed the center of the Riflorii System, located in the Mid Rim. (GMR4)

Rift Disaster

this was the name given to the explosions which destroyed all but one of the ancient Kathol launch gates. In the struggle between the ancient Jedi Knights and the Dark Jedi who had enslaved the Kathol, the launch gates were destroyed, ripping the hyperspace continuum in Kathol Sector. The result was twofold: the creation of the Kathol Rift and the entrenchment of Dark Side energy in the Sector. (E)

Rift Mutation

known to the Empire as the Variant, this bacteria was found in the Kathol Rift. The Mutation was known to do one thing: eat. Once it ran out of food, the bacteria would burn out and die. The Q'Maere Research Facility was almost wiped out by the Mutation, until the bacteria ran out of food when the facility did. This killed off the bacteria, and gave the scientists at the facility a chance to begin growing their own crops. However, they knew that another ship traveling through the Rift would bring the bacteria back. Doctor Vin Emil developed a strain of the bacteria known as Variant Alpha, which would live longer if it didn't eat so much. It was released within the facility, where it bred with the natural form of the bacteria and bred the desire to continually eat out of its genetic makeup. (KR)

Rift Skyrail

this elevated commuter shuttle traverses much of the length of the Teyr Rift, a major tourist attraction on the planet Teyr. It connects all the major cities and spaceports with the various visitor centers and resorts near the landmark. (SOL)

Rig, The

this space station was taken over by the Crimson Nova chapter of the Bounty Hunters' Guild during the last decades of the Old Republic. Located in a remote asteroid field within the Stenness Node, The Rig was a needle-shaped vessel that provided the security and anonymity the bounty hunters required. (RSF)

Rigahuerr Publishing Combine

a large publishing conglomerate headquartered on the planet Coruscant. (CSA)

Rigel VII

this high-gravity planet was the homeworld of a race of hulking, fish-like humanoids. (MC48)

Rigelian Iris

this flowering plant was native to Rigel VII, and was noted for the way its seemed to open at the touch of a hand. (YDR)

Rigglan

this being was a noted pirate, working during the early years of the New Republic. (GUN)

Right ID

this is the brand name of Jaso Corporation's dermatoglyphic identification system. It was regarded as the premier form of physical identification in the galaxy. (TA)

Right to Rule

this was one of the main *Imperial*-class Star Destroyers serving the Imperial Remnant under the command of Grand Admiral Pellaeon, during the early years of the Yuuzhan Vong invasion of the galaxy. It was also one of the oldest ships in the remaining Imperial fleet, and was under the captaincy of Commander Ansween. It was aboard the *Right to Rule*, during the Imperial defense of Borosk, that Jacen Solo arranged to have known Yuuzhan Vong and Peace Brigade infiltrators stationed. This allowed Jacen and the Imperial to confront their enemies and isolate or eliminate them as necessary. The *Right to Rule* continued to pursue the Yuuzhan Vong, eventually locating the small force which was dispatched to destroy the New Republic communications base on Esfandia. (FH1, FH3)

Right-handed

this was the Eickarie term for any words which were considered to be the truth. Left-handed words were considered to be lies of falsehoods. (FB)

Rights of Sentience

this set of Old Republic laws governed the rights of any being or race deemed sentient. By law, any being or race deemed sentient was required to be given a full chance to develop itself without outside interference. Such outside interference included slavery and other abuses. (COD)

Rights of Sentience Party

this political faction grew in size and influence during the early years of the New Republic. They believed that the original inhabitants of a given planet, if they were sentient and could make decisions for themselves, should have equal representation in their planetary government. If the original inhabitants were in the majority, then their decision was valid for the entire planet. In some circles, this party was known as the Rights of Sentience League. (POT, COD)

Rigneldia II

this planet, the second world in the Rigneldia System, was the manufacturing center of the Centrality. It was known to have developed its own measuring system which was based on the sizes of its indigenous legumes. Lando Calrissian and Vuffi Raa bought some replacement shield components there, to beef up the Millennium Falcon's shields before aiding the Oswaft. (LCS, GMR5)

Rignik

this Imperial TIE pilot attempted to intercept Boba Fett when the bounty hunter returned to Tatooine with Han Solo's frozen body. (MTS)

Rigo

this alien bounty hunter was the leader of the gang that cornered Obi-Wan Kenobi and the clone trooper known as Alpha on Riflor, during the height of the Clone Wars. Distinguished by his canine snout and eyes that sat atop short stalks, Rigo was a powerful individual. Obi-Wan and Alpha had just escaped from Asajj Ventress' fortress on Rattatak, and their ship had crashed on Riflor. Rigo chose to kill them, rather than capturing them alive, since it was the safest route to collecting the bounty. Unfortunately, the Jedi and the clone were more than a match for Rigo's gang, especially after Anakin Skywalker and Ki-Adi-Mundi arrived to help the escape. Like his comrades, Rigo was killed in the firefight. (RNML)

Rigora

originally defined by Arvo Norstrag as part of the Rules of the Blade, this form of duel was adhered to by the Phosphura Belt Pirates. There were three basic forms of rigora: just rigora, honor rigora, and oath rigora, and they were only invoked in situations where there was a serious breach of personal honor. A rigora could be fought to unconsciousness or death. (PP, SWJ5)

Rigoran

this planet was the site of an Imperial Production Laboratories installation during the Galactic Civil War. (SL)

Rigorian Bloodmite

an insect native to Rigoran. (SL)

Rigorian Mudeater

a slow-moving creature native to Rigoran. (SL)

Rigovian Technical University

one of the best accredited schools of technical knowledge of the late Old Republic. (RP)

Rigton

this small city, located on the planet Naalol, was the site of the planet's major starport. Rigton attracted all

sorts of beings who wanted to escape the rest of daily life, many of whom lived underground in the network of tunnels that led into the nearby mountains. (GMR5)

Rigton Spaceport

this was the primary spaceport on the planet Naalol, located in the city of Rigton during the height of the Galactic Civil War. Much of the spaceport was carved from the natural rocky outcroppings found on Naalol, and no two berths were shaped alike. (WOA36)

Riha Archipelago

one of the primary population centers of Rellarin found on the moon Rellnas Minor. (GG12)

Rihkxyrk Attack Ship

this heavy starfighter was developed for Black Sun by TransGalMeg, during the early years of the New Order. The Rihkxyrk (pronounced "rik-zerk") was noted for its incredibly heavy-duty armor plating, which gave it a huge advantage in combat. This plating added substantially to its weight, but the sluggish nature of the Rihkxyrk was offset by its weaponry. The ship had a long, needle-shaped central fuselage that was supported on either side by two pairs of sloped wings. The wings on each side were connected for stability by a pair thick rods, and a pair of flaps at the rear of the ship gave it maneuverability. (SWGAL)

Rihn Utrila

this Force-sensitive Twi'lek worked with his siblings as assistants to Popara the Hutt, during the early years of the New Order. Popara employed Rihn Utrila to scrutinize visitors and identify any who might be Jedi Knights, or latent Force-sensitives who might try to influence his mind. After Popara's death, Rihn and her sisters, Koya and Dai, went to work for Popara's youngest offspring, Mika. The sisters believed it had been Zonnos - and not Mika - who had killed Popara. They were among the many beings Mika employed to protect the *Tempest* facility on Varl. Rihn herself was in charge of the bridge crew aboard the vessel, on alert to lift off in case the facility was threatened. (TF)

Riileb

this is the homeworld of the Riileb race, located on the fringes of Hutt Space. The planet literally teemed with life, despite the fact that it was exceptionally hot and humid, with little dry land. Note that Alien Encounters claims the planet was located in the depths of Hutt Space. (SWJ13, AE)

Riileb

a race of tall, gray-skinned bipeds native to the planet Riileb, the Riileb were distinguished by their long, thin limbs and knobby hides. They have four nostrils, two for inhalation and two for exhalation, and a pair of insectoid antennae atop their heads. These antennae were polygraphic remnants from their insectoid ancestors, and could be used to detect the moods and biorhythms of other beings. All males, but only married females, were allowed to grow hair on their heads. They maintained strong clan relationships, with the females being regarded as the leaders, and the Motherclan is the ruling body of Riileb. The leader of the Motherclan is deemed the Holder of the Clan Ring. The Riileb were first encountered by a group of Nimbanese scouts who reported their existence to Velrugha the Hutt. The Riileb resisted every assault Velrugha launched at them, and the Hutts eventually left them alone. (SWJ6, SWJ13, AE)

Riin Raas

this tall, mouse-eared Sullustan was a New Republic Intelligence agent who worked on the planet Kirima. His cover was that of a COMPNOR ISB surveillance agent, sent to monitor the activities of Bren-Jules Rordan and his operation. This cover had been established some two years before the implementation of Project Second Chance. (TSK)

Riina Kwaad

this was the name given to Tahiri Veila by the Yuuzhan Vong Mezhan Kwaad, during her attempt to twist Tahiri's memories and create a living bridge between the Yuuzhan Vong and the Jedi Knights. After Tahiri was rescued by the Anakin Solo from Yavin 4 and given a chance to recover, the personality that was Riina remained deep in her subconscious. It began to reassert itself when Tahiri encountered something that was imbued with the Yuuzhan Vong spirit, such as a pendant of Yun-Yammka she found on Galantos. When this happened, Tahiri was plunged into a deep state of unconsciousness, where Riina

took control of her mind and tortured her. After several blackout incidents on the planet Bakura, Jaina Solo discovered that the Riina Kwaad personality inside Tahiri's mind still existed, and was rebelling at the possibility that it might be cast out of Tahiri. The blackouts she was experiencing were Riina's attempts to cast out Tahiri's own personality. Riina would have been fully eliminated if Tahiri hadn't experienced the death of Anakin Solo, which triggered doubts within Tahiri's mind. The Republic's victory at the Battle of Ebaq then reinforced the belief that the Republic was winning the war against the Yuuzhan Vong, and Riina began asserting herself more fully in order to avoid complete extinction. Further investigation into the Tahiri/Riina relationship revealed that it had been Riina, not Tahiri, who created a Force bubble to protect Tahiri from the bomb set on Bakura by Blaine Harris. This pointed to a much deeper melding of the two personalities than was first believed. Within Tahiri's mind, the two personalities struggled for control, before both came to the realization that they had to unite in order to survive: if one were killed, the other would die as well. In the end, the two agreed to meld into a single individual. Tahiri's peace was brief, for asfter she agreed to accompany Nen Yim and the Prophet Yu'shaa to Zonama Sekot, she discovered that the Riina Kwaad personality had ben created from the memories of Nen Yim herself. (EVC, FH1, FH2, FH3, FP)

Riirdo

an pirate cargo ferry group destroyed by the Empire during the Galactic Civil War as it tried to deliver supplies to the Alliance. (TIE)

Riistar's Raiders

this pirate group was a member of the Invid conglomerate, and was the chief rival of the Khuumin Survivors. (IJ)

Riizolo, Phan

this pirate was the owner and captain of the *Booty Full*. He had been working for Leonia Tavira, but broke off their relationship and struck out on his own. He used information she had provided to attempt to capture the *Glitterstar*, but was apprehended by Rogue Squadron. (IJ)

Rijel-12

this planet was one of many worlds that was caught up in the wave of political maneuvering that occurred shortly after the Battle of Naboo. Only through sensitive negotiations was the Old Republic able to keep Rijel-12 from leaving its membership. (TCD)

Rika/Moab

this small corporation produced a number of high-powered weapons for installation on droids and other automata, during the last decades of the Old Republic. (YDR)

Rikap

this man served as a sensor operator aboard the prospecting ship *Pulverizer*. Rikap was often overlooking the possibility of trapped gases inside asteroids, which suddenly exploded when the asteroid was blasted apart for retrieval. (FBS)

Rikhous

manufacturers of the Masterline-70 OcTerminal. (VOF)

Rikki

this Codri-Ji was a mere wyrsulf during the height of the New Order, when Mammon Hoole first visited Munto Codru. (EGA)

Rikknit

this multilegged crustacean was native to the hiakk tree canopies of the planet New Plympto. Similar in appearance to a crablike spider, the rikknit was noted for its eggs, which were a vital ingredient in many intoxicants. Individual rikknits create large webs, which trapped the birds and insects that made up the rikknit's diet. During the years leading up to the Battle of Naboo, Supreme Chancellor Finis Valorum tried to make the rikknit a protected species, hoping to stop the flow of ji rikknit and other drugs from New Plympto. (CCW)

Riknak

this Weequay thug was a member of Gardulla the Hutt's crime organization, shortly after the Battle of Naboo. A bounty for his capture was taken out by Hurleydo Travels, after they learned that Riknak had been behind the hijacking of several of their tourist speeders and their occupants. Jango Fett later claimed the bounty, during a mission to locate Gardulla the Hutt. (BH)

Rik-tak

this Ranat cab driver worked on Procopia, always looking for the wealthiest customers. Rik-tak was also an operative of the Justice Action Network, who maintained a regular correspondence with the Rodian Kelsek, providing the Rodian with information he garnered from his customers. Shortly before the Battle of Endor, Rik-tak became involved with a group of Alliance agents who had been hired by House Cadriaan to discover what Vaskel Savill and House Melantha were up to. After the Alliance agents learned of JAN's concurrent plans to destroy the Imperial torpedo sphere at Tallaan, they used the opportunity to discover the location of JAN headquarters. Rik-tak did everything he could to disrupt the actions of the Alliance team, and managed to alert the leaders of the JAN cell on Mrlsst to the impending Alliance assault. Unfortunately for the Justice Action Network, their plans were exposed by the Alliance team. (LOE)

Rikyam

this was the name of the feathery, coiled mass of ganglia that served as the "brain" of a Yuuzhan Vong worldship. It was protected by a thick shell, and could only be accessed by a Shaper. Specialized forms of rikyams were used as libraries to house qahsa memory banks. The rikyam served to provide the basic guidance needed to keep the worldship alive, freeing the Shapers to mold the ship into the desired form. This allowed the worldships to become self-contained ecosystems, maintaining the delicate balance of life throughout generations of travel through the intergalactic void. (EVR, FP)

Ril

this small city was located on Bacrana, just south of the Great Plains. (FBS)

Rilba Bronk

this was a noted member of the Rybet civilization. (UANT)

Rilka

this elderly woman and her husband, Gar, lived on the planet Dantooine some 4,000 years before the Battle of Yavin. (KOTOR)

Rill

this species of bristly-furred carnivore was native to the planet Tatooine. (QQRG)

Rill Out

this was a slang term which indicated a being was going to go to sleep, as in "Don't rill out in the middle of a fight!" (LFCW)

Rill, Tamaron

this man was a supporter of the Alliance, and was wanted by the Empire for a number of crimes. After a bounty was placed on his head, Rill was hunted by his own daughter during the height of the Galactic Civil War. (GG10)

Rillao

a female Firrerreo, she fell in love with Hethrir when he was rising to leadership on Firrerre. They both became noticed by Darth Vader for their Force sensitivity, and both trained under Vader to become Jedi Knights. Her special ability to heal with the Force set her at odds with Vader's ideals. Like Hethrir, Rillao's final challenge was to construct a lightsaber which could only be activated by using the Force to complete certain circuits. When she learned that she was pregnant, she was very happy until she learned that Vader and Hethrir were hoping for a Force-sensitive child to carry on the Dark Lord's evil mission. This angered Rillao, and she broke off her training after seeing her son, Tigris, safely aboard a colony ship. Her actions led her to be cast out of Vader's plans, and when the Empire destroyed Firrerre, she was

forced to hide out wherever she could. Hethrir eventually hunted her down, and placed on one of the colony ships as he took Tigris with him as a personal slave. There Rillao remained, unable to do anything, until Princess Leia and Chewie discovered the stranded colony ships while trailing Hethrir. Leia woke Rillao, who grudgingly agreed to help Leia take out Hethrir. When they had succeeded in removing Hethrir's threat from the galaxy, Rillao took Tigris and set out to recover the boy's mind from the punishment he had received under Hethrir's rule. (CS)

Rillish

according to Ewok legend, this animal spirit often crept into Ewok villages to surprise and startle Ewoks. (GCG)

Rillish

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Rillrrnnn

native to Kashyyyk, the seeds of this plant are used as a garnish by Wookiee chefs. Dried seeds of the rillrrnnn are ground up and used as a spice. (RD)

Riltka

this was one of the more common surnames used by the Duros people. Like all such names, Riltka was used only for official business, to indicate one individual from another when in the presence of non-Duros. This name literally meant "metalsmith". (GCG)

Rim 3

Boba Fett caught up with the Orramas on this planet, during his hunt for Abal Karda. (EOE)

Rim Commercial Mining

this corporation mined a number of planets in the Mid and Outer Rim Territories. (SWJ14)

Rim Merchant Einem

this converted cargo hauler was used by Wilhuff Tarkin as the flagship of the small Trade Federation fleet he diverted to Zonama Sekot. Tarkin commanded the attack of the planet from the ship, overriding the activities of Raith Sienar. Tarkin planned to present the planet to Supreme Chancellor Palpatine, in an effort to gain favor with the new galactic ruler. The *Rim Merchant Einem* was damaged in the attack on Zonama Sekot, rammed by its own ships when the planet escaped into hyperspace. (RP)

Rim Riders' Travel Associates

this travel agency specialized in arranging trips to the Rim Territories for Core Worlders who preferred middle-market starliners. (GG9)

Rim Securities

manufacturers of security droids. (RPG)

Rima

this heat-seared ball of rock was the first planet in the Demar System. (FBS)

Rima Borealis

an alias used by Winter when she remained on Coruscant following the Battle of Endor. Rima was the pilot of the slaver ship *Merisee Hope*. (WG)

Rimble-wine

this was one of the most expensive wines found in the galaxy, during the last decades of the Old Republic. Because its vintages were rare, a single bottle cost a thousand credits or more. (MJH)

Rim-Bound Outfitters

this was one of the many stores which could be found at the Grand Colonnade, on Brentaal, during the

height of the New Order. They specialized in a wide variety of equipment and clothing for outdoor activities. (WOTC)

Rimcee Station

this Imperial penal colony was where Moff Disra held Colonel Vermel, after kidnapping him before he could deliver an offer for peace treaty negotiations to Garm Bel Iblis. (VOF)

Rimebat

this sluggish, avian creature was native to the polar regions of the planet Lurr. (CCW)

Rimk

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "powerful swimmer". (GCG)

Rimkar

this alien was one of Tatooine's best pod racers, although he invariably lost races to Sebulba. Rimkar's pod racer was unique among the pods, having a bubble shape instead of something more streamlined. This allowed glancing blows from an opponent's pod racer to slide off, rather than cause damage. However, on a preliminary podrace leading up to the Boonta Eve spectacular, Rimkar failed to properly compensate for the demands of Metta Drop, and destroyed his pod. *Note that the Star Wars: Episode I Insider's Guide claims Rimkar was killed when Sebulba forced him to crash into the face of a cliff.* (SW1, TPM, IG1)

Rimkin

this was a Core Worlds slang term for anyone who lived beyond the Inner Rim. Most natives of the Outer Rim took great offense at the term. (TFNR)

Rimma

this planet was the site of riots and looting following the cancellation of a concert that was to be performed by Fitz Roi, who was deported for firing his ancient projectile pistols. (SWJ4)

Rimma 13

see Rimma 18 (DMS)

Rimma 18

this was one of many worlds in the Rimma System. During the last decades of the Old Republic, InterGalactic Ores used Rimma 18 as a stopover point for lommite barges moving from Dorvalla, in the Videnda Sector, to Eriadu. Note that this world is also referred to as Rimma 13 in *Darth Maul: Saboteur*. (DMS)

Rimma Trade Route

anchored by the planet Rimma, this hyperspace pathway connected the Core Worlds with the Colonies as well as the Outer Rim Territories and continued into Kathol Sector. During the height of the Clone Wars, Separatist forces planned to litter the route with proximity mines, hoping to cut off travel for the the Old Republic. The plan was thwarted when the Metrobig Interplanetary Blastport on Skor II was liberated by Jedi Master Mace Windu. Still, the entire Rimward leg of the Rimma Trade Route had eventually been cut off from Republic shipping concerns, after planets long that portion of the route joined the Confederacy of Independent Systems. (SS, PGT, SWI69, LEV)

Rimmer's Alley

this garrishly-lighted thoroughfare was located in the city of Baron's Hed, on the moon of Sulon. Known for the wide variety of vices which could be procured in its shops, Rimmer's Alley led directly to the base of Baron's Knoll. (RAG)

Rimmer's Delight

this bouncing tune was often played by lounge acts and cantina bands during the height of the New Order. (SFE)

Rimmer's Rest

located on the moon of Nar Shaddaa, this tavern was something of an institution among the locals. It was known as a place where any being - regardless of their race, religion, or preferences - could obtain their favorite alcoholic drinks. A collection of more than 1,200 decanters of liquor, along with a wide selection of stimulants and depressants, could be mixed and matched to produce virtually any concoction. Within the walls of the Rimmer's Rest were more than 100 private booths, many of which were configured to support the needs of a variety of alien species. (RAG)

RiMPack

this cybernetic implant is created by 'Geneering Corporation, and is the abbreviated form of Response iMprovement Package. The RiMPack is an extensive replacement of the body's nervous system with a fine neural web of reflex threads produced by the Poraskors of Betal. The neural net has a bio-interface which communicates with the recipient's brain. With a RiMPack, the individual's entire sensory system goes into hyperdrive. They receive incredible amounts of sensor data, and the bio-interface allows them to process it at incredible speeds. This intense sensory load often drives the recipient into intense spasms of paranoid irrationality. (CFG)

Rimrider

this small, Imperial scout ship was stolen by Halagad Ventor when he fled from Darth Vader and landed on Trinta. (DOE)

Rimrunner

this Hutt transport ship crashed into the Jundland Wastes on Tatooine, many years before the Galactic Civil War. (IWST)

Rimrunner

this Alliance freighter group was used to supply the Organarms facility. It was destroyed when the Empire attacked the Organarms platform and destroyed it. (TIE)

Rimrunner

this was the name of Salla Zend's first smuggling ship. She acquired the ship after leaving her job as a tech on a corporate transport. It was a Gymsnor-4 light freighter, and was often referred to as resembling a mynock by Salla's friends. She and Han Solo flew their ships in the Kessel Run several times, and the *Millennium Falcon* beat the *Rimrunner* more often than not. In a fateful attempt to beat Han, Salla flew the *Rimrunner* in a microjump across the mouth of the Maw. The re-entry into realspace fried her instruments and left the ship adrift among the black holes. Han managed to rescue Salla, but the *Rimrunner* was consumed in the Maw. The fact that she nearly died shook Salla quite hard. (THG, RD)

Rimrunner, Lira

this woman was the Governor-General of Dalos IV during the height of the New Order. She was a convicted criminal, but was elected because she was honest about her past. She used the slogan "At least I'm honest about being a crook" to defeat her opponents, and her sharp wit and charismatic personality ensured her election. Before turning to politics, Lira made a living as a smuggler and gunfighter. (ND)

Rimsen

this surname was common among human settlements found throughout in the galaxy. (GCG)

Rimsen

a native of the planet Agamar, this man was a Captain in the New Republic Navy, and was in command of the *Corusca Fire* during the early stages of the Yuuzhan Vong invasion. He had been ordered by the Republic's High Command to stay away from Dubrillion and Belkadan, a change that kept him close to Agamar. He later took the *Corusca Fire* to Dantooine, where he served as one of the leading ships in the defense of Dantooine against the Yuuzhan Vong. It was responsible for protecting the refugees fleeing from Dubrillion to Agamar, and nearly destroyed a Yuuzhan Vong worldship in the battle. The only reason it was at the battle in the first place was because Rimsen had learned that Leia Organa Solo had petitioned Agamar for help when the New Republic turned a blind eye to the Yuuzhan Vong invasion.

Rimsen ignored his patrol orders and flew to Dantooine, saving the refugees from almost certain destruction. (DTO, NJOSB)

Rimsoo

this was the phonetic name given to a Republic Mobile Surgical Unit, or RMSU. Each RMSU on a given planet was numbered sequentially, with RMSU-1 being the primary base of operations for all other RMSUs. (MBS)

Rimsoo Five

this was one of the dozen Republic Mobile Surgical Units established on the planet Drongar, during the height of the Clone Wars. It was located about ninety kilometers south of Rimsoo Seven during the early stages of the Jasserak Engagement. (MBS)

Rimsoo One

this was the term used to describe the ground-based medical headquarters of the Grand Army of the Republic, during the height of the Clone Wars. A Rimsoo One facility was constructed on each planet with an active battlefield, and all other Republic Mobile Surgical Units - RMSUs - were erected on subsequent areas of combat. All other Rimsoos were numbered sequentially, starting with Rimsoo Two, for ease of identification. (MBS)

Rimsoo Seven

this was one of many Republic Mobile Surgical Units that were established behind the battlefields of the planet Drongar during the Clone Wars. The facility was attacked during the height of the Jasserak Engagement, an action that went against most accepted military conventions. Up until that point, neither side had purposely attacked the other's medical facilities, in an effort to preserve life wherever possible. However, Rimsoo Seven was overrun in short order, leading to the deaths of many patients and at least one doctor, Zan Yant. The facility was eventually relocated eighty kilometers southeast of its previous position. (MBS)

Rimsoo Three

this was one of the many Republic Mobile Surgical Units that were established on the planet Drongar, during the height of the Clone Wars. Rimsoo Three was located near the Sea of Sponges. (MJH)

Rimstint

this was a term used by law enforcement officers from the Core Worlds who had to track down a criminal who had fled beyond the Inner Rim. The mission to recover the felon was known as a "rimstint." (TFNR)

Rimworld

a generic term used to describe the various planets within the galactic rim. (CSWDW)

Rin Assid

this legendary adventurer and businessman was known in his day as Assid the Lucky. His exploits during the fourth millennium of the Old Republic became the stuff of myths and legends. A jovial fellow, Rin was fond of food and drink of all sorts. A wealthy man, Rin suddenly went bankrupt after donating much of his wealth to needy people and charities. During his heyday, Assid developed a line of cargo transports that were still in production during the New Order. (CSA)

Rin Assid Bulk Hauler

one of the designs of Rin Assid that have recently been produced by Eobaam Shipping Lines, the bulk hauler measured 350 meters in length. It was manned by a crew of 15, and could accommodate ten passengers. The design of the craft was over 700 years old at the time of the New Order, and could accommodate up to 100,000 metric tons of cargo. The navicomputer could handle up to four unique jump coordinates. The bulk hauler had minimal shields, and was not armed. Many of these transports were used by the Corporate Sector Authority. (CSA, PP)

Rin Hawaz

this New Republic Intelligence Major spent time investigating the appearance of battle-site scavengers and the effects of the Historic Battle Site Preservation Act and Operation Flotsam. (CTD)

Rin Shuuir

this being was an ancient Sith sorcerer, active nearly 4,000 years before the Battle of Yavin. (TOJC)

Rin, Obo

this staunch Imperial supporter worked for Darth Vader himself as a sentientologist, collecting information on the galaxy's many intelligent, non-human races. Rin also developed a "universal definition of life" for use in identifying the difference between living and nonliving creatures. While his work helped expand the information known about many unusual races, Rin's intensely pro-human stance led to several incorrect theories about several species. He made a number of harmless species out to be cold-blooded killers, including the Proteans and Ugors. (GG4, GG8, SWJ12)

Rina Fio

this Vulptereen female served as the President of Viper Sensor Intelligence Systems during the years leading up to the Clone Wars. She was removed from office when Arakyd Industries launched an assault on VSIS headquarters on Vulpter, in response to VSIS' theft of the plans for probe droids. Rina Fio and her directors spent their entire security budget on hiding the development of the XPLR-R droid, leaving the corporate security force at minimal strength. They were no match for Arakyd's AAD-4 assault droids. Rina Fio was removed from her position as President, but remained an employee for Arakyd after the takeover. (HNN5)

Rinacat

a two-meter-long, mountain-dwelling predator native to the planet Carosi XII. The rinacat can track its prey for weeks, and can survive without water for a month. It uses its sharp teeth to hold and tear at its prey. (PG2)

Rincholar

this was a common name among the Snivvian race. (UANT)

Rindao

this planet was under Imperial control during the height of the New Order. (SWJ15)

Rindian

this petite alien race was characterized by their eight-fingered hands and their singsong voices. (EVE)

Rinfo

this man, a small-time criminal from the planet Umgul, was once captured and detained with stun cuffs. (GUN)

Ring Defenders

a title given to those Jensaarai Defenders who maintained a vigilant watch for incoming ships to the Suarbi System, and especially Suarbi 7. After Leonia Tavira obtained control of the Jensaarai, the Ring Defenders also used their Force powers to divert attention away from the Invidious, which was hidden in Suarbi 7's asteroid belt. (IJ)

Ring Drive

this was one of the main engine systems located on a podracer. The ring drive required constant lubrication during operation, or else it could become overheated and seize up. (ETM)

Ring Lake

located near the High Castle on Jomark, this natural lake was formed in the crater of the ancient volcano housing the High Castle. The castle itself was situated nearly 400 meters above Ring Lake, affording a spectacular view of its brilliant, blue waters. It was named because the waters of the lake surrounded a single island, creating a ring of water in the crater. This small island served as the base of operations for

Grand Admiral Thrawn's Imperial forces, sent to Jomark to protect Joruus C'Baath during his attempt to capture Luke Skywalker, some five years after the Battle of Endor. (DFR)

Ring, The

this small nebula was considered part of the Twin Nebulae, located in the Greater Javin area of the galaxy. The Ring was actually the last cloud of radioactive gases being given off by the star that exploded eons ago, creating the Twin Nebulae in the intervening millennia. The star at the heart of The Ring was now a black dwarf. (WOA33)

Ring, The

this was the name given to the innermost circle of buildings and hovels that surrounded the LH-3010 freighter that became the center of Bartyn's Landing, on the planet Lamaredd. The Ring was originally settled by those indentured beings who were imported to Lamaredd to work for Hugo Bartyn's illicit seafood harvesting business. Many of the beings who were brought to Lamaredd balked at being virtually enslaved, and were set free in the middle of the planet's oceans to survive on their own. (GMR7)

Ringali Nebula

a spectacular purple gas cloud located within the Ringali Shell. (SWJ7, E1A1)

Ringali Shell

named for the Ringali Nebula which fills its boundaries, the Ringali Shell was an area of the galaxy that contains space in the Core Worlds outward to the Colonies region. It encompassed Darpa and Bormea Sectors, and served as the wellspring of the Perlemian Trade Route. (SWJ7, FOP)

Ringali Shell Security Force

this largely civilian security force patrolled the Ringali Shell during the Galactic Civil War. The RSSF was given the mission to provide emergency assistance to disabled ships, and could deal with minor smugglers and criminals without requiring Imperial support. They had jurisdiction in both Darpa and Bormea Sectors. The RSSF was formed early in the history of the Ringali Shell, and was the premier security force in the area before the Old Republic expanded its borders and left behind a small fleet. (FOP)

Ringed Moon Shadowmoth

this species of moth was native to the planet Coruscant. It was noted for its incredibly beautiful wingsong, a form of music created when the moth beat its wings in the night skies. Shadowmoths were nocturnal, so beings who wanted to hear their song had to wait up for it. What was unusual about the shadowmoth was its silicate-based cocoon. This cocoon was incredibly tough, and was seemingly too strong for the larval shadowmoth to break through. However, each infant moth was equipped with a specialized beak with which to crack the cocoon. In the struggle to break free, the shadowmoth's own body was strengthened, so that it could survive once it had evolved into a moth. Many beings felt that the cocoon was too strong, and often assisted the shadowmoth in getting free. While the intentions of these individuals were good, the shadowmoth was not forced to break free on its own, an activity which strengthened its wings and developed a stronger body. Because they could not fly, these shadowmoths often died because it was unable to survive. (T)

Ringer

ringer was a sport popular on the planet Stassia during the Imperial occupation of the planet. Entire tournaments are set up for it, culminating in the week-long Sweepstakes each year. All participants, known as tossers, were required to use the same equipment: small metallic disks which could be thrown through the air. Each contestant stood behind a line, facing an open area filled with rings. Each ring was different: some were held in place, while others swayed on lines or floated on tiny repulsors. The goal for each player was to toss their disk through as many rings as they could, gauging the direction and force of each throw to pass through the maximum number of rings. Among the rings was the Ace Ring, which was worth more points than the others, and could help a tosser quickly gain points. It was difficult at best, though, to put a disk through the Ace. (SWJ6)

Rinit, Nir

this Imperial Security Bureau agent was assigned to seek out Alliance activities in the space surrounding the planet Naalol, during the height of the Galactic Civil War. He was known to have employed a variety of mercenaries and other goons to do his dirty work. Among Rinit's best operatives was the bartender, Aveton Prit, who was able to glean all sorts of information from the customer's at Prit's Free Pit. (GMR5, WOTC)

Rinn

this remote, Outer Rim planet was the homeworld of the Tin-Tin Dwarves. (EGA)

Rinn, Denglass

this man was installed as the Imperial Prefect of Kallistas simply because he couldn't cause any harm to the Empire there. He was a paranoid man who suffered from a series of delusions, many of which he developed to explain his slow progress up the Imperial power ladder. He maintained a set of long, jet black mustachioes and beard. He chafed at the preceived "lack of respect" he received from Governor Linrec, and was openly defiant about many trivial matters. He plotted with the Mantis Bounty Hunter Syndicate and a minor Imperial official on Revkinn to destroy Linrec's career, hoping to take over Kallistas for himself and reaping the profits from the sales of gemstones and radioactive isotopes. Rinn began importing weapons, with the help of Tarquin Zian, and started stockpiling the isotopes in order to manufacture bombs. After arranging for the capture of Pallas Quintell, and upon hearing of Cressis Linrec's plans to marry Jondrell Inx, Rinn offered a bounty for Inx's capture. The bounty hunters nearly captured the pirate, but had to settle for returning Cressis to her father. Unfortunately for Rinn, the bounty hunters also discovered Rinn's plans to unseat Governor Linrec. He fled the planet, and went into hiding somewhere in the Outer Rim. (GG10, GG11)

Rin'na

this was the Rodian word for the finest hunters of a Rodian clan. In the Basic tongue, it meant "protector," as these Rodians were charged with protecting their clans from the predators of the planet. (SPG)

Rinou, Shella

this woman was the youngest of Malcolm Dallory's daughters. During the height of the New Order, she rose to power as the Captain of a large smuggling fleet, with the help of her good friend, Kelric. She gained a great deal of respect from her father and his name, which helped keep her business growing. (SPG)

Rin-Rin

this Gupin, the only member of his clan without wings, was blamed for the illness that befell the Ewok DeeJ, some time before the Battle of Endor. Wicket and his brothers, Willy and Weechee, discovered that Rin-Rin was not responsible, and freed him. Rin-Rin and the Ewoks then sought out the herbs and plants that could be used to create a cure for DeeJ. (ECAR)

Rintatta City

this city, located on the planet Exocron, was the site of a secondary spaceport. Talon Karrde landed here, during his search for Jorj Car'das. It was primarily a military outpost, and was nestled against a range of short mountains. (VOF)

Rintonne

this planet was the primary world in the Rintonne System. (HNN5)

Rintonne System

this star system was located in Lambda Sector. It was controlled by Imperial Governor Serdis Tount during the early years of the New Republic. (WBC, HR)

Rintonne's Flame

this Bayonet-class light cruiser supported the *Thunderflare* and the *Stalker* in Moff Andal's fleet patrolling the Elrood Sector. It was commanded by Captain Dongal Tezrin. (OE, PG3)

Riome

this small world was one of the outermost planets in the Dorvalla System of Videnda Sector. It was blanketed by a perpetual mantle of snow and ice. During the last decades of the Old Republic, the Toom Clan maintained a staging base on this world, to deflect attention from their main base on Dorvalla itself. (DMS)

Riome Seasnake

this ribbonlike reptile was native to the oceans of the planet Riome. (CCW)

Rion

this tropical paradise world was the home of Tana's Resort until the Empire, represented by Captain Bzorn, used the Ionic Ring to turn it into a frozen wasteland. Bzorn suspected that Alliance cells were growing on the planet, and chose it as a target. (CSWEA)

Rion

this Corellian man was one of the leaders of the rebels on the world who opposed Imperial rule. Rion was Bria Tharen's main link to the rebel leaders, and she worked at the Imperial headquarters on Corellia so that she could obtain information for him. (THG)

Rion

this was the capital city of the planet Junction 5, located along the banks of a wide, blue river. (LOJ)

Rior

this planet is the homeworld of the Riorian race. (WBC)

Riorian

this insectile race of humanoids is native to the planet Rior. Their large heads are dominated by a drooping cranial sac, and they lack noses and mouths. In their place is a series of chitinous gills that protect the Riorian's respiratory organs and ingestion tissues. The average Riorian has large, red eyes. They are a peaceful species. (WBC)

Riot Gun

any large laser weapon used to subdue a crowd. (HSE)

Rip da slippity

this was a phrase used by Gungan bongo racers to indicate and daring, high-speed maneuver that resulted in reaching the finish line fastest. (GMR4)

RIP-17

a SoroSuub autochef. (GG9)

Ripclaw

this predatory beast was known to feed on nerfs, although certain populations of nerfs learned to ram the ripclaw in the chest to prevent being eaten. (GMR5, OWS)

Ripclaw

this Imperial Star Destroyer was dispatched to Delphon to eliminate the Black Hole Gang, during the years following the Battle of Yavin. (GMR6)

Ripoblus

a group of starships destroyed by the Empire during the Galactic Civil War. (TIE)

Ripoblus

this planet is the homeworld of the Ripoblus culture, and is located in the Sepan System. (TIE)

Ripoblus

native to the Sepan System, the Ripoblus culture was locked in a bitter civil war with the Dimoks until the Empire intervened, shortly after the Battle of Hoth. The Ripoblus tended to welcome the added Imperial

presences, but changed their minds when the Empire impartially defeated both sides in numerous battles. The Ripoblus joined forces with the Dimoks, but their combined might was not enough to overcome the Empire. (TIE)

Ripter

one of Captain Huba's thugs, Ripter was a large, red-skinned humanoid with a wide body and pointed ears. He lost a vump-shugga race with C-3PO and R2-D2, when a vynock attacked him. Ripter tried to remove the small beast, but lost control of his skyhopper and crashed into a rocky spire. Ripter managed to survive, and returned to the pirates' hideout in time to disarm Olag Greck, who had come to kill Huba and his chefs. (DRO)

Riptide

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XW)

Ris

this technology was invented during the height of the New Order. (GQRG)

Ris Darsk

this was Erii Dlarit's alias when she infiltrated Coruscant. Ris Darsk was the Kuati master of the telbun Darsk Ristel, played by Corran Horn. (WG)

Risa

this young woman was a princess, and the daughter of King Cleroff, who ruled the daylight side of her homeworld. Risa and Prince Gil were pursued by a band of brigands when Han Solo and the *Millennium Falcon* suddenly appeared from an energy disturbance and crashed into their planet, some months after the Battle of Endor. She became enamored of Han when he saved them from the brigands, but Han knew he could never return her affections. In order to escape this sticky situation, Han arranged to have Prince Gil kidnapped by other brigands, so that King Cleroff could pay his ransom and make Gil's family indebted to him. In this way, Cleroff could demand Gil's marriage to Princess Risa as recompense. Risa's reaction was exactly what Han had hoped for: she called him all manner of names and demanded that he get Prince Gil back unharmed. Han's plans were nearly thwarted by Marius, but Han had anticipated his treachery and outwitted him. (MC101)

Risban

this planet was located in the Tion Hegemony. (HAS)

Rish

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Rish

this name was given to female Zabrak, and meant "young" - or, more literally, "youthful appearance". (GCG)

Rish

primary star for the planet Rishi. (DFRSB)

Rish

this was one of the most common names used by the Farghul people. (UANT)

Rish Who Slew Vahgar the Drunken Houk

this was the name of a Jenet who was famous in the history of the planet Garban. (UANT)

Rish-ek olgrol immek'in inwey

this Yuuzhan Vong phrase was often used by the members of the Shamed Ones, to plead that they were

nothing in the eyes of their masters. It indicated an individual's lowly status, but its exact meaning was never fully comprehended. (FH1)

Rishi

the third world orbiting the star Rish, Rishi was the backwater world where Talon Kaarde tried to hide from the Empire following the discovery and infiltration of his base on Myrkr. It was the homeworld of the Rishii, and was known as the base for the religious sect called the H'kig. The native Rishii allowed offworlders to visit the planet, so long as they didn't break the religious laws. Of the habitable land found on Rishi, much of it was swampland that had to be drained in order to provide a stable building platform. Over time, this created large sinkholes, and the colonists who settled the planet were forced to relocate their homes inside these sinkholes. The rest of the planet was carved by deep canyons. Rishi's crust has a few marketable metal ores which were mined by the native humans. The planet had an orbit of about 268 local days, each of which lasted 20 standard hours. (DFR, DFRSB, SWI80)

Rishi Maze

although many beings who first hear of this name come to think of the Rishi Maze as a remote trade route that was located beyond the Outer Rim Territories, in reality the Rishi Maze was a irregular dwarf galaxy that was completely contained within the known galaxy. The Rishi Maze was gravitationally locked in place, and the multitude of stars and planets caused all manner of trouble for hyperspace travel in the area. Thus, the name Rishi Maze came about, because any hyperspace routes through the Maze were incredibly snarled. (AOTCN, SWI80)

Rishi Rift

this interstellar deadzone was located near the planet Rishi. (GMR4)

Rishii

this species of small, flying creatures was native to the mountainous regions of the planet Rishi. These primitive, feathered creatures have human-like hands located at the joint in their wings, which they used to manipulate their tools. These hands were also used to wield primitive slings while hunting. They prefer to live in nests located in the tallest trees and on mountains, and have a great capacity to learn languages. The Rishii considered the offworlder who settled on their planet to be curiosities, not understanding their need to live in the lowlands. The Rishii were very interested in the "shiny rocks" used by the settlers - their spaceships - because they allowed species without natural wings to fly. (DFR, DFRSB, AE, EGA)

Rising Meditation

this meditative technique was developed by the Jedi Knights, and involved using the Force to rise off the ground while maintaining a meditative position such as Repose. (MBS)

Rising Moon

this hotel was considered the most luxurious of the three establishments in the town of Corestrike, on Chrona, and catered to the needs of visiting executives and wealthy gamblers. (SWJ12)

Rising Path, The

this was the Basic translation of a Wookiee term, used to describe the decision by a young Wookiee to leave Kashyyyk and explore the galaxy. (GB)

Rising Star

this was the name of Raabakyysh's skimmer. (TEP)

Riskin

this native of the planet Nordra served the Alliance as a Colonel on the planet Baskarn, commanding Advanced Base Baskarn during the early stages of the Galactic Civil War. (SWJ2)

Risky

this was one of the many names given to female Bothans. In the Bothan language, it meant "inquisitive" or "curious." (GCG, WOTC)

Rislar

this man was a noted Corellia pirate, who maintained his crew's loyalty and behavior by carrying a Duelist vibrorepier. During the last years of the Galactic Civil War, Rislar and his crew signed on with the Alliance as privateers. (GUN)

Risol

this independent spacer worked from a base on Tatooine during the height of the Galactic Civil War. Risol had heavily modified an LE-series repair droid to serve as his scheduler, bookkeeper, and repairman. (FTD)

Ristel

this ball of searing rock was the innermost planet of the Kuat System. (CCW)

Ritam

an Alliance Corvette destroyed during the Galactic Civil War. (TIE)

Rite of the Retribution

this was one of the primary laws of the Society of the Black Bha'lir. In the event of a member of the Society deceiving or dishonoring its brotherhood, that member was bound by their oaths to accede to the Rite of Retribution. In this ritual, a tribunal convened to mete out punishment, and the offending being was bound by their oath to accept the punishment, be it expulsion or execution. Those members of the Black Bha'lir who personally hunted out and eliminated violators of the Society's laws were considered "bloodied," and were held in high esteem. (BSS)

Rites of Conch-tar

this Anguilla ritual was developed to prove the strength and skills of a fighter. Those who survived the rites were elevated to positions of power. Those who failed were ostracized. The Rite of Conch-tar involved entering a dark cave which is covered with a phosphorescent seaweed which can affect the mind of certain beings. Force-sensitives were immune to the affects of the seaweed, which induces a deep, dreamstate in which a being must confront their deepest fears. Force-sensitive beings, or those who recover from the seaweed's effects, must confront a piscator and defeat it in battle. (OE)

Rith Tar'ak

this renowned Ebranite served the Alliance as an intelligence operative and recruiter. Rith and her sisters, Nyik and Tor'ara, were members of the Rull clan, and were sold into slavery in their youth when the Empire took control of Ebra. The three sisters managed a daring escape, forcing the pilot of an Imperial shuttle to take them to the Alliance, where they became some of the first Ebranites to serve. They served in Kesh Sector before joining the ranks of Scandium Team, where they founded the Sandstorm Unit of desert-environment Infiltrators. Rith herself was considered the best desert fighter of the trio, although she rarely used a blaster and preferred to use the traditional weapons of the Ebranites. Rith was the only surviving member of the family following the Wellte-ir Massacre. Rith was transferred to Yntrann, but later turned down a promotion to full Colonel in order to return to Ebra as a recruiter. (GG12, SWJ11)

Rithgar

this old pirate served as the administrator of the Kothlis Shadowport during the height of the Galactic Civil War. He maintained a chamber within the caverns of Kothlis' second moon to house the treasures he had plundered during his days as a space pirate. (SESB)

Ritinki

this Bimm, the main rival of Guttu the Hutt, ordered the murder of Lyle Lippstroot. He then inserted his own double in Lyle's place, hoping to obtain possession of a locked box which Vop the Usurer had acquired from the Ithorians aboard the *Song of the Clouds*. Ritinki had learned that the lockbox held a Hapan Gun of Command. Ritinki agreed to meet with Vop on the herdship, mainly to draw the Rodian into a trap. In the end, Vop was shot and killed, but Ritinki was caught in the backlash of an explosion set off by the pirates who worked for Cecil Noone. Noone and his crew made off with Ritinki's personal starship, the *Asaari Wind*. The thieves also obtained the lockbox, and Ritinki was left for dead. Inside the box was a rifle-sized Hapan gun of command, which Noone and his band tried fruitlessly to sell. (SWJ15, GMR1)

Ritual of the Children

this Ewok ceremony insured that the spirit of a dying Father Tree was transferred to a seed to be reborn. This ritual was required before any a Tree could be cut down. (SWJ1)

Ritual Tale of Kibh Jeen

this was the story of the fallen Jedi Knigh Kibh Jeen, which was retold annually by the instructors of the Almas Academy during the last centuries of the Old Republic. (LFC)

Riun Riev

this Sullustan was one of the many designers who worked on the Incom Industries I-7 Howlrunner. He was also one of the few designers who were retained by the Empire when Incom was nationalized. When Colonel Garr took command of the Fresia installation, Riun Riev was assigned to "clean up Incom's image" after a series of engineers defected with the plans to the T-65 X-Wing starfighter. He worked hard to accomplish this task, more out of fear of failing than any desire to achieve the goal. He secretly hoped that a team of Alliance agents would arrive on Fresia and liberate them from the Empire. (CCW)

Riv Shiel

this Shistavenan Wolfman was a member of Wedge Antilles' X-Wing Rogue Squadron. He earned an Imperial deathmark by killing a stormtrooper who thought he was Lak Sivrak. He continued to serve with distinction until he contracted the Krytos virus after the liberation of Coruscant. He was treated with bacta almost immediately, but was sidelined for some time during his recovery. Riv returned to active duty after the Rogues broke away from the New Republic, but was killed near Thyferra when the Corrupter intercepted the Rogue waylaying a bacta shipment. Riv and Gavin Darklighter were escorting the Xucphra Alazhi when the Star Destroyer took out Riv's X-Wing. The dead ship slammed into the Alazhi and detonated it. Darklighter fled to Halanit as the other Rogues returned home. (XWN, KT, BW)

Riva

this woman was Denetrus' landlady on Telos, some twelve years before the Battle of Naboo. She had survived a famine on the planet some fifty years before, and was considered crazy because of the way she hoarded things. (DOR)

Rivan, Dix

a member of the X-Wing Rogue Squadron following the Battle of Hoth, Dix was a shy, private person known to his squadron-mates as "Dixie." He was the squadron's rear guard, both on land and in space, and worked hard to ensure that his team made it safely home before making his own escape. Dix was killed in the raid on the moon Gall, during the attempt to recover Han Solo's body from Boba Fett. (SE, SESB)

Rivaz

this man was a professor of science at the Imperial Academy on Raithal, during the height of the New Order. He worked with the physical science department to modify the programming of several GY-I information droids for use in analyzing certain natural phenomena. (FTD)

Rive

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Rive referred to a wise wife in Cerean mythology. (GCG)

Rive

this was the name of a wise wife from Cerean mythology. (GCG)

River District Flyway

this spur of the Rift Skyrail was a speeder route which had only a single track. (SOL)

River Gardens

this name was used for the Kell Plath subdivision of Sodonna, on Teyr, after the Fallanassi fled the planet. (SOL)

River of Blood

this was one of the many Yuuzhan Vong warships which was called to the planet Coruscant - remade into a new version of the planet Yuuzhan'tar - just before the alien invaders launched their all-out attack on the Galactic Alliance's stronghold on Mon Calamari. (UF)

River of Light

this wondrous waterway was located on Qui-Gon Jinn's homeworld. Qui-Gon kept a worn stone from the River of Light as a reminder of his homeworld. (HP, NEGC)

River Serpent

this dangerous reptile inhabits the rainforests of Kirtania. These lizards grew to three meters in length, and used their long bodies to constrict their prey. Their bodies are protected by a large frill that surrounds their neck. (SWJ1)

River Solleu

this river meandered across the surface of the planet Naboo, and was at the base of the plateau on which the city of Theed was built. Small tributaries of the River Solleu wind through and under the city, creating a vast array of waterfalls that drop to the riverhead below. (IG1)

River Weeping

this wide river, located on the planet Vjun, fed into the Bay of Tears. It was a major waterway for the transport of goods and people, which also made it a perfect place for pirates. (YDR)

River, The

not really a body of water, the River is wide boulevard in the Off-worlders' Quarter of Ropagi II. Both sides of the road are lined with bars and cantinas which serve every sort of drink imaginable to the visitors of the planet. Visitors whose droids are forced to leave them in the Scrap Heap during their visit to the River. (TSK)

Rivers of Stone

a cavern on Dathomir where Barukka lives, it is named for the flowing patterns of stone throughout its length. (CPL)

Rivers, Meghan

one of the survivors of the Battle of Hoth, Rivers was evacuated on the *Bright Hope*. (TBH)

Riversnake

this aquatic snake was native to the jungles of Haruun Kal. (SHPT)

Riverwander

this was one of the many clans of the Nosaurian race, which was native to the planet New Plympto. (CCW)

Rivorian Grain-bandit

this rodent was named for the fact that it stole ripe grain from farms. A swarm of them could wipe out an entire field of crops in an evening. (JH)

Rivves

this was a common name among Quarren females. It meant "musical", and was generally believed to refer to low-pitched percussion instruments. (GCG)

Rivvidu

this planet was under Imperial control during the height of the Galactic Civil War. (ANT)

Rix

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "secretive". (GCG)

Rixen

this woman was an Alliance agent. She was double-crossed by Do'naal and captured by the Empire on Kuat. (SESB)

Riza

this Alliance agent was an expert speeder bike pilot. (GMH)

Rizaar, Fenn

this bounty hunter once worked for the Mantis Syndicate. Rizaar was employed to track down Kaine Paulsen during the early days of the New Order. He mistakenly shot an Imperial stormtrooper in the process, and was about to be shot down when Paulsen himself rescued Rizaar. They fled to Socorro, and after learning that Mantis has denied his very existence and placed a bounty on his head, Rizaar accepted an offer to join Paulsen. Paulsen found himself between a rock and a hard place, for he learned that the Black Bha'lir wanted to turn Rizaar in for the bounty. Paulsen's testimony in front of the leadership of the Black Bha'lir eventually led to Rizaar's freedom, and he swore a life-debt to Paulsen and the Black Bha'lir. Rizaar also hoped one day to exact a measure of revenge on Mantis, but his loyalties remained with the Socorrans. (BSS)

Rizaron

this was one of the *Aramadia*-class thrustships that was guarding the Yevethan shipyards in ILC-905 when the *Vanguard* and its fleet arrived in the system. (TT)

Ri'zat

this was a common name among the Noehon race. (UANT)

Rizz, Valon

this man served as a Corporal at the garrison on Stassia, where he grew a number of unusual and exotic plants. A native of Stassia, Rizz was an ambitious young man who was attending the local police academy when the Empire arrived to take control of Stassia. Using the opportunity, Rizz dedicated himself to becoming an Imperial investigator, and was part of Imperial Governor Pergallis' public relations plans to promote the Empire and its New Order. Rizz, however, was not willing to give the Empire complete credit for his success. He did realize, though, that he'd be just a dirt-side cop if the Empire hadn't arrived when it did. (SWJ6)

Rizzal

this Turazza was the sister of Nizzal and Vizzal, the trio of Turazza which bonded to Loh'khar when they hatched from their eggs at Galliwig's Cantina. The trio thought of Loh'khar as their father, and traveled Kathol Sector with him. When Loh'kahr decided to join the crew of the *FarStar*, Rizzal and her sisters followed him. Rizzal was the quietest of the three sisters, and served as Loh'khar's primary information gatherer. Like her sister Vizzal and Loh'khar, Rizzal was emotionally damaged by Nizzal's defection with Khzam. (DARK, KO)

RJ-2/ZZ/8000

a made-up verbal code phrase Han Solo uses to try and gain access to the Maw Installation. (JS)

RK-7

this Trade Federation battle droid was one of the commanders dispatched by Nute Gunray to secure the Theed Palace during the Battle of Naboo. (SON)

RK-720

this SoroSuub freighter design was originally conceived by engineers and designers on the planet Genarius. The prototype RK-720, known as the *Sivulliq*, was stolen from the SoroSuub headquarters in the Cularin System, but was eventually returned to SoroSuub by the citizens of Cularin. Miim Te'Suub,

the Director of Formal Activities for SoroSuub, announced that the corporation decided to forego producing such an exquisite starship design. Instead, they turned the *Sivulliq* over to one of the Cularin natives who turned the ship in. (WOTC)

R'Kayza

this Gand assassin was employed by Yin Vocta as a bodyguard and hired gun for the Bantha Traxx establishment. He had been a legendary Findsman and also a bounty hunter, but left the bounty hunting trade because of the difficulties in bringing back live marks. He decided to become an assassin, and his exploits attracted the attention of Vocta, who hired him on the spot and partnered him with Haelon Tice. Where Tice was loud and obnoxious, R'Kayza was stealthy and cunning. Like all Findsman, R'Kayza used ancient meditative ceremonies to plan his work, and he rarely said anything more than was absolutely necessary. (WSV)

Rkik Dnec

this was the name of a noted Jawa. (UANT)

R'kik D'nec

this Jawa, often found roaming the palace of Jabba the Hutt, was undefeated at the Dune Sea version of sabacc. At least, there were no witnesses to any defeats. Popular legend had it that R'kik single-handedly defeated a tribe of Sand People in the desert near Tatooine's Dune Sea, and a bantha tusk he owns seems to prove the story. He is known to his tribe as the Hero of the Dune Sea. (CCG7)

Rkrrrkrl

this is the name given by the Wookiees to a creature which inhabits the Shadow Forest of Kashyyyk. The name *rkrrrkrl* translates to 'trap-spinner,' which describes the way the creature builds elaborate traps to catch its prey. (TT)

Rkok

a clan of Tatooine Jawas that tried to sell questionable merchandise to Jabba the Hutt. Jabba destroyed their sandcrawler and fed the entire clan to the Sarlacc. (ISU)

RL-40

this was Golan Arms' stun netting launcher. Smaller than the RGL-80A, the RL-40 fired a duracord netting which was covered with liquid adhesive and interwoven with stun threads. When the netting hit its target, it stuck fast to capture the target. Any movement or struggle set off the stun threads, immobilizing the target with an electric jolt. (EGW)

RLG System

this is the brand name of Arakyd's guardian droid security system. It was known as a system, because the RLG was actually two droids, one which was operating and one which was recharging, giving the owner complete protection with little downtime. The small droids were equipped with tiny repulsors, and floating along behind their owner. One droid was worn on a belt pack, where it recharged its power cells. The other trailed slightly behind the owner, scanning the surroundings for any perceived threat. Each small droid was armed with a blaster pistol. (FOP, GFT)

RLW-77

this model of wrist laser was designed and manufactured by Koromondain PDS. (GG10)

R'Iyek

this ancient Twi'lek clan was a sworn enemy of the Doneeta clan for many generations. Tott Doneeta returned to Ryloth, following the Exis Convocation, and merged the two clans in an effort to end the feud. (TOJR)

RM-2020

this was the designation of MerenData's espionage droid, manufactured during the height of the New Order. Built to intimidate rather than infiltrate, the RM-2020 was designed to gather information from the battlefield. Its primary mission profile was to spot enemy troop movements and analyze an enemy force's

weaknesses, then relay the information back to its base. Measuring a meter in height and equipped with a repulsorlift engine, the RM-2020 was unarmed but sported a variety of sensory packages. (FTD)

RMD-20

also known as the Eye In The Sky, this was the model number of Kystallio Detection Plus' surveillance remote. The RMD-20 was popular because it was very inexpensive yet reliable, providing audio and video surveillance of a specific target. Because the RMD-20 measured just under a third of a meter in diameter, it could get into locations most other surveillance droids could not. (EGW, GFT, AEG)

RN18-950319

the New Republic Ship Registry identification for the *Amanda's Toy II*. (SOL)

RN27-382992

the New Republic Ship Registry identification for the *Rode to Ruin*. (SOL)

RN32-000439

the New Republic Ship Registry identification for the *Adela*. (SOL)

RN40-844033

the New Republic Ship Registry identification for the *Out of Touch*. (SOL)

RN80-109399

the New Republic Ship Registry identification for the *Mud Sloth*. (SOL)

RN80-440330

the New Republic Ship Registry identification for the *Star Hammer*. (SOL)

Rneeki

an alien race of pirates that tried to ransom a captured TIE Defender scientist back to the Empire. They were double-crossed by the Imperials, losing the scientist and the ransom money. (TIE)

Ro

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Ro indicated fire, flames, or heat. (GCG)

Ro Fenn

this obese Twi'lek male was the leader of his clan, during the years following the Battle of Naboo. He was a member of the Twi'leki head-clan when Pol Secura was killed, and was to be forced to walk into the Bright Lands by Twi'leki law. Ro Fenn hired Vilmaar Gahrk to find a way to ensure his life was not sacrificed. Villie suggested kidnapping Nat Secura, the son of Lon Secura and the one Twi'lek who stood to benefit the most from Ro Fenn's death. Ro agreed, but was unaware that, behind the scenes, his exiled son Kh'aris Fenn actually carried out the kidnapping. Ro then confronted Lon Secura, planning to use the disappearance of Nat Secura as a bargaining chip, when Kh'aris decided to come out of hiding. Kh'aris, angry that his father had not worked to overturn his exile, forced Ro Fenn and Lon Secura to agree to his demands. Ro Fenn refused, but Kh'aris had had enough. He exiled Ro Fenn, and set out to take control of the planet. Before Kh'aris could put his plans fully into motion, Lon Secura secretly met with other clan leaders. He presented all the evidence of the treachery of Ro Fenn as well as Kh'aris Fenn, and the combined leaders decided to exile both Fenns to the Bright Lands. Ro was captured immediately, while Kh'aris escaped. (ROP)

Ro Hypa

this fat, red-scaled reptile was native to the deserts of Mataou. The ro hypa appeared to be a snake, but it moved about by using four black tentacles like legs. The ro hypa was considered one of the most venomous - and dangerous - creatures in the Greater Javin, as its venom could swiftly transform blood from a liquid to a gas. Any being bitten by the ro hypa suffered an agonizing death, although it was

generally a swift demise. This venom was found to have certain medicinal properties, and was harvested by snake wranglers for sale throughout the Greater Javin. (WOA33)

Ro Vira

this was the name of a noted Zabrak individual. (UANT)

Ro, Idris

this man commissioned Jobany Cyrs to scout the planet Socorro for the Alliance. (BSS)

Roa

Roa was a smuggler from the times of the Old Republic, and was a master of the Kessel Run. He regularly pushed the envelope and made the Run in near-record times. He was living on Nar Shaddaa when he met Lwyl, and the two fell in love. Their romance was nearly ended when Roa crashed during the Battle of Nar Shaddaa, but he managed to escape before his ship - the *Lwyl* - exploded. He resolved to restrain his cockiness, and he and Lwyl were married shortly after the battle. They began to think of the young smugglers Roa was working with as their children. Among the youths they took was Han Solo, who was just starting to cut his smuggler's teeth after being expelled from the Academy. He was known as one of the best smugglers and blockade runners in the galaxy. He took Han under his wing and taught him a great deal about smuggling. Han participated in his first Kessel run while on a mission with Roa. When Han began to excel, he and Roa parted company on somewhat honorable terms. Roa and his wife, Lwyl, retired from smuggling soon after, and built a large and lucrative import-export business near Bonadan. Han bumped into Roa while trying to book passage from Roonadan to Ammuud. They met again nearly forty years later, during the Yuuzhan Vong invasion of the galaxy. Roa's wife, Lwyl, had been killed in a Yuuzhan Vong attack which was precipitated by the efforts of the Peace Brigade, and Roa was out for revenge. He convinced Han, who was still grieving the loss of Chewbacca, to help him in locating Reck Dosh. However, the trail led them to Ord Mantell and the Jubilee Wheel, just before the Yuuzhan Vong attacked there. Despite Han's efforts, Roa was literally sucked into a Yuuzhan Vong carrier and taken away to become an energy source for the immature yammosk growing aboard the *Creche*. On the clustership, Roa met Wurth Skidder. They tried to disrupt the plans of the Yuuzhan Vong commander Chine-kal, but only succeeded in exposing their plans. Roa managed to survive, and was rescued by Han and Droma at the Battle of Fondor. (HSR, CSA, THG, HT, JE)

Road to Mandalore

this song, written and played by the band Red Shift Limit, first appeared on the compilation *Thoughts from the Core*. It was banned by the Imperial Board of Culture. (GG9)

Roahks 7m Skyship

this unusual form of transportation was developed and manufactured by OmoTact Corporation. It measured fifteen meters in length, and required a crew of six to operate. It could transport up to eight passengers and their cargo on a trip through the atmosphere. They were propelled by Ponrez/Arc repulsorlifts in the event that there was no natural breeze. (GG2)

Roak

this man served the Alliance as a naval officer, and was the First Officer serving under Captain Chedaki on Leia Organa's mission to Shiva IV. Roak was forced to take control of the ship when a micromine struck the hangar bay, disabling the shuttle that Leia and Chedaki had taken for the trip to Shiva IV. (MC53)

Roali

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Roali referred to a willow-like tree that was native to the planet Cerea. (GCG)

Roali

this species of willow-like tree was native to the planet Cerea. (GCG)

Roamer-6

this model of breath mask was produced by Gandorthral Atmospheric. It was a simple unit, designed for ease of use, and consisted of a rigid mask, and air canister, and a filtration device. The mask was equipped with an adjustable strap to keep the mask over the user's nose and mouth, and the air canister could be filled with a variety of atmospheres. The filter could be linked to a computer system for uploading of filtration parameters, allowing the Roamer-6 to operate in a wide range of toxic environments. (EGW)

Roan

this member of New Apsolon's Civilized faction was elected to serve as the planetary leader, after Ewane stepped down from the position. One of Ewane's closest advisors, Roan was one of the few members of the Civilized who called for social reform, which eventually led to the election of Ewane as planetary leader. Although middle-aged, Roan was an imposing man distinguished by the shock of gray hair that covered one side of his head. Roan was accused of backing the assassins who later murdered Ewane, but even Ewane's daughters, Eritha and Alani, scoffed at any possible connection. After they were kidnapped from Roan's residence, he agreed to meet with Qui-Gon Jinn and Obi-Wan Kenobi because he felt that he was powerless to stop the rapid degeneration of his society. Roan was later given an ultimatum from the kidnappers: resign his position as planetary ruler or the twins would be harmed. He agreed to their demands, but was later killed when he went to meet with them. The twins were soon released, but Eritha discovered that Alani was secretly working for Balog. She made her own connections, blaming Balog for Roan's death as well as that of Ewane. (TTB, DOH)

Roaring Creater

this was one of the many Tasar Crystal mining settlements on the planet Tasariq which were active during the height of the New Order. It was the largest, active boomtown of the time. (SWJ15)

Roaring River

this river flowed into Roaring Canyon, on the planet Tasariq, forming a series of waterfalls which led to Echo Lake. (SWJ15)

Roaring River Cantina

this tavern was located within Roaring Crater, on the planet Tasariq. Like most other establishments in Roaring Crater, the Cantina was little more than a permanent tent. (SWJ15)

Roar's Rules

Han Solo, shortly after his discharge from the Imperial Navy, learned to live by these rules as a smuggler: "never ignore a call for help, never take from those who are poorer than yourself, never play sabacc unless you're prepared to lose, always be prepared to make a quick getaway, and never pilot a ship under the influence." (THG)

Roat, Antar

pronounced "Ro-At", this was Wedge Antilles' alias when the Rogue Squadron pilots infiltrated Coruscant. Roat was an Imperial Colonel who was shot down over Vladet, in the Rachuk System. Roat's face was severely injured, and was temporarily covered with a metallic cover. This served Wedge fine, since it covered up most of his face. Roat was scheduled to have reconstructive surgery at the Rohair Biochemical Clinic, which explained his presense on the planet. Wedge thought the Roat alias had been abandoned, but was asked to take it up again when Ysanne Isard - having escaped from the Battle of Thyferra - recruited Rogue Squadron to hunt down Prince-Admiral Krennel and the clone of Isard herself. Using her contacts within both the Empire and the New Republic, Isard had Roat's files updated to indicate he was in command of Requiem Squadron, an experimental squadron of TIE Defenders. Her plan was to have Roat and his squadron of TIE Defenders defect to Ciutric to offer their services to Krennel, whose forces had suffered huge losses in the struggle to capture the Rogues over Distna. Krennel accepted their offer, which allowed Wedge and the Rogues to infiltrate Krennel's forces and bring about their destruction. Once they had gained Krennel's confidence, the Rogues could then take out much of Ciutric's orbital defenses while a ground assault team, led by Major Telik, would eliminate any surface defenses. (WG, IR)

Roath Vogog

this was the name of a famous Houk individual. (UANT)

ROB

this was an abbreviation for the rear observation blister of a starship. (BF2)

'rob

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Irob or Arob clans. (GCG, WOTC)

Roba

this species of giant-tusked, pig-like animals was native to the planet Aralia. Weighing more than 900 kilograms on average, robas had few enemies on Aralia until the Ranats managed to find their way to the planet. Since then, the roba have become the Ranats' favorite food, and their population has dwindled rapidly. A population of roba were also raised on Taanab as food sources. (GG4, EGP)

Robalto, Gibsun

this man was the head of his local COMPNOR SAGroup, and traveled the width and breadth of the Empire to witness first-hand the might and power of the New Order. (HR)

Robari, Alhond

this man worked as the head chef at the Firaxa Room, on the planet Manaan, during the height of the New Order. He was known for his unusual and exotic dishes, and he often surprised his patrons by serving their food by himself. (PH)

Robeir XXIII

this descendant of the House of Cron ruled the Cronese Mandate during the New Order. He was loyal to Emperor Palpatine, but ruled the sector as a client king. (ML)

Robeskin

this was the term used to describe a thin, living membrane developed by the Yuuzhan Vong as a portable cloak. The robeskin provided the wearer with minimal protection, but served to cover their body. The robeskin received food by feeding on the bodily secretions of the creature that wore it. Skin cells, sweat, blood, and skin oils were all ingested by the robeskin as it hung around its owner's form. In return for this sustenance, the robeskin kept its owner covered from the elements, and could even assist in the healing process if its owner were injured. By consuming the pus and effluvia of an injury, the robeskin helped prevent infection while using its own curative properties to help its owner heal quickly. (EL2, T)

Robida Colossus

the huge, steam-powered starship that served as the flagship of King Empatojayos of Ganath. It is shaped like a pointed submarine. (DE2)

Robo-barge

any automated cargo transport ship. (HSE)

Robo-flatbed

any automated cargo movement system. (SWR)

Robo-hack

any automated taxi craft. (HSE)

Robot Starfighters

another name for the Imperial TIE/D ships. (DE1)

Robo-vassal

a generic term used to describe any automaton programmed for domestic occupations. (HSR)

Roc

this young man was a native of the planet Tatooine, during the years leading up to the Clone Wars. He was one of the many youths Amee had a crush on, after Anakin Skywalker left Mos Espa for the Jedi Temple. (TG)

Rocatrinicel

this was a noted individual from Frozian history. (UANT)

Roche

a planet near the Roche Asteroid Field. It was the base for Ackbar's Project Shantipole. (XW)

Roche Asteroid Field

sector of the galaxy that contains the homeworlds of the Verpine, the Barabels, and the Kubaz. It also is a breeding site for mynocks and space slugs. It is a collection of asteroid belts orbiting a small yellow sun. (DFR, DA, SFS, GG4)

Roche Corporation

see Roche Industries (FTD)

Roche G42

an asteroid in the Roche Asteroid Field, is was the site of a Verpine colony. (XWN)

Roche Hive Mechanical Apparatus Design and Construction Activity for Those Who Need the Hive's Machines

this was the full name of Roche Industries. (EGD)

Roche Industries

this was the name given to the small group of Verpine technicians who produced several varieties of droids during the height of the New Order. Many of their original designs, such as the J9-series worker drone, were not accepted by human droid buyers, but several later designs - like the *Siak*-series - sold quite well. (FTD)

Roche Lobe

a term used to describe a section of a black hole. (JS)

Roche System

another name for the Roche Asteroid Fields. (COTF)

Rock Boots

produced by Malik Technologies, Rock Boots were specially-designed and reinforced footwear created for use in the harsh environments found near volcanoes. (GSE)

Rock Dragon

this small reptile is native to the planet Dathomir. It has rough, mottled skin which helps it blend into its surroundings. The rock dragon is an egg-laying species, and they build nests among the rocks in which to lay their eggs. They then use their bodies to warm the eggs, with their natural camouflage helping to hide the nest. They eat mainly insects and plants, but have a defensive poison that they inject with a small stinger to protect themselves. The poison is strong enough to kill a full-grown rancor. (SHA)

Rock Dragon

this Hapan passenger ship was owned by Tenel Ka, but was constantly being upgraded by Jaina Solo and Lowbacca. The ship was a present from Tenel Ka's parents, following her wish to have her own ship. Much of the influence on her parents came from her grandmother, Ta'a Chume, who felt that her granddaughter needed adequate protection while at the Jedi Academy on Yavin 4 - especially in the wake of the Shadow Academy's attacks. The ship was by no means on the leading edge of technology, and was cleaned of any Hapan markings so that Tenel Ka could travel in anonymity whenever necessary. The name of the ship was given by Tenel Ka, and refers to the small reptile native to Dathomir. It also

alludes to the Hapan custom of naming their starships "dragons." Jaina used it to rescue Zekk, Raynar, and Bornan Thul from Boba Fett, in much the same way her father bought Luke Skywalker an extra minute during the Battle of Yavin. She came at Fett with the blazing light of a star behind her, blinding the bounty hunter to her approach. (ROM, TEP, SHA)

Rock Dwellers

this was another name for the Treka Horansi. (PG1, AE)

Rock Hornet

this swarming insect was native to Tatooine. (MC17)

Rock Ivory

a valuable and controlled mineral that is often smuggled. It is used commercially in antigrav units. (COJ)

Rock Lizard

this reptile was native to the planet Tatooine, and was smaller than a dewback. (EGA)

Rock Mouse

a small rodent found in desert or rocky terrains. (GOF6)

Rock One

this callsign became the New Republic standard for the first Yuuzhan Vong warship encountered in a space battle. (DTO)

Rock Palace

this remarkable rock formation, located outside Mos Espa on the planet Tatooine, was known for its alabaster pinnacles. (TG)

Rock Shrew

this small creature was the favored food of many predatory avians. (MJH)

Rock Spitter

this was New Republic starfighter pilot slang for the plasma cannons and magma launchers of the Yuuzhan Vong coralskippers. (UF)

Rock Squadron

one of the Tri-fighter flight groups of the Eyttyrmin Batiiv Survivors, it wasn't as prestigious as Bolt Squadron. Corran Horn, under the alias Jenos Idanian, was admitted to the Survivors as a pilot in Rock Squadron. (IJ)

Rock Sucker

this species of flat-bodied mollusk was native to the planet Mytus VII. One of the only creatures which could survive on the planet's surface, rock suckers feed on the minerals of the planet's crust by exuding an acidic secretion from the suckers on their underside. The secretion begins to break down the rocks, and the rock sucker then draws the raw minerals into its body. (EGP)

Rock Tabbie

an easily-frightened creature. (TME)

Rock Viper

this poisonous serpent was native to the rocky deserts of the planet Ord Cestus. (TCD)

Rock Wart

a vicious, slug-like creature found on the planet Tatooine, the rock wart was a worm with large eyes and a gaping, fang-filled mouth the opened vertically. The bite of the rock wart delivered a potent neurotoxin which could kill a human in a short period of time. Once a rock wart had killed its prey, it consumed as much of the prey as it could, then burrowed inside the body to lay its eggs. (SWIJ, SOT)

Rock Wizard

this unusual being lived on the Forest Moon of Endor. Many years before the Battle of Yavin, the Rock Wizard controlled the Jindas, who farmed his lands. When the Jindas angered him with their mistakes, the Rock Wizard banished them from his kingdom, forcing them to wander the surface of the moon in search of a new home. Many years later, when Logray attempted to break the curse that kept the Jindas on the move, the Rock Wizard reappeared and tried to punish the Ewok for meddling. However, Logray managed to banish the Rock Wizard and free the Jindas. (ECAR)

Rock Workers

this was a branch of The Workers faction, based on the planet New Apsolon some twelve years before the Battle of Naboo. The Rock Workers were miners by trade, working in the quarries of their homeworld to harvest wondrous stone and ores. During Balog's attempt to take control of New Apsolon, the Rock Workers allied themselves with the Tech Workers. When the Absolutes who were working with Balog attacked the Rock Worker settlement, they killed every living being they encountered. They wanted no witnesses to their theft of weapons, explosives, and supplies, and even killed the children of the Rock Workers. Their only survivor had been Yanci, who had been sent out to ask for assistance from Qui-Gon Jinn and Obi-Wan Kenobi. Yanci later returned to the base and buried the dead. (DOH)

Rockcan

this box-shaped prospecting scow was owned by operated by Gideon Smith. (JH)

Rock'co

this slimy character lived on Narigus III, and was the original owner of the Kubaz Insect. The statue was stolen from him by two small-time criminals called Lauren and Sam, and Rock'co tried to get it back before they could leave the planet. Rock'co caught Sam, but he had already mailed the statue to Lauren, and he died under Rock'co's interrogation. Rock'co later teamed up with Jorkatt the Render and captured Lauren. They fought over the Insect, but soon discovered that Rock'co's statue was a fake. (GMS)

Rocker Pose

this was one of the many meditative body positions practiced by the Jedi Knights of the Old Republic. (MBS)

ROCKET

this ancient, Zim Systems personal rocket pack was a bulky forerunner to the modern jetpacks. (TOJC)

Rocket Grass

this woody plant grew on the plains of Usean II. (TBSB)

Rocket Trooper

this specialized Imperial stormtrooper was trained to move into and out of military actions via a simple rocket pack that was integrated into the standard stormtrooper armor. Because the pack was part of the armor, it had limited usage, being capable of just twenty total seconds of flight before requiring recharging. Each rocket trooper also carried an M-SMS missile system. (WOTC)

Rocket-Jumper Elite Advance Unit

known most often as the Rocket Jumpers, this Old Republic military division was made up of short-range assault troops that deployed from floating fortresses while harnessed to a rocket backpack. The backpack allowed the soldier a full range of motion that was controlled via movements of the head. The mission of the Rocket Jumpers was most often to break stalemates and seize control of an area until regular units could advance and reinforce the area. They were one of the original SpecForce units, created shortly before the onset of the Great Sith War. (FNU, ROE)

Rockhopper

this large beast, native to the planet Roon, was domesticated by the natives of the planet and used in a variety of roles. Rockhoppers were best known as mounts, and rockhopper races were one of the primary events of the Colonial Games. (SWDB)

Rockmelon

this hard-shelled fruit is grown underground by the Eloms. (GG12)

Rockmite

these rapidly-multiplying creatures are native to the planet Tatooine, where they built huge underground nests in the sand. (DESB, CSA)

Rock-vulture

this avian scavenger was native to the planet Utapau. (E3N)

Rockwalker

this was the brand name of a type of boots made specifically for miners. The soles of Rockwalkers are studded with metal hooks that open and close with the user's pattern of walking, allowing the wearer to remain on the surface of an asteroid without the need for artificial gravity or magnetic plating. (SSR)

Rocshore Fish

native to the coastal waters of the planet Senali, this timid, spined fish had three large claws, which it used to catch its prey. The Senalis discovered that the rocshore fish would regenerate a claw if one was removed, and hunted the fish for their clawmeat. By spearing the fish in the tail, where there were no nerves to cause pain, the rocshore fish could be immobilized long enough to twist off a claw. The Senalis were careful to remove a single claw at a time, for the fish was unable to hunt with a single claw, and eventually died of starvation. The rocshore fish's clawmeat was a staple in the Senali diet. The Senalis learned that they had to hunt for rocshore fish underwater, for the fish were easily spooked by the presence of a boat. Whenever spooked, rocshore fish would bury themselves in the sand to hide. (SP)

RO-D

this Balmorran Arms automaton was developed to address the security and defense needs of musicians and artists who were traveling the galaxy during the last decades of the Old Republic. In addition to being equipped with several sensor suites and advanced life-protection programming, each RO-D could be armed with lethal or non-lethal weaponry. They were also capable of moving heavy loads, and were designed to be used as roadies when not on active duty. Unlike most other droids, the RO-D was available in more than 70 different color schemes, allowing musicians to use them discreetly in virtually any stage set-up. (HNN5)

Roda Lem

this being was a noted member of the Advoszec race. (UANT)

Rodaj

this planet was the site of a mining operation that was invaded by the Empire. (SWJ13)

Rodan, Fyor

this man, a native of the planet Commenor, was a member of the New Republic Advisory Council. As a Senator, he opposed the formation of a new Jedi Council, shortly before the Yuuzhan Vong invasion of the galaxy. Many rumors spoke of Rodan's own ties to the smugglers that the vigilante Jedi led by Kyp Durrone were taking out of business, and hinted that his dislike of the Jedi was based more on lost profits than anything else. However, these rumors were not true of Fyor, but his older brother Tormak. Later, Rodan threw in his support to Borsk Fey'lya, who argued for the defense of Bothawui when it was learned that the Yuuzhan Vong were going to attack either Bothawui or Corellia. Rodan believed that the Jedi had manipulated the information in order to force the New Republic into a poor position, which would leave the door open for the Jedi to take control of the galaxy. He went so far as to call the Jedi way a "quaint philosophy" in the presence of Luke Skywalker. Shortly afterward, Rodan was one of few members of the Advisory Council to reach Borleias, in the wake of the Second Battle of Coruscant. He joined the self-appointed Chief of State Pwoe in trying to take control of the Republic's future, but realized that Pwoe was really only in the game for his own personal agenda. When the remnants of the Republic called for a meeting on Calamari, Rodan abandoned Pwoe and returned to the rightful Republic. However, he held no more love for the Jedi or their efforts with the war, and made sure to take every public opportunity to belittle Luke Skywalker and the Jedi. His bid to become the Republic's Chief of State was thwarted when

Cal Omas was elected, but Rodan grudgingly swore to work with Omas and the new Jedi High Council to help turn the tide of battle against the Yuuzhan Vong. (VP, JE, BP, EL1, DW)

Rodan, Tormak

this man was the older brother of New Republic Senator Fyor Rodan. Tormak was a smuggler who worked for Jabba the Hutt, and went solo when Jabba was killed on Tatooine. Tormak worked from a base on Nar Shaddaa during much of his career. The two brothers hated each other, taking opposite sides of virtually every issue. Tormak's exploits were mistakenly attributed to Fyor during his early Senatorial career, and rumors of his ties to smugglers led many to questions of his veracity. Fyor found that he couldn't admit to Tormak's smuggling, as the admission would damage his career almost as much as the rumors had. (DW)

Rode to Ruin

this starship was owner by the spacer Fracca, and was based out of Orron III. The New Republic Ship Registry identified it as RN27-382992. (SOL)

Rodeo Thranta

this domesticated species of thranta was bred on the planet Bespin by the acrobats and daredevils of the Air Rodeo. These thrantas were originally brought to Bespin from Alderaan many generations before, and were prized for their ability to be tamed while maintaining enough spirit and intelligence to perform complex tricks. Individual rodeo thrantas were trained to respond to high-pitched whistles, allowing their riders to turn them as needed. These thrantas usually have about ten years of performing before they are "retired" and used as mounts or pets. Because of the thrantas' inability to survive without the correct atmosphere, the Air Rodeo rarely traveled away from Bespin. (WOTC)

Rodese

this was the language spoken by the Rodian people. (WOTC)

Rodia

the tropical home world of the Rodian race, Rodia was the second planet in the Tyrius System. Rodia was orbited by four natural moons. It was once a lush paradise teeming with life, but the hunters of the Rodians wiped out much of the planet's native life in search of food and dominance. Since then, it has become highly industrialized. Because of this industrialization, Rodia was subjugated by the Yuuzhan Vong, shortly after the alien invaders took Druckenwell and Falleen. The native Rodians fled into the wilderness, and continued to stage guerrilla raids on Yuuzhan Vong settlements throughout the remainder of the war. (SW, SCRE, GG4, BP, SPG, NJOSB)

Rodiak Ocean

this was the largest body of water found on the planet Rodia. (SPG)

Rodian

this bipedal race with tapir-like face and multifaceted eyes is native to the planet Rodia, in the Tyrius system. The skin of a Rodian is green in color, and there is very little physical variation within the species. Thus, non-Rodians often cannot tell two Rodians apart. The Rodian race has ears that swivel in their sockets, allowing them to hear in several directions. There is a ridge of spikes which crests their skulls, and their long, flexible fingers are tipped with suction cups. They are a race of hunters by nature, and bounty hunting seems to hold a place of high esteem. As a race, they evolved as hunters, surviving their planet's tropical environment and establishing a series of war games which lasted for thousands of years. When an Old Republic scout team landed on the planet, the Rodians were there to meet them, armed to the teeth. They annihilated the scout team, and the Grand Protector declared that it was time to take their skills to the stars. Since then, they have not done as well as they had hoped. Many of the Rodians who make a living off-planet are working as bounty hunters for corrupt crime lords. Their weapon of choice is the thermal detonator, since a widespread explosion tends to kill more than a single blaster shot. Each bounty hunter is obliged to bring a valid record of his or her kill to the Guild on Rodia for logging in the record books. Others are making a living as Imperial lackeys. Rodians almost wiped themselves out as a race, during a time when the birthrate among females dropped below the level at which they were killing each other off. Harido Kavila, the Grand Protector at the time, devised a way for the Rodian people to

funnel their violent tendencies through dramatic plays. The stories revolved primarily around violence, but had a well-defined plot and used the violence to magnify the emotional impact of the plays. The Rodian dramas became well-known throughout the galaxy, in part because they were strong dramas but also because they portrayed the full impact of violence on the perpetrator and his victim. When the Yuuzhan Vong subjugated Rodia, the surviving Rodians fled into the wilderness, preferring to stay alive and fight with terrorist-like attacks. The fact that these attacks continued with increasing violence caused the Yuuzhan Vong to admire the Rodian spirit, and many Rodians who were captured were given favored status as slaves. (SW, SCRE, GG4, NJOSB)

Rodian Ale

this was a fermented malt liquor produced on the planet Rodia. (LFCW)

Rodian Cryogenic Whip

produced by Sancretti Arms and Munitions, Interstellar, this whip produces a numbing, cryogenic freeze at the point of contact. (FOP)

Rodian Dank

this was a disease that affected the Rodian race, and was highly contagious. It could be transferred via bodily fluids, or even by breathing in the same area as an infected individual. (GCG)

Rodian Flame Silk

this beautiful material is very expensive. (SWJ9)

Rodian Galactic Drama Troupe

this was the most famous of the theatrical groups based on the planet Rodia. (SPG)

Rodian Guilds

a set of governing bodies that guide the various Rodian occupations, including bounty hunting and other violent crimes. (SCRE)

Rodian Hunting Grounds

known as the *Etyyy* in the Shyriiwook language, this area of the planet Kashyyyk was located to the southeast of Kachirho. Comprised of several safari compounds established by various Rodian hunters who paid regular tazes to the Wookiees for the use of the land, the Rodian Hunting Grounds became the planet's primary proving grounds for big-game hunters of all species. However, the original ideals of the *Etyyy* - treating both the land and the hunt with respect - gave way to the accumulation of credits and the arrival of the Empire. The Imperial agents who subjugated Kashyyyk stripped the Wookiees of any income they were receiving from the Rodians, and then demanded that the Rodians pay a hefty tax to continue their hunts on the now Imperially-controlled land. The Rodians were more interested in the credits than their agreement with the Wookiees, and simply started paying taxes to the Empire to preserve their ability to hunt. The appearance of Chiss poachers was not welcomed by either the Wookiees or the Rodians, but the Empire chose to ignore the situation, causing even more damage to the environment of the *Etyyy*. (SWGAL)

Rodian Hunting World

this was the name of the place where all good Rodians went when they died, provided that they remained true to the Path of the Hunt. (GMR5)

Rodian Jungle-Rot

this was a disease, believed to have originated on Rodia, which affected the skin. (GMR6)

Rodian Kisses

this holovid, popular during the year leading up to the Clone Wars, starred Yari Cranna-Rapier. (HNN5)

Rodian Longrifle

this form of Rodian blaster rifle was created from an ancient slugthrower design. Longrifles were designed

to be carried in the jungles of Rodia, and were necessarily lightweight and accurate. Modern versions use blaster components to fire bolts of coherent energy. (UANT)

Rodian Razor-stick

this bladed weapon was produced by the Rodians for use in hunting ghests. (AIR)

Rodian Swamp Lizard

a relatively docile creature native to the swamps of Rodia. (LOE)

Rodian Throwing Razor

a wickedly-sharp blade used by Rodian bounty hunters. It has an aerodynamic shape, allowing it to be thrown at a target with great accuracy. Certain models were equipped with a tiny repulsorlift engine, which enhanced the razor's range and accuracy. (TFNR, GFT)

Rodick Tag

this noted lotran bounty hunter was a former Braceman and a member of the Granse Confederacy. After leaving the service of the Braceman Council, Tag decided to earn a living as a bounty hunter. He was known to have captured several Alliance agents and officers while in the employ of Moff Garret Callron, before he joined the Granse Confederacy as a full-time hunter. (GG12, AIR)

Rodis

this remote planet was the homeworld of the Rodisar race. (SWDB)

Rodisar

this crocodilian race was native to the planet Rodis. They were a primitive people who seemed to be continually at war. (SWDB)

Rodmark Weapons

this Rodian weapons manufacturer was part of the holdings of the Roolek clan. The clan used the primary production plant as its based of operations. (SPG)

Rodno

this diminutive Kadrillian served as an administrative aide to Dal Quirz, during the early years of the Galactic Civil War. Rodno was a very self-confident individual, although his knowledge was often incomplete. This was due mainly to his young age and lacked of experience, but it didn't stop Rodno from trying to learn more, as quickly as he could. When it was learned that the Empire was planning to subjugate the Kadrillians and the Nocivs in order to steal all the kunda stones on Kadirl, Rodno led Luke Skywalker and Han Solo into Nociv territory. There, he reunited with his chosen mate, Deerna, who had decided to remain with the Nocivs. Rodno's love for her remained strong, and he stepped in front of a blaster bolt meant for Deerna in the fighting. The wound was not fatal, and Rodno survived. Deerna agreed to marry him, and Rodno agreed to remain with the Nocivs. (LAT3)

Rodomon Family Farm

this was one of the many Tatooine moisture farms which sold their water and produce on a contract basis, during the early years of the New Republic. (TG)

Roek

this Imperial Navy Admiral was in command of the *Super-class* Star Destroyer *Aggressor*, during the last years of the Galactic Civil War. He was placed in command of the fleet which protected the shipyards of Corellia, shortly after the Battle of Endor. (SWJ2)

Roen

known as Firefather in the Gorothis language, this city was the site of the only major spaceport found on the planet Gorothis Prime. (GSE)

Roenni

this young girl was a member of The Young. She watched over the injured body of Tahl while Qui-Gon

Jinn searched for Obi-Wan Kenobi in Zehva. Later, as The Young battled against their elders, Roenni and Obi-Wan disabled the five starfighters used by the elders to attack the children's base. She remained Obi-Wan's friend, even after he was exiled from The Young by Nield following Cerasi's death. (DOD, UP)

Roeosss

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "crushes with his claws". (GCG)

Rog

this Gamorrean male was Vrokks' brother, and was the warlord of the Nudskutch clan. He demanded vengeance of Guth and Captain Ugmush after Vrokk's death, which he claimed to have been caused by an outlander from a starship. Rog challenged Guth to a duel, and promised to kill Ugmush as soon as he dispatched Guth. However, before the duel could take place, Callista Ming and Kufbrug discovered the plot set in place by Rog's wife, Gundruk, to kill Vrokk and assume control of Bolgoink. It was learned that Gundruk had ordered Rog to obtain a tiny homunculus-wasp and place it into the wax seal of the false challenge document given to Vrokk. Callista could only assume that Rog was just a pawn in the entire plan. Rog and Gundruk fled Gamorr, rather than face Kufbrug's wrath. (SWJ14)

Roga

this squat, six-legged creature was native to the planet Geonosis. The insectile roga moved about on its spindly, hose-like legs, and was attracted to sources of heat. Its mouth was surrounded by grasping mandibles, and a pair of feathery antennae sprouted from its head. Some Republic scientists who studied the species of Geonosis after the onset of the Clone Wars theorized that the Geonosians had actually evolved from an ancient form of roga. (OWS, AAOTC, SWI79)

Rogak

a clan of Gamorreans on the planet Gamor. (MTS)

Rogan

this was one of the most common male names among the Corellian population. (GMR9)

Rogan

this loyal man was married to Tyerle, and they settled on the planet Quesal to escape the threat of the New Order. Rogan became involved in the resistance for two reasons: first, because his brother-in-law Tiree was an Alliance agent; second, because the Empire installed Moff Bandor to rule Quesal and control the production of ardanium. Rogan began establishing resistance cells, but was eventually caught in the waves of fear created by Bandor's hurlothrumbic generator. Rogan was sent to the Game Chambers, and was a mindless survivor when he was rescued by Alliance agents. He eventually recovered, once he was free of the influence of the generator. (GCQ)

Rogar Farnoster

this being was the author of *The Slug Named Grendel* and *Night Mynock*. (WSB, HNN4)

Rogar Garret

this New Republic Navy officer was the Sector Commander in charge of the Kalinda System and its surrounding space. He passed on the orders which implemented Project Second Chance to Admiral Ackbar. (TSK)

Rogelo

this was one of the Alliance's Nebulon-B frigates, active during the height of the Galactic Civil War. (TIE)

Roger Roger

this was the code for "affirmative" used by the Trade Federation's battle droids. (TPM)

Roget

this was one of the most common female names among the Corellians. (GMR9)

Rogg

this Grave Tusken was one of the tribal leaders who were exported to the moon of Sulon by the Empire, during the height of the New Order. Despite being the leader of his tribe, he scoffed at the idea that a leader had to actually lead his forces into battle. Rogg felt that this meant that leaders were killed quickly in battle, eliminating their expertise and knowledge before they could be put to good use. When Kyle Katarn returned to Sulon to recover his father's belonging, he was attacked by Rogg's forces near the homestead. In the confusion of the firefight, his second-in-command Bordo shot Rogg dead. (RAG)

Rogh'ma Ixsan

this Dug slaver was one of the many members of his species who joined the RavinsBlud crime syndicate during the years surrounding the Battle of Naboo. A bounty for his capture was issued by the Coruscant police force in connection with the transport of death sticks between Malastare and Coruscant. Jango Fett later claimed this bounty during his attempt to locate Sebolto on Malastare. (BH)

Rogir-boln

this plant, which produced a sweet-fleshed white fruit, was grown as a foodsource on the planet Zonama Sekot. (FH3, UF)

Rogoe

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "wise pilot". (GCG)

Rogor

man was one of the Alliance troopers who was assigned to the Massassi Base on Yavin 4. Rogor was a Lieutenant during the evacuation following the destruction of the first Death Star. (IS)

Rogos, Dal

this Imperial Security Bureau agent spent part of his career trying to expose the Ithorian Poliss as an Alliance sympathizer. He eventually discovered a team of Alliance agents who were searching for the ruins of the Alderaan Royal Palace within the Graveyard, and followed them to Mining Outpost 11. He was unaware that Darth Vader himself had planted rumors of the Palace's location, in an effort to capture Leia Organa as part of Operation Yavin Kill Two. Rogos had no more luck than Janus Bonn in capturing the Alliance members who bit on the rumors, and they eventually recovered the Alderaanian armory ship *Another Chance*. (GA)

Rogriss, Asori

this woman was the daughter of Admiral Teren Rogriss. When Rogriss was dispatched to accompany Turr Phennir to Adumar, she was twenty-eight years old. Her whereabouts were not known. Wedge Antilles promised Admiral Rogriss to contact Asori and her brother, Terek, to inform them of their father's bravery and to protect them from Imperial reprisals. (SOA)

Rogriss, Terek

this young man was Teren Rogriss' son. At the time of the Admiral's mission to Adumar, Terek was a twenty-four year old member of the Imperial Navy. Wedge Antilles promised Admiral Rogriss to contact Asori and her brother, Terek, to inform them of their father's bravery and to protect them from Imperial reprisals. (SOA)

Rogriss, Teren

this man served the Imperial Navy for many years, eventually being promoted to Admiral. After the Battle of Endor, Rogriss remained loyal to those who upheld the ideals of the New Order, and vehemently opposed the warlords who sprang up in the wake of the Emperor's death. He especially despised Zsinj, and went so far as to contact the New Republic warship *Mon Remonda* to request an audience. During the meeting with Garik Loran, Rogriss proposed a secret alliance in which both sides would trade information about Zsinj, in the hopes that one of them would bring the warlord down. He even went so far as to "loan" the *Interdictor*-class warship *Stellar Web* to Han Solo for his attack on Zsinj at Selaggis Six. After learning that Zsinj was still alive, Rogriss was sent on several other missions to hunt the warlord down. However, Rogriss was always a step behind Admiral Ackbar and Solo, and was eventually

demoted from fleet commander - although he remained an Admiral - and given only a single support ship to command with the *Agonizer*. In this capacity, he was assigned to escort Turr Phennir and the pilots of the 181st Fighter Group to Adumar for the negotiations on Adumar's future. He was ordered by his superiors to ensure the Empire gained control of Adumar, at any cost. This order conflicted with his own sense of personal honor, and he eventually decided to ignore any order which called for the destruction of Adumari resources, should they side with the New Republic. He made his intentions known to Wedge Antilles, who agreed to help contact his family if he ever had to flee the wrath of the Empire. Rogriss' wife had died several years prior, but his two children survived. Wedge agreed, and Rogriss proved true to his word. When the Adumari chose to join the Republic, Rogriss chose to take the *Agonizer* out of orbit and leave the system, rather than destroy their society. Rogriss then returned to Adumar, in the hopes of helping them learn more realistic warfare techniques to replace their honor-based system. He remained on the planet as a defense minister for the *perator*. (SOC, SOA, PH)

Rogrukh

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Rogua

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Rogua

one of Jabba the Hutt's Gamorrean guards. He and Ortugg escorted Chewbacca into Jabba's dungeons. (CCG)

Rogue

a group of Alliance Lambda-class shuttles assigned to capture the Ethar Corvettes. (XW)

Rogue

this was the name given to those boras trees which lived outside the community of the Zonama Sekot tampasi. (RP)

Rogue Alpha

this was Wedge Antilles' callsign, when he rejoined Rogue Squadron during the Yuuzhan Vong invasion. He flew a reconnaissance X-Wing during the insertion of Corran Horn on Garqi. (DTR)

Rogue Eight

Erisi Dlarit's callsign as a member of Rogue Squadron about two and a half years after the Battle of Endor. *Note that The Krytos Trap indicates that Dlarit's callsign is Rogue Four.* It was later used by Leth Liav, in the wake of the Second Battle of Coruscant. (XWN, KT, EL2)

Rogue Five

this callsign was used by Wes Janson for most of his career with Rogue Squadron. *Note that Dark Tide: Onslaught claims that Rogue Five was also used by Hobbie Klivian and Tycho Celchu, although none of the other texts reveal this.* (DTO)

Rogue Four

Pash Cracken's callsign when he joined Rogue Squadron. *Note that The Krytos Trap indicates the the Rogue Four callsign was used by Erisi Dlarit during the months after the liberation of Coruscant, despite the fact that Cracken was still a member of the squadron.* (WG, KT)

Rogue Group

this was the name used by Luke Skywalker to denote his squadron of modified T-47 snowspeeders while stationed at Echo Base on Hoth. Derived from the memory of the Red Squadron that helped win the Battle of Yavin, Rogue Group eventually evolved into Rogue Squadron. (RESB)

Rogue Houses

this was the name given to those Tapani Sector noble Houses which opposed Shey Tapani's plans to unify the planets of the sector, some 6,000 years before the Battle of Endor. (TSIA)

Rogue Imperial 5

this modified N-1 fighter was owned by the criminal known only as Stormtrooper X, who maintained the ship despite its age. (GMR6)

Rogue Null

Tycho Celchu's callsign when, as the newly-named Executive Officer of Rouge Squadron, he piloted the shuttle *Forbidden* into the Chorax System. (XWN)

Rogue Runner

this modified Corellian Space Gymsnor-3 Freighter was modified by its first owner to have a faster hyperdrive, better lateral control, and increased shielding. It can transport up to 75 metric tons of cargo without losing any performance. Its ion drive was badly in need of repair when Fiz Cor'gril acquired it. (SWJ9)

Rogue Seven

Rhysati Ynr's callsign as a member of Rogue Squadron, about two and a half years after the Battle of Endor. *Note that The Krytos Trap indicates the Ynr's callsign is Rogue Three.* It was later used by Dakorse Teep, in the wake of the Second Battle of Coruscant. (WG, KT, EL2)

Rogue Seven Angel

this was Leia Organa's private, diplomatic cipher, used while she was the Chief of State for the New Republic. (AC)

Rogue Squadron

initially, Rogue Squadron was the unofficial name of the X-Wing Red Squadron which assaulted the first Death Star. It became the official title of the snowspeeder pilots on Hoth, and eventually became the designation given to Luke Skywalker's group of 12 X-wing pilots. After Luke resigned his commission from the New Republic, Wedge Antilles was promoted to Rogue Squadron's commander. He took Rogue Squadron into battle at Bakura, and tried to keep the squadron vital in the aftermath of the Galactic Civil War. However, a number of rookies got killed trying to live up to the history of Rogue Squadron following Bakura, and so Admiral Ackbar approached the Provisional Council of the New Republic to petition them to let him restructure Rogue Squadron, from a political tool to a real team of crack pilots. Wedge continued to be the squadron's commander, and Aril Nunb was named Executive Officer. Wedge, however, felt that she was not as good a teacher as she was a pilot, and petitioned to have her replaced with Tycho Celchu. Under Antilles and Celchu, and a few Rogue Squadron veterans, the squadron regained its mystique and became the elite group of pilots it was destined to be. Following the liberation of Coruscant from Ysanne Isard, the Rogues were awarded the first Coruscant Star of Valor for their efforts. The squadron was then ordered to augment Han Solo's fleet, which was planning to attack the Warlord Zsinj. All of the squadron's members were against the mission, wanting instead to liberate the planet Thyferra from Isard and exact their revenge on the way Isard and Erisi Dlarit had used the squadron. The Republic refused this request, ordering them to report for duty to Solo. Instead, every member of the squadron submitted their resignation and created their own force with which to attack Thyferra. After the battle to retake Thyferra was decided, it was "discovered" by Airen Cracken that their resignations were never processed, so the Squadron was reinstated to active duty. The squadron served as part of the support structure for the Mon Remonda during the hunt for Warlord Zsinj. It remained under the command of Wedge Antilles until the defeat of Grand Admiral Thrawn and Prince-Admiral Krennel, when Wedge accepted a promotion to General. Tycho Celchu became Rogue Leader at this time, but eventually gave up the position to Wedge several years later. The Rogues were reported destroyed while supporting a reconnaissance mission over the moon of Distna, during the hunt for Krennel. Ysanne Isard's clone, obsessed with eliminating the Rogues, had laid an ambush for them at Corvis Minor Five. The ambush would have succeeded, if the real Ysanne Isard had not dispatched Colonel Vessery to recover the Rogues. This allowed them to work with Vessery's people to eliminate Krennel and Isard's clone before returning to active duty. A semi-permanent monument to the fallen Rogues was erected in

the wake of the failed rescue of Sate Pestage from Ciutric, after Ibtisam gave her life to allow the squadron to escape. It was made up of holograms of those Rogues who had given their lives to the Alliance and the New Republic. The insignia of the Rogues was centered on the blue shield of the Alliance. Surrounding it were the images of twelve X-Wing starfighters with engines burning, flying outward from the shield. Four 12-pointed red stars surround the fighters, signifying the far-reaching strength of the squadron. The number twelve is significant, of course, because it represented the twelve positions of the squadron. (ESB, HTTE, XWN, JS, KT, IJ, IF, SOC, XWMR, IR, TTSB)

Rogwa Wodrata

this female Holwuff represented her people in the Confederacy of Independent Systems, during the last decades of the Old Republic. She was present during the summit on Geonosis, just before the Battle of Geonosis took place. (SWI65)

Roh

this is one of the larger Fyodoi tribes on Fyodos. They often greet newcomers to the planet. The Roh are led by Kalor. (PG2)

Rohair Biochemical Clinic

a reconstructive surgical clinic located in Imperial City on Coruscant. Iella Wessiri posed as Irin Fossyr, a representative of the Clinic, in order to meet up with Wedge Antilles, who was portraying Antar Roat. (WG)

Rohak

this elderly man was one of the many Force-sensitive individuals who were exiled to the planet Dathomir shortly after the Clone Wars, when Emperor Palpatine began eliminating any possible threats to his position of power. It was Rohak, along with his aides Noldan and Paemos, who first located the site that would become the Village of Aurilia. Because of his age and experience, Rohak was named the Village Elder, and took control of the regular business of the Village. Although he was initially against the idea, Rohak eventually agreed with Marite that the Village of Aurilia should open its arms to Force-sensitive offworlders. In this way, the lore and knowledge of the settlers could be passed on, while the offworlders helped defend the settlement from attacks by the Nightsisters. (SWGAL)

Rohal Cross

this distinguished award was given by the Alliance to those beings who displayed unusual levels of valor and bravery during a mission. (CRO)

Rohan

meaning "dutiful", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Roi, Fitz

this legendary jatz musician was a native of Tapani Sector, and returned there after touring the Core during the height of the New Order. His family was native to the planet Lenniera, and maintained an estate there after Roi himself established a residence on Esseles. During the height of the Galactic Civil War, Fitz Roi was known almost as much for his mastery with the Faln horn as he was for his flamboyant stage shows. He carried a pair of projectile pistols at his side at all times, and often shot them off in concert. These slug throwers, relics of the Manderon Period, were stolen by the Tombat while Roi was playing at the Priole Danna Festival, after his Summerside Tour was cancelled. Later, on Esseles, he went on stage dressed as a Jedi Knight. His career had been sponsored by a young female noble of House Barnaba, who was infatuated with him. (SWJ3, SWJ4, SWJ6, LOE)

Roi, Mettez

this man was a noted promoter of arena gladiator events, during the years leading up to the Clone Wars. He was one of the senior members of the Galaxy Gladiator Federation at the time, and spent much of his career working to standardize the often-illegal gladiator events. (HNN5)

Ro'ik Chuun M'arh

see Chuun M'arh Frigate (NEGV)

Roite, Barst

this Xucphra middle manager was appointed a Major in the Thyferran Home Defense Corps, and managed the day to day operations of the paramilitary group under the command of Aerin Dlarit. (BW)

Rojahn

this Imperial Naval Captain was the commander of the Star Destroyer *Expeditious*. (XWN)

Rojarra

this Wookiee diplomat was killed by Kaox Krul, some years before the Battle of Ruusan. (GMR5)

Rojer 621

this was the codename of the New Republic spy who was infiltrated into Imperial Moff Kentor Sarne's administration on Kal'Shebbol, shortly before the Republic was able to oust Sarne from power. His information, while often obscure, helped the crew of the FarStar track down Sarne in Kathol Sector. It was later revealed, in the wake of the Battle of Kathol, that Rojer 621 was really Imperial Captain Brannij of the Bastion, who had tired of Sarne's disregard for his subordinates. (DARK, E)

Rojio's

this was a tavern, located in the city of Hullis, on Halmad. It was here that several members of Wraith Squadron provoked a fight with Captain Wanatte's team, as part of their plan to infiltrate the Imperial garrison and steal TIE starfighters. (IF)

Rojo Fever

this form of illness was almost often fatal when contracted, and it spread quickly once established. For this reason, once Rojo Fever was identified in a community, the entire area was quarantined to prevent an epidemic. (MBS)

Rojo, Warshack

this Corellian man was a Commander with the New Republic military at the time of the Yuuzhan Vong invasion of the galax. He was in command of the *Imperial-II* class Star Destroyer *Rejuvenator*, and helped plan the assault on the Praetorite Vong base on Helska. He was easily distinguished by his shaved head, furrowed brow, and the diamond-stud earring he wore. He was killed when the Yuuzhan Vong warforce surrounding Helska destroyed the *Rejuvenator* before the remainder of the New Republic's fleet could arrive on the scene. (VP)

Rokak'k

probably the most respected of the Gree guild masters in the modern era, Rokak'k was the master of the *Rokak'k Baran*. He cared little for politics and prestige, except when they interfered with his ability to maintain the *Rokak'k Baran's* schedule. He commands the 5,000 Gree who work aboard the ship, and he tolerates the multitude of aliens that he transports throughout the Gree Enclave. (SWJ8)

Rokak'k Baran

this huge Gree starship is the primary method of transportation between the many worlds of the Gree Enclave. Its primary port is at the world of Asation, where any non-Gree visitors to the Enclave must first stop and put to port. They are then free to board the *Rokak'k Baran* and travel as permitted to other Gree worlds. The *Rokak'k Baran* resembles a huge Ithorian herdship in its design, being a five-kilometer wide, disk-shaped ship. The ship requires nearly 5,000 Gree to maintain and operate, and can transport up to 10,000 passengers. It can pas through hyperspace lik emany starships, but it uses a Gree-designed propulsion system. It is armed with a single weapon, the Varat'k Snarap, and protected by the Karkak'k Marek. The ship is named for its owner, the Gree shipmaster Rokak'k. (SWJ8)

Rokar

this was a common name used by the Klatooinan race. (UANT)

Rokarn Vth'naar

this Sludir was the mate of Qesya Vth'naar. Like Qesya and her brother, Quyyik, Rokarn was forced to fight in gladiator battles for the Empire. In one fateful battle, Quyyik was pitted against Rokarn. Rokarn allowed Quyyik to win the battle, knowing that Qesya was pregnant. Unfortunately for Quyyik, this meant that he had to kill Rokarn in order to survive. Quyyik carried the guilt of this act only for a short time, for the Empire then forced him to fight against Qesya herself. In the battle, Qesya defeated Quyyik and killed him in order to survive. (KR)

Roke

this surname was common among human settlements found throughout in the galaxy. (GCG)

Roke

the slave boss in the Kessel spice mines (NE 30), he looks as if his muscles are attached wrong. He was killed by one of the energy spiders living the spice mines while overseeing a deep mine excavation. (JS)

Roki Morjara

this was a noted Bimm individual, distinguished in the history of the planet Bimmisaari. (UANT)

Rokna

a tree that was prevalent in the forests of Endor's Sanctuary moon, the rokna was known as a host to a spiky, blue fungus which was poisonous, and even deadly, to most races. The poison caused memory loss, rapid aging, and eventually death. However, in a slightly refined state known as Rokna Blue, it was a highly-addictive euphoric. (ECAR, GMR9)

Rokna Blue

this deadly poison was collected from the rokna tree on the Forest Moon of Endor. In very small quantities, it could induce exquisite states of bliss in its users. A microgram could cause death, however, so the recreational use of Rokna Blue was considered highly dangerous. Prolonged use of rokna blue caused severe memory loss. The illegal use of Rokna Blue reached its peak around the time of the Black Fleet Crisis, but dropped sharply in the years afterward. It was sold in small, blue, pebble-like pieces. (SOL, GMR9)

Rokna Station

this space station was erected in orbit in the Endor System, between the planets Megiddo and Dor. It was built some twelve years after the Battle of Endor, and was named for the illicit refining of rokna that took place during the early years of the new Republic. However, due to the Republic's swift crackdown on the production of Rokna Blue, the station was abandoned just ten months after its completion. The drug kingpin known as "Blue" Imcrix tried to re-establish the production facilities on the station, but the New Republic quickly shut him down. (GMR9)

Roko

a tall, thin humanoid alien working for Finhead Stonebone. (TOJ)

Rokur Gepta

Rokur Gepta, a Croke who had aspirations of power and control, was the last surviving Sorcerer of Tund, although no one was aware of it when he surfaced in the Rafa System several years before the Battle of Yavin. He was an ancient lifeform already when he appeared on Tund, asking to join the Sorcerers. He was the best student they could have asked for, soaking up knowledge like a sponge. When he continued beyond that knowledge and learned more than the Sorcerers did, Gepta struck out, destroying the brotherhood and reducing the planet Tund to a burned-out ball of ash, using a very specialized lifeform. He then continued to spread rumors and stories about the Tund Sorcerers, to keep them shrouded in mystery as he began collecting power. One of his first goals was to recover the Mindharp of the Sharu race. When Lando Calrissian foiled his attempt to control the Mindharp, Gepta began plotting his own personal revenge on Calrissian. When Lando foiled his assassination attempt on Oseon 5792, Gepta became more enraged, and stepped up his attempts to kill Calrissian. Gepta nearly caught Lando at the StarCave, but was told that the *Millennium Falcon* was destroyed in a battle with the Imperial Navy. In keeping with the legends of the Sorcerers of Tund, Gepta conceals his true form in dense wrappings of

gray cloth, the color of which very closely matches the color of the ashes of Tund. He wears a large, turban-like wrapping on his head, revealing only his eyes. If he were ever seen without these wrappings, Gepta would appear as the Croke he is, a twelve-legged slug capable of modifying its appearance as it saw fit. Gepta is finally destroyed in a duel with Lando Calrissian at the ThonBoka. He and Lando struggle for awhile before Lando is able to shoot Gepta's enlarged form with his stingbeam. This forced Gepta to return to his normal Croke state. Lando then grabbed the slug and squeezed it until it ruptured. (LCM, LCF, LCS, NEGC)

Rokwahl

this was the eighth planet in the Lazerian System, although some interstellar cataclysm has reduced it to rubble. It now forms an asteroid belt between Lazerian VII and Lazerian IX. (TSK)

Rol

a common name given to Twi'lek males, this name meant "sun". (GCG)

Rol

this burly man served as one of 8t88's henchmen during the years following the Battle of Endor. He wasn't very bright, but made up for it with his brawn. Unfortunately, when Kyle Katarn tracked 8t88 back to Sulon, during his search for the data disk that contained information on the location of the Valley of the Jedi, Rol and his companions were killed by Kyle in an effort to capture 8t88. (RAG)

Rol Stone

this was an extremely rare and beautiful gemstone. (SFE)

Rol Two

the Empire maintained a prison facility on this planet, during the early years of the New Order. (AIR)

Rolado, Vyn

this man served the Alliance as a Corporal during the years following the Battle of Yavin. Corporal Rolado led the first Alliance scout team dispatched to the planet Hoth, during the search for a new base. He met with Jonox Forb to discuss the possibilities of using Hoth as a base, and it was on Forb's advice that Rolado investigated the use of tauntauns as mounts. A native of Velmor, Rolado had previous experience riding ycaqts before his family moved to Corellia. He was able to capture a group of tauntauns, and was only able to approach a female after sedating her. This proved to be the turning point, however, as the female soon accepted his companionship. She then used the tauntaun's own form of communication to relay to her companions that the Alliance personnel were friendly. (PH)

Rolai Frac

this Bothan youth attended the Leadership School on Andara, during the years following the Battle of Naboo. He was a scholarship student, and found himself ostracized by the wealthier students. He was chosen to join Gillam Tarturi's small band of mercenaries, and quickly distinguished himself as a leader. Rolai also became the group's security expert and financial officer, and often met with prospective clients to discuss terms. It was later discovered by Anakin Skywalker that Rolai had been working with Rana Halion, of the planet Ieria, to set up a mission in which Berm Tarturi of Andara would be forced to acknowledge the other planets under his representation. The group of students was originally going to simply strafe an Andaran landing platform, but Gillam planned to use the action as a way to "die." He planned to have Anakin be killed in a firefight, ensuring that his body was damaged enough to pass for that of Gillam. The goal of this plan was for Gillam to fake his own death and blame it on his father. Anakin and his Master, Obi-Wan Kenobi, were able to thwart Gillam's plans. Rolai, Gillam, and the entire team were expelled from the Leadership School and transported to Coruscant for questioning. (JQ5)

Rolanda Gron

this Klatooinan technologist was part of the team which assisted Jedi Knight Qu Rahn on a variety of rescue and relocation missions, during the Galactic Civil War. During their mission to save the people of Dorlo, the team was captured by the Dark Jedi Jerec and his band of followers. When Rahn refused to submit to Jerec's will, the diminutive being known as Pic killed Gron by stabbing him in the throat with a dagger. (RAG)

Roldalna

this is the primary planet in the Roldalna System. The system is located along the Enarc Run between the Nigel and Ropagi Systems. Its location also marks the beginning of the Enarc Run spur that connects the Seltos System. (TSK)

Rolex

this man, a native of the planet Aargau, was a Sergeant with Bank of Aargau Security, Limited, during the height of the Galactic Civil War. He was on duty at the New Escrow Old Spaceport when Leia Organa and Viscount Tardi arrived on Aargau, as part of a mission to secure a loan for new X-Wing starfighters. He witnessed or investigated the various assassination attempts on Leia's life by Darth Vader's minions, and recommended in his final reports that both Leia and Vader be arrested for breaking one or more of the Three Statutes of Aargau. (PH, MC48)

Rolf Petruma

this being was the President of the Freda during the New Order. He was disgruntled with the lack of progress of Imperial peace talks between the Freda and their neighbors, the Jante, following a Freda attack on Jante holdings on Rett II. Petruma withdrew from the talks and stalled the peace process. (SWJ9)

Rolion Sector

this section of the galaxy was largely controlled by the Empire during the Galactic Civil War. (RASB)

Rolk-Mahgir

these predatory creatures, whose name means "horned death" in the Yinchori tongue, scoured the surface of Yinchor in search of food. (LTA6)

Rolk-Mangir

native to the planet Yinchorr, this large creature resembled a krayt dragon in many ways. Essentially a big lizard, the rolk-mangir was heavy-set and thick-limbed, giving it a lumbering appearance. Nevertheless, the rolk-mangir was quite fast when on the hunt, and used surprise to catch its prey. Compared to its body, the rolk-mangir's head was quite small, with a toothy mouth surrounded by six stout horns used to spear its prey. Its name was derived from the Yinchorri phrase for "horned death". The average rolk-mangir stood nearly four meters tall, and was quite cunning when it came to stalking its prey. Rolk-mangir lived in small packs, each of which had its own hierarchy and pecking order. (WOTC, ANT)

Roll Call

this news program picked up the story initially written by Cindel Towani for *The Life Monitor*, detailing the various accounts of New Republic armed forces who fought and died during the Black Fleet Crisis. The article, drafted by Hiram Drayson, was designed to help bolster public support of Leia Organa-Solo. (TT)

Rollem, Xig

this man, a native of the planet Grathus, owned a cantina near one of the planet's larger mud basins. He purchased the *Supreme*-class droid which was sent to Grathus by mistake, and named it Threna. He then used it as a bartender and bouncer at his cantina, during the height of the Galactic Civil War. (SWJ10)

Rollerball

this sport is played on a wide, smooth field that is often made from stone or permacrete. (POT)

Rollerfish

this meter-long, elusive fish was native to the upper ocean layers of the planet Kamino. (AOTCN)

Rollock

this type of candy is lozenge-shaped, and comes in cylindrical packages. They were often mint-flavored. (GG11)

Rollos

this Gigoran was rsold into slavery to a Sullustan master, where he was befriended by Reina Gale. She

was the only being in the slave camps who could speak his language, and Rollos quickly developed a friendship with her. When the Sullustan threatened to injure Reina for being obstinate, Rollos grew angry and destroyed the slave camp. Rollos and Reina then stole the slave master's starship and fled, taking up the life of smugglers and swindlers. (SWJ4)

Rolo

this gladiator was one of the combatants in the Telosian game of Katharsis, shortly before the Battle of Naboo. (DOR)

Rolo, Andrews

the leader of the infamous Spectrader Ring, Rolo was imprisoned by the Empire on Captivity, where he led one group of inmates against Dedelin's group. (RC)

Rolo-droid

this was the name given to any squat droid which moved about on a thick, single wheel. One of these droids inhabited the slave quarters on Mos Espa, during the years leading up to the Battle of Naboo. (ATPM)

Rolsat Noviee

this Clawdite posed as a Lannik, under the nickname "Rolstone", participating the sport of Pugil until he was exposed by a random blood test, shortly before the onset of the Clone Wars. Noviee fled Lannik without notice. At the time of his disappearance, he was the highest-paid athlete to ever participate in professional Pugil events. (HNN5)

Rols'Kus

this gladiator arena was established by the Coynites on their homeworld of Coyn. Combat games were staged each night, especially during holidays and championships. The ultimate winner of all competitions was named Tawws'Kroyn and was revered by all of Coynite society. (OE, PG3)

Rol'Waran

this Twi'lek male ran a spice operation from the bulk freighter *Starmaster*, stationed in geosynchronous orbit above Ryloth, during the early stages of the Yuuzhan Vong invasion of the galaxy. Rol'Waran was part of a group of beings who worked for Crev Bombassa and Borga the Hutt. After the fall of Gyndine, Talon Karrde met with Rol'Waran in an effort to gain information on the halting of Hutt business in the Tynnani and Corellian Systems. (JE)

Romany

this male Ryn was the leader of a small clan which was stranded on the planet Duro, during the Yuuzhan Vong invasion of the galaxy. Romany was distinguished by the patches of bleached-white fur on his arms and tail. At first, Romany found himself a rival of Mezza, as both clan leaders accused the other of trying to escape Duro and strand the other on the planet. They eventually banded together, when the Yuuzhan Vong actually attacked Duro, in an effort to make sure that the refugees escaped. (BP)

Romar

this planet, located in the Galov Sector, was known for the Derrbi Wastelands. (SWJ2)

Romba

according to Ewok legend, this hunter managed to trick the Gorax into eating its own feet in order to escape. (GCG)

Romba

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Romba

an Ewok scout, Romba was part of the group which prepared defenses against the Imperial AT-STs during the Battle of Endor. (ECAR, CCG10)

Romex

this tough material is often used to make sturdy dresses and aprons. (POT)

Romey, Belyssa

this woman served as an Alliance Major in the 132nd Forward Division, stationed in the Atrivis Sector during the last years of the Galactic Civil War. (MTSE)

Romi Moola

this Twi'lek female fled Jabba the Hutt's fortress shortly after the Battle of Naboo, when her attempt to poison the crimelord failed. She had Jabba's chuba stew laced with poison, but the stew was taste-tested by Jabba's chef before it reached the Hutt. When the chef died, Jabba discovered the treachery, forcing Romi to flee Jabba's fortress. Jabba then issued a bounty on her head, hoping to "question" her about the attempt. She fled to Gardulla the Hutt, but was later captured by Jango Fett. Fett had been trying to gain an audience with Gardulla to question her about the Bando Gora, and captured Romi in Gardulla's fortress. (BH)

Romin

this race of humanoid beings was native to the planet Romin. Romins were distinguished by their golden skin and eyes, and their faces were dominated by their wide mouths. The nose of a Romin was flat, and barely raised up from their face. Just before the onset of the Clone Wars, the Romin population was divided into two groups. The minority group was made up of the richest Romins who supported Roy Teda and his dictatorship, turning a blind eye to the fact that criminals were making their homes on the planet. The vast majority of Romins were workers who were exiled from cities like Elior, forced to live in decaying hovels and shacks. Many of these Romin workers died before adulthood, due to the disease and squalor that dominated their lives. (JQ8)

Romin

this planet, the homeworld of the Romin race, was located in the Mid Rim. It was orbited by a single moon. During the years leading up to the Clone Wars, Romin was a haven for criminals and other wanted individuals, after Roy Teda altered the planetary laws and made it impossible to extradite a wanted being from Romin. This law made Teda exceptionally wealthy, since he demanded a high fee for the relative security his planet offered. (JQ8)

Rominaria

this plant, native to Naboo, was known for its wondrous flowers. Many varieties were grown by the Naboo, in different colors and patterns. (T5)

Romm

one of several inhabited worlds of the Delantine system, Romm had a small cell of Alliance supporters shortly after the Battle of Yavin. It was here that Stuart Zissu, along with the droids R2-D2, C-3PO, and 4B-X, were directed to go when they were forced to land on Da'nor, after their ship was captured by the Empire. Stuart's father, Trux, had been sent to the system to rally the rebels on Delantine and gain the support of the Romm cell. However, Trux was taken captive in order for Stuart to escape. (SA1)

Romm Zqar

this Yuuzhan Vong Commander was the representative dispatched by the Warmaster, Tsavong Lah, to accept Borsk Fey'lya's surrender at the conclusion of the Second Battle of Coruscant. Romm Zqar was sent instead of Lah himself, as the Yuuzhan Vong anticipated treachery on the Bothan's part. The alien invaders were correct, as Fey'lya set off a series of huge explosions, killing himself and the entire complement of Yuuzhan Vong warriors who had captured him. Romm Zqar died in the blast. Zqar's command ship and two smaller craft were also consumed in the kilometer-wide blast radius, along with some 25,000 Yuuzhan Vong warriors. (SBS)

Romodi

the oldest Imperial officer working under Tarkin aboard the first Death Star. He has a number of deep, jagged facial scars, which even laser surgery couldn't repair. He supports Vader's plan to seek out and destroy the heart of the Alliance. (SWN)

Romodi Interstellar

this was one of the largest passenger transportation lines active during the last decades of the Old Republic. Based on Coruscant, Romodi Interstellar was also one of the first transportation providers to expand their fleets as planets such as Ando and Sy Myrth began to secede from the Republic. They recognized that many aliens living on Coruscant would flee the planet to return to their homeworlds after secession, as well as the fact that many natives on worlds which did secede might want to remain allied with the Republic. (HNN4)

Romold

a Mugaari cargo ferry destroyed by the Empire shortly after the Battle of Hoth. (TIE)

ROMStat Services

based on Cloud City, this manufacturing operation was one of the largest on the outpost at the time of the Battle of Yavin. (GG2)

Ronay

this was one of the two moons which orbited the planet Kuat. (CCW)

Rondai

this alien race was native to the planet Rondai-2. All Rondai were dark-haired, with little variation in hair color across the race. (SOJ)

Rondai-2

this was a temperate planet, noted for its mild temperatures and rolling plains. The temperature never dropped below the freezing point, and much of the landscape was flat and open. (SOJ)

Rondat

this small creature inhabits the planet Kuan. (TIE)

Rondel, Zeke

this man was the Commander of the Alliance's base on Berrol's Donn, following the Battle of Yavin. He initiated the mission which rescued the Shashay Crying Dawn Singer from the hands of the Farool brothers. Rondel was noticeable by his thick, curly black hair and gruff demeanor. *Note that* Cracken's Rebel Operatives *spells the name* Rondell. (TA, GMH, CRO)

Rondle

this man, a member of the crew of the *Hawkbat*, was the ship's unarmed combat instructor. (WS)

Rondo

this man was one of the guards who was employed by the Corporate Sector Authority, during the early years of the New Order, to protect shipments of medicinal spice to the planet Endregaad. The spice was destined to treat those beings afflicted by the Endregaad Plague, and Rondo and his fellow officers were dispatched to keep bandits and thugs from stealing the spice. Rondo was among the guards who often accompanied Simol Toc and his caravan to the Temple Valley. It was on one of these missions that Rondo was killed, after he wandered away from camp one night and was attacked by a group of oasis children. (TF)

Rone Mothin

this New Republic Commander was placed in control of the outpost on Sheris. His troops guarded the shield generators protecting the Marter An spaceport, and were pressed into active duty when Imperial forces attempted to gain control of Bhir'Khi Pass. (SWJ9)

Ronet Coor

this being represented his homeworld of Iseo in the Old Republic Senate, during the years leading up to the Clone Wars. The Senator later served on Chancellor Palpatine's Loyalist Committee. Unfortunately, Senator Coor was blamed - along with Senator Onaconda Farr - for the loss of the planet Duro and its shipyards to the Separatist forces under General Grievous, during the height of the Clone Wars.

Investigation by the Senate Bureau of Intelligence discovered that warships had been dispatched from Iseno to protect Duro, but had been rerouted to protect Rodia instead. Initial thoughts were that the rerouting was a mistake, but the investigation clearly pointed to Senator Farr's role in trying to protect his homeworld. Senator Coor was forced to resign amidst the scandal, tendering his resignation and returning to Iseno in shame. (HNN4, SW176)

Ronika

this planet, the eighth planet in the Empress Teta System was maintained by Empress Teta and her judicial advisors. The worst sorts of criminals were shipped to Ronika to terraform the world for future use as a penal colony. Jori Daragon was sent here, upon her return from the Sith Empire, for punishment based on her outstanding debts and actions. When Naga Sadow attacked the Koros Systems, Empress Teta launched her own counterattack. Part of her reinforcements were the prisoners from Ronika. They agreed that fighting for Teta's worlds was more preferable to certain death at the hands of the Sith masses, and fought with all their might to repel the Massassi warriors. (FOSE, PH)

Ronin

this was a race of dark-skinned humans. (T20)

Ronk

a vicious carnivore native to the planet Cilpar, the ronk is a compact, lion-like creature. The male ronk is considered a delicacy by the locals, while the female is fatally poisonous. (XWRS)

Ronnie the Rocketpack Rodent

this comical character was the mascot of Galaxy Ways theme park. (GMS)

Ronse, Deakis

this man was a noted Professor of Cosmology at the University of Sanbra, during the years leading up to the Clone Wars. Doctor Ronse and his team were the first to note that the star Demophon was approaching supernova phase. (HNN4)

Ronson

this man was one of the Peacekeepers who protected the survivors of the Outbound Flight Project, during the years leading up to the Yuuzhan Vong invasion of the galaxy. (SQ)

RonTha

this Meerian man ran the Agricultural Corps base on the planet Bandomeer, during the time when the Corps was working to overcome decades of damage done by mining operations. RonTha spoke in a monotonous drawl, and could ramble for hours on the most meaningless subjects. (DR)

Ronto

a huge sauropod beast of burden, the ronto was actually a mammal which resembles a long-necked brontosaurus. Its small head was crowned with two pairs of ears and a knobbed, calloused dome. The smaller pair of ears gave the ronto excellent hearing in the high-frequency range, while the larger pair provided low-frequency hearing as well as body-heat dissipation. They have a keen sense of smell, which makes up for their poor eyesight. Many of them were transported to Tatooine, as they seemed to adapt well to the dry climates. A trader from Tatooine donated one to Luke Skywalker and his Jedi Academy on Yavin 4, to assist in repairing the Great Temple after the battle with the Shadow Academy. (SWSE, SHA, CCG9, EGA, WSW)

Ronto

this was the name of one of the constellations visible in the night sky above the planet Corellia. The Ronto was split by the constellation known as Drall's Hat. (REC)

Ronu

meaning "willful", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Ronyards

this planet was set aside by the rest of the galaxy as a junkyard for old droids. It has become covered with the parts of droids, but in a strange set of circumstances, the droid parts have fused together and created a large, single-minded entity that covers much of the planet's surface. The droids that roam free refer to the huge conglomeration as the Body of the Living God, and the free roamers refer to themselves as brothers of the Body. The Alliance learned that the Empire was going to melt the droids on Ronyards down for slag to reconstitute into the ores contained in it. They sent R2-D2 and C-3PO to warn the droids, who were led by Brother Fivelines. The Body of the Living God was aroused by the invasion of the Empire, and helped destroy the Imperial forces. (CSWDW)

Rood

this term was used in the Elrood Sector to describe any being who was born and raised in the sector. (PG3)

Roodji

this species of predator is known for its loud, howling, pack attacks. (XWWP)

Roofoo

one of many names used by Doctor Evazan. (SWR)

Roogak

this Ithorian surname referred to an obstinate but hardy herd animal, according to historian who studied the Ithorian race. (GCG)

Roogak

this was the name given to a species of hardy, though obstinate, herd animal that was native to the planet Ithor. (GCG)

Roogak

this Ithorian was the Captain of the herdship *Galactic Horizon* during the early years of the Galactic Civil War. Roogak was unusually greedy for an Ithorian, but he was nevertheless loyal to his friends. Among those he most trusted was Dayla Kev, who allowed the *Galactic Horizon* to land on her jungle planet and participate in the safari expeditions she hosted. When he learned that Dayla had planned to kill Milac Troper aboard the *Galactic Horizon*, Captain Roogak did his best to distance himself from her plot. After her capture and arrest, Roogak had the gasnits and other creatures she placed on board jettisoned into space. (GMR6)

Rook

this Ghtroc freighter was owned by Culan Brasli, Ral, and the Desilijic Hutts, who wanted Ghitsa Dogder eliminated. They sabotaged by hyperdrive on the *Star Lady* during a stopover on Chad, then followed the ship to Prishardia. (TFNR)

Rooker, Lye

this man defaulted on a "generous" loan from the InterGalactic Banking Clan just before the Battle of Naboo, prompting the IBC to issue a bounty for his arrest. The bounty was issued through the Jetters Bar, so as not to implicate the IBC in illegal seek and detain activities. Just after the Battle of Naboo, Rooker was apprehended on Coruscant by Jango Fett and turned over to the authorities. (BH)

Rookie One

this was the callsign of an unnamed pilot who flew with the Alliance during the struggles leading up to the Battle of Yavin. A native of the planet Tatooine, Rookie One later was instrumental in the destruction of the Empire's V-38 project. (RA, RA2)

Rookna Tree

native to the Forest Moon of Endor, this tree had unusual fungus-like bark. The bark was sharp, and could cut flesh if a creature got too close. (ECAR)

Rooks

one of Ulic Qel-Droma's Krath starship captains. (TSW)

Roolek

this Rodian clan was subjugated by Navik the Red and the Chattza clan, who later ordered their extermination. The surviving members of the clan were off-planet when the killing took place, and they remained in hiding lest Navik's agents seek them out. (SPG)

Room 030

this field-shielded room is located deep in the bowels of the Imperial Palace, and served as the primary meeting location for the New Republic's Council on Security and Intelligence. (SOL)

Room of a Thousand Fountains

this was one of the upper chambers of the Jedi Temple on Coruscant, during the last decades of the Old Republic. Used for meditation and quiet study, the room was filled with fountains and waterfalls surrounded by a forest-like planting of flora from around the galaxy. (RF)

Room of Arches

this small chamber, named for its arched entryways, was located beneath the sands of the planet Tatooine. It was part of the underground complex that formed Jabba's Palace, and was located near the droid torture facilities of EV-9D9. For many years during the height of the Galactic Civil War, the Room of Arches was the home of an outcast clan of Jawas. (IWSST)

Room of Morning Mists

this rotunda, located in the Varykino retreat in the lake country of Naboo, was named for the way in which the morning streamed through the windowed walls, illuminating the mists that rose from the lake. It was in this room that Anakin Skywalker and Padme' Amidala shared a meal, when Padme' returned to Naboo after her cruiser was destroyed on Coruscant. (IWE2)

Roona

this was one of the more common Kel Dor surnames. Its meaning translated into Basic as "navigator". (GCG)

Roon

this star was the primary body in the Roon System, located in the Outer Rim Territories. (WOTC)

Roon

the primary planet in the Roon System of asteroids and moonlets, Roon orbited its sun at such a distance and with sufficient rotation to be tide-locked. One side was a lush, tropical paradise while the opposite side was a cold, dark wilderness that was only lit by the planet's single moon. The planet was first settled about 1,000 years before the Battle of Yavin, and stories of the remote world began to attract treasure-seekers and explorers. Rumors spread over the years that the planet held untold treasures, but no one ever found them. After the Battle of Endor, Roon became a haven for all manner of criminals, primarily smugglers who were working the Death Wind Corridor. (DCAR, WOTC)

Roon Comet

this was the name given to the most visible comet that orbited Roon's star. Its path was not a pure ellipse, and could not accurately be predicted. (MBS)

Roon Sea

this was the primary ocean found on the planet Roon. (EGP)

Roon Tours

this travel agency was based on the planet Roon, and provided wealthy patrons with luxurious trips to many locations throughout the Outer Rim Territories during the height of the New Order. (IWSST)

Roon Trade Guild

established in the wake of Governor Koong's death, the Roon Trade Guild provided the newly-freed provinces of the planet Roon with a centralized system of fair practices and exchange rates. The Guild also provided starships to patrol the Manda-Roon Merchant Route, protecting it from pirates and other criminals. (WOTC)

Roona

this world was a member of the Old Republic. (TPM)

Roonadan

fifth planet in the Bonadan System, in the Corporate Sector. Han Solo and Fiolla boarded the *Lady of Mindor* there, during their travel to the planet Ammuud. (HSR, XW)

Roonan

this was the term originally used to describe the human settlers who inhabited the planet Roon. Over time, the term came to encompass the Duro and Sullustan portions of the population as well. (WOTC)

Roonat

an alien known for its squeak (CPL)

Roonis

this was a common name among the Lepi people. (UANT)

Roonstone

this was a variety of extremely rare, infinitely valuable crystal found on the planet Roon. First brought to light by Mungo Baobab, the Roonstones were covered with carvings and glyphs. However, the mining or export of Roonstones by offworld interests was strictly forbidden and punishable by any number of methods, since Roonstones were always retained for the benefit of the Roonan economy. (DCAR, SES, WOTC)

Roonyard Noon

this Sy Myrthian lawyer lost his wife and children when they were captured by Merson Slavers while aboard the *Elegant Wake*, shortly after the planet Sy Myrth seceded from the Old Republic. Noon's family was returning to Sy Myrth along with a shipful of other refugees when the liner was attacked near an asteroid field. It was Noon who started the barrage of lawsuits against Romodi Interstellar, claiming negligence on the part of the *Elegant Wake's* crew led to the ship's capture. (HNN4)

Roop

this young boy was the youngest of Bedran Veb's grandchildren. (TOJC)

Roopak Weelak

this was the name of a noted Pa'lowick. (UANT)

Roor Trevol

this was the name of a distinguished Kel Dor individual. (UANT)

Roos Tarpals

this Gungan warrior served Boss Nass as a Captain of the guard. A former criminal and thief, Tarpals later volunteered to join the Gungan Grand Army, where he was known for his physical skills, and regularly placed in the top ten positions in the Big Nasty Free-For-All. It was during his career as a thief that he first met Jar Jar Bink, and took the clumsy Gungan under his wing. Their friendship was cut short when Tarpals enlisted, however. Tarpals patrolled the city of Otoh Gunga, keeping the city safe and under control. When Jar Jar Binks returned from exile, Tarpals was forced to bring the outcast before Boss Nass. Much later, when Jar Jar brought Queen Amidala before Boss Nass, Tarpals was surprised to discover that the Gungan leader had promoted Jar Jar to the rank of General. Like many of the other army officers, Tarpals questioned Jar Jar's abilities but not Boss Nass's decision. In the Battle of Naboo, Tarpals followed General Ceel and helped lead the Gungan army against the Trade Federation's droid

armies, and maintained the tide of the battle until the droids managed to destroy the Gungan shields. The battle was nearly lost until Anakin Skywalker disabled the droid control ship. With the droids powerless and adrift, Tarpals and Jar Jar quickly rounded up the automatons and took control of the battlefield. *Tarpals was portrayed by Steven Speirs in Star Wars: Episode I - The Phantom Menace.* (SW1, TPM, E1A10, NEGC)

Roosha

this condiment was used as a topping on meat pies. (SWJ11)

Root

this man was the older cousin to the youths known as Tomcat, Bug, and Rain, and was a native of the planet Somov Rit shortly before the Battle of Ruusan. Root recognized the Force sensitivity in Tomcat and Bug, and allowed the Jedi scout Torr Snapit to take the children to Ruusan, where they could augment the strength of the Jedi Knights massing there against Lord Kaan and the Brotherhood of Darkness. (JVS)

Root Oath

this Ewok oath was given by a warrior whenever they agreed to help another being. As the name implied, the Root Oath was a strong oath, anchoring itself in the swearer's person and growing outward. (SWJ1)

Rootgrass

this blades of this thick grass were dried and used to steep a soothing kind of tea, which was especially enjoyed by the Hutts. (UYV)

Rootjigger

this small beetle was native to the planet Naboo, and lived among the nola grass plains. It was known for its annoying screech, used to attract a mate. (GMR2)

Rootleaf

a plant native to Dagobah, rootleaf was harvested and used as food by Yoda. He cooked some for Luke Skywalker, when the youth first arrived on the Dagobah. (ESB, IWS)

Rootline

this is basically the family tree of each M'shinni clan, but it holds a much deeper significance than that. Each M'shinni can trace his ancestry along their Rootline to one of the Firstmothers, the extinct humanoids who first created the M'shinni race. (GG12)

Rooty

this Cragmoloid was a noted gambler made his home on Nar Shaddaa, during the years just prior to the Battle of Yavin. He defeated Lando Calrissian in a game of sabacc, and would have killed the human when Lando failed to cover his debts, if Bib Fortuna hadn't intervened on Jabba the Hutt's behalf. Although Jabba paid Lando's debts in full, Rooty maintained a grudge against Lando for the rest of his life. When Rooty did travel away from Nar Shaddaa, he used a delapidated CRX Tug known as the *Solar Grazer*. (UYV, GMR6)

Roоз

see Rooze (WOTC)

Rooze

this germ strain was developed by Governor Koong of the planet Roон, during the early years of the New Order. He sprayed it over the Umboo Province in order to force them to submit to his will. Unfortunately for Koong, he also managed to spray himself with the germ. Nilz Yomm eventually discovered a cure for the germ, on the orders of Koong himself. (WOTC, SWDB)

Rop

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it

didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Ropaga Sea

this vast ocean covers the planet Ropagi II, and isolates the two main continents of Forethought and Afterthought. (TSK)

Ropagi

this yellow-white star is the primary solar body in the Ropagi System. Its location in space anchors one end of the Kira Run. (TSK)

Ropagi II

the second and primary world in the Ropagi System, Ropagi II is remarkable in that the highest point on any land mass is no more than 20 meters above sea level. It also has a normal temperate of around 25 degrees Centigrade, making it a pleasant world for living. The planet is the homeworld of the Ropagu and Kalduu races. Its average days last 30 standard hours, and its year lasts 375 local days. (TSK)

Ropagis

this city is located on the continent of Forethought, on the planet Ropagi II. It is connected to Ebyl, as well as Torvane and Balarik, via monorail service. (TSK)

Ropagu

this delicate, peaceful race of near-humans was native to the planet Ropagi II. They are similar to humans in height, but they have wispy, black hair that sharply contrasts with their pale skin. Their tall, thin frames were the result of generation upon generation living in the low gravity of Ropagi II. The eyes of the Ropagu are a strange pink hue. Facial hair among males is regarded as a sort of badge of honor, although the Ropagu are a peaceful race by nature. This has not always been so, for 4,000 years before the Battle of Endor there were 45 different Ropagu nations battling with each other over which was superior. The intervention of the Kalduu race saved the Ropagu from destroying not only themselves, but their planet as well. Since then, the largest conflict the Ropagu have engaged in is a series of philosophical and theoretical debates in which the loser is encouraged to find a better argument and return to the debate. At the advent of the New Order, the Ropagu had no military whatsoever, instead turning their activity toward obtaining knowledge. The Ropagu are also excellent computer technicians, and can program nearly every programmable device in the galaxy. (TSK, AE)

Ropedancer

a serpentine predator native to the moon Yavin 8, the ropedancer can reach lengths of nearly 50 meters. It was named for the side-winding motion it used to travel across the tundra of the moon, although the ropedancer preferred to live in the water. These huge creatures use their fangs to capture and hold their prey, which they swallow whole and alive. (GG2)

Roper Slam

this humanoid being was one of the founders of the criminal gang known as the Slams. He and Valadon founded the gang on their homeworld of Mamendin, with Slam's skills as a conman augmenting Valadon's skills as an identification theft expert. The gang was briefly imprisoned at the Greylands Security Complex on Tentator, but managed to escape about two years before the Battle of Geonosis. Slam was known as something of a fop, preferring extravagant clothing and luxurious appointments wherever he traveled. Several years before the Battle of Geonosis, Obi-Wan Kenobi impersonated Slam in an effort to infiltrate the planet Romin and located Jenna Zan Arbor. Slam and his gang had gone underground, but suddenly turned up on Romin at the same time as Obi-Wan and the Jedi. Obi-Wan hoped that the confusion of the revolt launched by the Citizens' Resistance would help cover their tracks, but the real Slam confronted them after locating Roy Teda's safehouse. After Teda was ousted from Romin, Roper and the Slams agreed to assist him in his work with Granta Omega, and traveled to Coruscant to help disrupt the ceremony in honor of the passage of the All Planet Relief Fund legislation. Roper and Valadon were disguised as Blue Guards during the event, which allowed them to gain easy access to the vertex crystal that served as the financial basis for the Fund. They were apprehended by Obi-Wan and Anakin

Skywalker, and held for questioning. It was revealed that the real plan had nothing to do with stealing vertex, but rather the kidnapping of Chancellor Palpatine himself. (JQ8, JQ9)

Rope-spike

this unusual weapon was popular among the Neimoidians of the Trade Federation, during the last years of the Old Republic. It was essentially a pointed spike that was attached to a length of cord, which could be thrown at an opponent in close combat. When used properly, the rope-spike could serve as a grappling line, a lariat, or a projectile weapon. (RCHC)

Ropna

this bordok was the pet of the Ewok princess, Kneesaa, during her childhood. (ECAR)

Ror

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name meant "strong" or "mighty". (GCG)

Ror

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "marsh", "hidden", or "swamp", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Ror Ithh

this Ithorian barhopper was a frequent patron of the Outlander Club, during the years surrounding the Battle of Geonosis. (OWS)

Rorak 5

this space station was located a half-day hyperspace jump from Nar Shaddaa. (JQ)

Roran, Isnal

this Alliance operative was stationed on the planet Lok during the early stages of the Galactic Civil War. It was Roran who discovered Voria Sergar in the wilderness, and brought the girl back to his base to recover. (SWGAL)

Rorand Zuzz

this Ugnaught served as a medical technician for the Old Republic, and was stationed at the Rimsoo Seven military hospital on Drongar during the height of the Clone Wars. It was Rorand who supplied information to Den Dhur about the inevitable mutation of the bota plant. Rorand had obtained the information from Rachott. (MBS, MJH)

Rordak

this world was chosen as an Imperial penal colony for two reasons. First, it was under the control of an orbital nightcloak, which was used to keep the prison camps cold and prohibiting escape. Second, the native Viska are a ruthless race that was not affected by the nightcloak. Rordak was the only world in the Rordak System, and has a day which lasts 14 standard hours. Its year lasts 201 local days. The planet was once the outermost of four worlds surrounding the star known as Rordak, until the star expanded to become a red giant. The inner three planets were destroyed, and much of Rordak's surface was scoured with heat and radiation. Over the millennia, life returned to Rordak, and the Viska soon evolved. The surface of the planet was covered with volcanoes which constantly reshaped the planet. (PG1)

Rordak

this red giant star was the central body in the Rordak System. The system originally had four planets, but the inner three were destroyed when Rordak expanded into its red giant state. Only the outer planet, also known as Rordak, survived. (PG1)

Rordan, Bren-Aarica

this is the pseudonym used by Aarica Vost, during her undercover work while on the planet Kirima. (TSK)

Rordan, Bren-Jules

this small, rat-like man was a native of the planet Kirima, and grew up during the Imperial occupation of the planet. He joined COMPNOR at an early age, and served loyally in order to foster his own position. Bren-Jules was a greedy, selfish, manipulative man, but at the core he was vastly incompetent. He gained favor in COMPNOR by being a yes-man, and was eventually promoted to the position of head agent on Kirima. From his cover as the proprietor of B.J. Rordan's Collectables - a cover which was never truly complete, due to his own incompetence - Bren-Jules kept an eye out for Alliance activity in the starport. (TSK)

Rordan, Bren-Nevin

this man was the proprietor of Rordan's Galactic Exotic Art, located in the city of Verena, on the planet Kirima. A skinny, balding, non-descript man, Bren-Nevin was also an undercover Intelligence officer for the New Republic. Born on Kirima, he joined the Alliance after the destruction of Alderaan. He made his way off Kirima for training, then returned to assist in keeping tabs on the Imperial and Corporate Sector Authority forces at work in the Kalinda System. (TSK)

Rordan's Galactic Exotic Art

this establishment, located in the city of Verena on the planet Kirima, catered to the exotic tastes of art lovers on the planet. It was also the front for its owner, Bren-Nevin Rordan, who used it to monitor the activities of the Corporate Sector Authority and Imperial agents in the city. Alliance - and later, New Republic - agents could make contact with him when they asked about certain pieces of art he currently did not have in stock. (TSK)

Rordan's Spaceship Parts and More

this sand-colored building is owned and operated by Bren-Aarica Rodan, in the starport city of Verena, on Kirima. The display area is a large, roomy affair which holds every conceivable starship part and tool available. (TSK)

Rordis City

this city, located on the planet Nubia, was the site of Industrial Automaton's primary R5-series droid production facility during the last decades of the Old Republic. (HNN4)

Rordys

this was a common name among the S'kytri people. (UANT)

Rorgam

this planet was inhabited by immigrants from a wide variety of other planets. The elite class of beings wore a turban-like head wrapping to distinguish themselves from the more common folk. (CTV)

Rori

this moon, one of several which orbited the planet Naboo, had a terrain which was vastly different than the idyllic settings of Naboo, with twisted forests and knotted vegetation covering much of the ground. The Naboo established a small outpost on Rori, managing to eke out a living during the height of the New Order. However, no one could agree on who actually established the first settlements on Rori, nor could any agreement be reached on which parts of its flora and fauna were native to the moon. Some people believed that the Naboo first tried to colonize the moon, but found it too inhospitable. Other thought that a group of spice miners tried to establish a base on Rori, but abandoned it when no spice could be found. (SWI65, SWI66, SWGAL, ROD)

Rori Spice Mining Collective

this was the only licensed group that was allowed to mine spice from the moon of Rori, during the height of the New Order. They were often at odds with the Kobola guild, which was run by the Hutts. (SWGAL)

Rork

this man served as a crewman aboard the luxury liner captained by Quasar, during the years following the Clone Wars. (MC24)

Rormaroo

this large creature was native to the planet Pallaxides. It had a wide, flat body, measuring up to 300 meters in length, up to 100 meters across, but standing just 10 meters tall. Their heads were dominated by wide mouths, which were used to graze on the plateaus of the planet. A pair of small eyes helped them see, and two gas-filled wings ran along the length of their body. These wings helped the limbless rormaro move about, and they could transport several tons of material on their backs. Most rormaroo acquire a covering of plant material over their lifetimes, appearing from above to be floating islands. Because of their size, these docile creatures had no known predators. (ND)

Rorn, Taska

this woman was a navigation officer aboard the *FarStar* during the search for Moff Sarne. Although unaware of it, Taska and her team discovered the presence of Velst Nay'sro and Bem Lyu'kij at the edge of the Kathol Rift, when they located a group of unmoving asteroids. (KR, E)

Roron Corobb

this Ithorian Jedi Master once trained under Yarael Poof, who helped develop Corobb's already strong mental skills. He agreed to take on the rank of General during the Clone Wars, commanding a group of clone troopers in battle. Master Corobb was part of the task force that was dispatched to protect Chancellor Palpatine when General Grievous launched his attack on Coruscant. Unfortunately, Grievous was able to kill both Master Corobb and Master Foul Moudama before taking Palpatine hostage. *This character was named in honor of Ron Cobb, who created the original designs used for the Ithorian alien in Star Wars: Episode IV - A New Hope.* (SWDB, ROF)

Rorq

this muscular Mawan male was a tunnel worker during the years leading up to the Great Purge that destroyed the city of Naatan. Distinguished by his gelaming dark hair, Rorq was one of many Mawans known to Euraana Fall as willing to help re-establish a central government on the planet. His knowledge of the fuel supply systems beneath Naatan came from his former career as a fuel-supply system programmer. (JQ6)

Rorworr

this Wookiee, who lived on Kashyyyk some 4,000 years before the Battle of Yavin, was one of a small number who wanted to sell his fellow Wookiees into slavery to the Czerka Corporation. When he explained his plans to Jaarak, Rorworr was unprepared for any resistance. Rorworr was later killed by Jaarak, in an effort to prevent the enslavement of the Wookiees. Jaarak, however, was eventually cleared of any charges, after the true nature of Rorworr's plans for the Wookiees was revealed. (KOTOR)

Rorworr

this Wookiee scout was part of the Naboo Underground resistance to the Trade Federation's invasion of the planet Naboo. Rorworr had been a student at the Royal House of Learning, employing a translator droid designated TD0-2 to communicate with his teachers and classmates. Rorworr was on Naboo with his father, who was on a diplomatic mission to Naboo at the time of the Trade Federation's blockade of the planet. Following the Battle of Naboo, Rorworr went to work as a scout for the Republic, but became disgruntled when his recommendations were ignored in favor of those from his human counterparts. Following the formation of the Alliance to Restore the Republic, Rorworr became a pilot for the Alliance. He traveled in a modified A-Wing, which was equipped with enhanced sensors that allowed him to hide in an asteroid belt and track Imperial ship and troop movements. However, he grew tired of fighting, and wished to simply "get away" from the politics and return to his life as a scout. For many years, Rorworr wandered aimlessly along the galactic rim, trying to forget the death of Sia-Lan Wezz at the Battle of Skorupon. Eventually, after the Empire was defeated at the Battle of Endor, Rorworr was offered a scout's position with the New Republic. He became something of a scouting legend, traveling in a camouflage-painted *Svelte*-class shuttle and participating in a variety of famous escapades. (IOT, WOTC, GCG)

Rory

one of the survivors of the Battle of Hoth, Rory was evacuated on the *Bright Hope*. (TBH)

Ros Lai

this deformed woman, known as the Rancor, was the daughter of matriarch Zalem of the Witches of Dathomir. Zalem abandoned Ros Lai and forced her to work with the male slaves, as punishment for her ugliness. The other Witches often played practical jokes on her, and Zalem ignored them. When Quinlan Vos arrived on Dathomir, Ros Lai tried to help him. She was later shot and wounded by Yongti, during a raid of the slave pens. Ros Lai survived, but Zalem tried to kill her again, Zalem gave her a drink, after Vonya found her hiding after the raid. The drink contained a live artery worm, which Zalem hoped would consume Ros Lai's blood vessels. Despite these efforts, Ros Lai survived, and later helped Quinlan free the Kwi. Ros Lai also revealed that her deformities were actually the daughter of a Jedi Knight whose wife murdered him after using his Force talents for her own schemes. She later revealed to Quin that she was quite strong with the Dark Side of the Force, and had been maintaining her guise as "The Rancor" in order to gain the power of the Star Chamber for herself. She managed to escape from Vonya and return to her mother's side, claiming to deliver Quin as a way of "making up." In reality, Ros Lai used the ruse to get close enough to Zalem to kill her mother and avenge the death of her father. She then tried to kill Quin, but he managed to capture her and bring her to Coruscant to receive justice. Quin hoped to return her to the Light Side of the Force. (SWIE)

Rosen

meaning "pure", this was a common female name among the Mon Calamari race. (GCG)

Rosen

this man was a shipmate of Benchar and Carewa, and a companion of Cecil the Wookiee. They often hung out while on shoreleave, playing sabacc in the local bars. *Note that this is a reference to the baseball player Pete Rose.* (SWJ11)

Rosewing

this exquisite, flying insect formed the final step in the lifecycle of the peggelar. (BP)

Rosh

this common, though archaic, Zabrak surname meant "builder", although it referred to individuals who built either edifices and machines. (GCG)

Rosheed, Pippa

this Doctor of Biology worked for the Fernandin Scouting Expedition, and spent a great deal of time on Yavin 4 determining whether or not the moon was suitable for habitation. She was responsible for isolating the infectious disease which was brought to Yavin 13 inadvertently by the Expedition, and developing a cure which saved both humans and Gerbs from the disease's effects. She was known as a loner, distrustful of strangers and rarely emotional. (GG2)

Roshton

this man served as a Commander in the Army of the Republic, during the early stages of the Clone Wars. Commander Roshton was assigned to accompany Kinman Doriana to Cartao, about a year after the Battle of Geonosis, to secure the facilities of Spaarti Creations for the manufacture of modern cloning cylinders. When the Separatists discovered the plan, they launched an attack on Cartao. Roshton found himself between two conflicting orders: defending Spaarti Creations from being captured, and ensuring the continued production of cloning cylinders. Faced with challenge of opposing 5,000 battle droids with just 900 troops, Roshton initially chose the former: he troops would hide inside the manufacturing facility, using it as cover despite the incredible damage a firefight inside the facility would cause. After being contacted by the Jedi guardian on Cartao, Jafer Torles, Roshton realized that there were other options he could take. He ordered his troops to move below-ground, taking the tunnels that led away from the main plant to establish positions from which they could harass the rear flanks of the Separatist forces. Roshton himself assumed the guise of a landscaper, so that he could plant remote-activated landmines around the grounds. His plans nearly worked, until his forces were trapped in an access tunnel when Separatist forces collapsed its exits. Doriana and Torles launched a daring mission to free them, only to see Spaarti Creations destroyed by a Republic gunship supposedly under the command of the Jedi Knights. (SWI68, SWI69, SWI70)

Roshu Sune

this Gotal guerilla group rose to prominence in the months preceding the Battle of Antar 4, in an attempt to force the planetary government to secede from the Old Republic. It was the terrorist attacks of the Roshu Sune which led to the bloody Battle of Antar 4, but which did not obtain the desired result. Several months later, Roshu Sune agents kidnapped Gotal Emissary Nathanjo Nirrelz, and simply issued the Articles of Secession to the government of Antar 4, instead of any formal demands. Roshu Sune later announced that they would free Nirrelz in return for a signing of the Articles. (HNN5)

Rosie's Joint

a grill which has live entertainment in Teguta Lusat. (LCM)

Rosion

this Imperial Navy Lieutenant served as Joak Drysso's Chief Navigator aboard the *Lusankya*. (BW)

Rosit, Anjavay

this man was a member of the Blue Guard, during the months leading up the Clone Wars. Shortly before the vote on the Military Creation Act, he was knocked unconscious by a horde of rioters who were protesting the possible passage of the Act. His fellow officers managed to extricate him from the mob. (HNN5)

Rosk

this Imperial Navy Commander served under Captain Soontir Fel aboard the *Pride of the Senate*. (THG)

Rosk 102

this Khommite, the 102nd clone of Rosk, was distinguished in the history of the planet Khomm. (UANT)

Roskin

this woman was one of the many settlers who were transplanted from Sulon to Ruusan by Morgan Katarn, after the Empire took control of Sulon. She struggled to board the *Cyclops* to escape Imperial persecution, worrying about where her three small boys were. Katarn himself helped Roskin get her family aboard the transport ship. (RAG)

Ross

this man was the owner and operator of the *Sontor Skipper*, and made regular runs to Baralou for the Alliance. (PG1)

Ross, Rosco

this man accompanied Jan Ors aboard the *Star of Empire*, shortly before the Battle of Yavin. Rosco was known for his hand-to-hand combat skills. He and Ris Waller apprehended Kyle Katarn aboard the ship, and brought him to Jan for questioning. (SFE)

Ross, Thaddeus

this Corellian pilot and freighter owned the battered YT-1300 *Kierra*, which he had outfitted with a sophisticated computer he nicknamed Kierra. Thaddeus himself was a former bounty hunter who returned to the smuggling occupation which had been in his family's blood for many generations. As the computer in his developed its own personality, they developed a mother-son kind of relationship, with Kierra constantly nagging Thaddeus and making sure he was okay. Kierra filled a void in Thaddeus' life which had been formed when Saahir Ru'luv broke off their three-year relationship. Later, while smuggling weapons to the Alliance from Merich's Bend, Saahir died in Thaddeus' arms. The Empire had discovered the base, and raided it before all personnel could be evacuated. When he took a job transporting Adalric Brandl to Trulalis, Ross got caught up in an Imperial operation to recover the Dark Jedi. They were ambushed on Trulalis by Menges, and Ross fled the planet with Brandl. They were intercepted just outside of Trulalis by Imperial Captain Grendahl, who had been sent by High Inquisitor Tremayne to recover Brandl. Grendahl held Ross for questioning, but eventually let him go with a 10,000 credit "reward." (TFE, SWJ4, SWJ15)

Rossi, Todrin

this former Imperial Captain was a native of the planet Coruscant, and served under Warlord Zsinj during the period following the Battle of Endor and the breakup of the Empire. (IF)

Rossik

this surname was common among human settlements found throughout in the galaxy. (GCG)

Rossik

this Imperial Captain was assigned to accompany Tavin Notsil to New Oldtown in order to recover Gara Petothel. However, when she refused to join Tavin and return to Warlord Zsinj, both Tavin and Rossik were shot by Myn Donos and Lara Notsil. (IF)

Rossorworm

this despicable creature is native to Togoria. The Togorians often refer to smugglers and pirates as rossorworms, because they despise such trash with a passion. (GG4)

Rosswell, Stant

this Imperial governor was placed in charge of the planet Indu San. He was known as a lenient man, and often cut favors for native businesses. For this reason, the natives tolerated Rosswell; it could even be said he was popular. Unfortunately for Indu San, Rosswell was later replaced by Ekam Ouway. (SWJ6)

Rost Mountains

this was one of the most rugged chains of mountains found on the planet Ragoon-6. (JQ2)

Rostat Manr

this Sullustan male served the Alliance during the last years of the Empire, flying Y-Wings into battle. He also served the New Republic, but a year after the Battle of Endor, he resigned his commission and went to work in the private sector. He had tired of war, and believed that he had achieved his goals. He took a position as a pilot with Event Vistas, and within a year was promoted to chief pilot aboard the *Nebula Queen*. However, on a short leave, he was kidnapped and brainwashed by agents of the Imperial warlord Zsinj as part of Project Minefield. A trigger phrase was implanted in his head which, when activated by a phrase dealing with the existence of Ewoks in his nose, would cause him to crash the *Nebula Queen* into a planet. The code phrase contained the planet Coruscant, and Rostat would have succeeded in crashing into the planet if not for two things. The first was intervention of his counterpart, Nurm, who stunned Rostat and rendered him unconscious. The second was that Wraith Squadron had already determined Zsinj's actions, and had warned the Republic of the potential for a Sullustan to be brainwashed in the manner Tal'dira and Nuro Tualin were. Rostat was arrested and detained by New Republic Intelligence. (SOC)

Rostek, Tisha

this woman served the Alliance at the base on Dantooine, where she fell in love with Harovan Toth. They married and had a daughter, named Samona, but Tisha was killed in the Battle of Thovinack. (SWJ11)

Rostu

this was one of the many nomadic Korunnai tribes, known as *ghosh*, which were native to the planet Haruun Kal. The Rostu were one of several small tribes which allied themselves with the Windu *ghosh* for protection. (SHPT)

Rostu, Nick

this Korunnai man was one of the many who joined the Upland Liberation Front, during the height of the Clone Wars. When Jedi Master Depa Billaba began leading the ULF, Nick was the person she dispatched to Pelek Baw to intercept Mace Windu, should the other Jedi Master come looking for her. Rostu missed Windu several times before eventually rescuing him, then escorted the Jedi Master into the jungles. Nick earned Windu's trust by displaying Master Billaba's own lightsaber as evidence of his fealty. Despite his obvious association with ULF, Nick maintained that he was fighting the war for the money he could earn. Although he acknowledged his Korun ancestry, he proclaimed to want nothing more than to leave Haruun Kal and explore the galaxy. This was, of course, mainly talk that Nick used to distance himself from his

own feelings. Deep down inside, he wanted to see the Korunnai regain control of their planet. He later revealed to Master Windu that he had helped Depa Billaba and Kar Vastor set up the gruesome message of death that had been discovered by the Old Republic, and that he himself had provided the tip to the Republic's Intelligence agency. Later, when Vastor attacked a group of Balawai prospectors under Windu's protection, Nick agreed to take four of the Balawai children under his protection. When Master Windu witnessed Nick's bravery in defying Vastor to care for the children, he decided to invite Nick to join the Army of the Republic, bestowing the rank of brevet Major. Nick then assisted Master Windu in the attempt to capture Pelek Baw so that they could defeat the Balawai and their Separatist supporters. While defending the droid control bunker from attack by Kar Vastor's Akk Guards, Nick suffered a devastating chest injury from Iol's vibroshields. Despite the injury, Nick managed to save Master Windu from an attack from Depa Billaba, who had been trying to free the Korunnai through sheer willpower. When Depa tried to slice Windu with her lightsaber, Nick managed to grab a blaster and shoot the lightsaber from her hand. His luck continued to hold, as Nick was rescued from Haruun Kal and brought to Coruscant for treatment. Master Windu made sure that his brevet Major rank was confirmed with the Army of the Republic, and submitted that Nick be awarded the Medal of Valor for his part in ending the Summertime War. (SHPT)

Rot Crow

this small scavenger was native to the jungles of Haruun Kal. (SHPT)

Rot Mite

this scaly, scavenging insect was native to the planet Talus. (GQRG)

Rota

the Ewok word for food. (EA)

Rotan, Detta

this woman was one of the Alliance' primary operatives on the planet Gotida, during the early years of the Galactic Civil War. (AIR)

Rotary Plug

this form of power plug, used pod racers and other high-speed ground vehicles, used a series of small power sources which were tapped in a regular order. However, only a single source was active at any time. It was the predecessor to a cluster plug, which used power from all sources at once. (RAC)

Rotas V

this planet saw battle during the Clone Wars. The natives who fought back against the forces of the Confederacy of Independent Systems wore a skirt woven of strong material, which served as both protection and identification. The use of these skirts was later adopted by the ARC Troopers and clone commanders of the Grand Army of the Republic. (VD3)

Rotfurze Wastes

this was one of the most barren locations found on the planet Drongar. Exploration into the region showed that the blight that affected the Wastes was ecological in nature, not caused by modern technology. (MBS)

Roth, Dengar

an underworld toughguy killed by Mara Jade on Rishi. (DFR)

Rothana

located in the Kuat Sector of the galaxy, Rothana was one of the most industrialized planets in the sector. The primary world in the Rothana System, it served as the base of operations for Rothan Heavy Engineering, a subsidiary of Kuat Drive Yards, during the last century of the Old Republic. Its proximity to the Kamino System meant that Rothana was chosen by the Kaminoans as the construction site for many of the war machines employed by the clone troopers of the Army of the Republic. (X2, SWDB)

Rothana Heavy Engineering

a division of Kuat Drive Yards, this was one of the largest manufacturing corporations found in the Old Republic, during the years leading up to the Clone Wars. Rothana produced the *Acclamator*-class military transport and several other ground-based vehicles in support of the Army of the Republic. (HNN5, X2, SWDB)

Rothana HR

see Rothana Heavy Engineering (SHPT)

Rothingham, Lucius

this Imperial agent was assigned to the planet Kuat and the Kuat Drive Yards during the height of the New Order, where he was in charge of eliminating the outlaw techs and shipwrights who threatened to provide Imperial secrets to outside influences. He made a virtual career out of trying to abduct Marcus Sione, but the youth always managed to escape. An engineer by training, Rothingham was known for his annoying habit of using technical metaphors in everyday conversation. (CCW)

Rothrrawr

this ancient Wookiee was infamously known as the chieftain who broke Bacca's Ceremonial Blade. Rothrrawr underestimated the ferocity of a beast in the Shadowlands, and was forced to stab it with the sword. The blade broke off in the beast's hide, and Rothrrawr was forced to return to his home with just the hilt. This hilt became the symbol of the chieftain's power, and was passed down for many generations before it was re-attached to the blade by Zaalbar. (KOTOR)

Rothwall, Gam

this man was one of Emperor Palpatine's many personal advisors. He was the target of several assassination attempts during a surprise inspection of the Imperial facilities on the planet Garnib. (GMS)

Roti

this grain was a staple in the diet of the Seratians. It was also consumed by tympts who have migrated into urban areas of the planet Serat, after the Seratians decimated the population of symers. The symers preyed on the tympts, keeping their population to a minimum. However, the Seratians killed off the symers in order to obtain their organs and appendages, which supposedly had mystical powers. This allowed the tympt population to explode, and virtually destroyed the roti crops on the planet. (COG)

Roti

this is the orange star that is the binary of Ow, at the center of the Roti-Ow System. (GG4)

Roti-Ow System

a binary star system which is made up of Roti and Ow, and is the system which contains Altor 14. (GG4)

Rot-Maggot

this was the name given to the huge, legendary aplilid worm that supposed lived at the bottom of the Abyss, the deepest mine found on the planet Vasha. According to Vashan legend, the Rot-Maggot was the god of decay, who nested at the very core of the planet Vasha. (GMR9)

Rotsino, Esu

this woman served her homeworld of Abrion Major, as well as the entire Abrion Sector, in the Galactic Senate of the Old Republic, during the years leading up to the Clone Wars. It was Senator Rotsino who delivered Abrion Sector's Articles of Secession to the Republic, throwing her entire sector's wealth and agricultural resources to the Separatists. (HNN5)

Rotten to the Core (Empire's Crumbling)

this song, written and played by the band Deeply Religious, first appeared on the compilation *Advanced Explosives Handbook*. It was banned by the Imperial Board of Culture. (GG9)

Rotting Disease

this was a type of disease which was carried by the tesfli piercer of Gorsh. Victims bitten by the tesfli

piercer who do not get medical attention find the bitten limb suddenly swells, then turns black. The flesh then falls apart, rendering the limb useless. This disease is worst when a victim is bitten dozens or hundreds of times when they encounter a swarm of tesfli piercers. (PG1)

Rotwort

an aromatic plant that Wuher uses to create the perfect liqueur for Jabba the Hutt. (TME)

Rough-grass

this was a species of dense, green ground cover which grew on the planet Athiss. (TOJC)

Roughskin Rat

this small mammal has coarse, abrasive skin. (SOL)

Rouh

an Imperial freighter destroyed by Dev in the Senex System, during the Galactic Civil War. (XW)

Roundtree System

this planetary system is the home of a dark-skinned race of humans. (CSA)

Rout of Hensara

this is the name of the battle between Imperial forces on the planet Hensara III and the X-Wing Rogue Squadron. The pilots of Rogue Squadron were sent to rescue Dirk Harkness and his crew from the planet, and managed to do so without losing anyone. (XWN)

Rov

this was the title of the religious leader of the planet Ventooine. The Rov was in charge of protecting the shrine built to honor Han Solo and his defeat of the Shadeshine, thereby saving the natives of Ventooine. (LTA5, MCA2)

Rova

this was the name of a noted Pho Ph'eahian individual. (UANT)

Rova Zad

this was the name of a noted lotran individual. (UANT)

Rove

this cold, frozen planetoid was captured by the Bramior star many millenia ago, and it is the only sizable body orbiting the star. (CRO)

Rovello

this was a common name among the Toydarian race. (WOTC, UANT)

Rover

an Alliance transport group that participated in the attack on the Imperial station NL-1. (TIE)

Rover

Evazan's pet Meduza, Rover helped Evazan keep his Andoan castle laboratory clean. Rover gave his life to Evazan when he perished while trying to break Evazan's fall into the ocean. (TME)

Rover

this highly-sophisticated tracking device was manufactured by Astroserver Industries, and was more effective than the TrailMaster. It could provide information on the range, direction, and speed of the target to which it was attached. (CFG)

Rover

an Imperial utility tug operative during the Galactic Civil War. (TIE)

Roverine

this insectile predator inhabits the Davirien jungles, swarming in groups of millions and stripping the landscape of all vegetation. They also ate any small creature which was too slow to escape the swarm. (VOF)

Row, The

this was one of the major thoroughfares found in Bartyn's Landing, on the planet Lamaredd. Travelers moved along The Row toward the area of the city known as Center Sphere. (GMR7)

Row, The

see Treasure Ship Row (SWI66)

Roweedu

meaning "flowery", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Roweedu

this Rodian teamed up with Krussk, in the aftermath of the breakup of the Bounty Hunters Guild, to work together to hunt down Alliance agents and spies for the Empire. Roweedu was the brains of the operation, using her knowledge of hunting lore to guide Krussk's actions. (RESB)

Rowel

this Ferroan man, distinguished by his pale blue skin and gold-black eyes, was one of the first of his people to greet Luke Skywalker's Jedi Knights, when the Jedi located Zonama Sekot during the height of the Yuuzhan Vong invasion of the galaxy. Along with his partner, Darak, Rowel was openly suspicious of the presence of the Jedi on the planet, despite the fact that Sekot itself allowed the Jedi to land. After Sekot had successfully tested the Jedi Knights to ensure that their mission was, indeed, a peaceful resolution to the conflict with the Yuuzhan Vong, the planetary sentience agreed to return to the galaxy and help the Jedi. Rowel and Darak both accepted Sekot's decision, and eventually decided that the Jedi were worthy of their assistance. When Zonama Sekot made a blind jump into hyperspace to avoid the sabotage of Nom Anor, the Ferroans were forced to flee underground to avoid the ecological damage that occurred on the surface. Rowel and Darak made many trips into the wilderness to look for survivors, often with the help of the Jedi. (FH3, UF)

Rowen

an Imperial Lieutenant who served aboard the *Victory*-class Star Destroyer *Sentinel*, Rowan was once punished for publicly embarrassing his captain. As punishment, he was forced to work as an attache to the Imperial Customs office on Wroona, boarding and inspecting commercial and independent starships which passed through Wroona's spaceports. He was known as a bitter man who demanded adherence to the letter of the law, and who never - ever - took a bribe. Several spacers found that he could be sidetracked, though, by complaining about the law he was trying to enforce. Rowen would launch into a long-winded justification of Imperial law, and eventually would let the spacer go on with their business. (PSG)

Rowi

this Galacian man married Tema. He was known as a healer, and many believed he was truly Elan's father. He raised her as his own, and Tema never revealed that her real father was King Cana of Galu. Rowi passed on his knowledge of healing to Elan before his death. (MOC)

Roy Teda

this short-statured Romin ruled the planet Romin with an iron fist, during the years leading up to the Clone Wars. Teda had been identified by the Galactic Senate as being in violation of many galactic laws, including torture, embezzlement, and unjust imprisonment of political and personal rivals. It was also believed that he had rigged the elections so that he would be chosen as Romin's leader. Once in office, he altered Romin's laws to make it impossible for offworlders to arrest or transport criminals from Romin. This allowed him to expand his personal wealth by offering Romin as a refuge for all manner of criminals.

Distinguished by his multicolored robes, Roy Teda presented visitors and prospective homeowners with a personable demeanor that bordered on cloying condescension. In exchange for being able to live in relative peace on Romin, criminals agreed to pay Teda huge sums of credits, and allowed him to have security access to their properties. Teda then used droid armies to patrol the city of Elior, ensuring that none of the workers entered the city without authorization. He preferred to be called by the title of Great Leader, but many Romins forced the name out only because it pleased Teda. However, his extravagant lifestyle and demanding leadership took its toll on his supporters, and many of his personal guards began to simply leave his services, several years prior to the Battle of Geonosis. He was forced to backfill them with guard droids, but he could only afford a handful of operative units. When the Citizens' Resistance launched their rebellion, Teda was forced to flee his palace and hide in a safehouse, well outside the city of Elior, with Jenna Zan Arbor. They requested a meeting with the Slams, who were actually Obi-Wan Kenobi, Siri Tachi, Anakin Skywalker, and Ferus Olin in disguise. It was at this point that Teda realized he was no longer in control of Romin, as Zan Arbor asserted herself as the leader of their group. However, their plans were cut short when Mace Windu and a group of Jedi reinforcements landed on Romin and captured them both. They were turned over to Joylin for sentencing, but Joylin simply allowed them to reach the real Slams and escape Romin, thereby solidifying his own position of leadership. Teda and his cohorts fled to Falleen, where they had been building the Blackwater Systems facility to test distribution methods for the Zone of Self-Containment. They were forced to flee to Coruscant when the Jedi followed them to Falleen, but they were able to gain an audience with the Senate through Bog Divinian. Roy Teda spoke eloquently against the Jedi Order, using subtle twists of the truth and outright lies to spin a tale of how the Jedi were behind his ouster. Unknown to Teda, however, was the fact that Granta Omega considered him expendable, an asset to be used and then thrown away. Teda realized this was Omega launched his Zone-laden seeker droids on the Senate, and one of the seeker droids targetted him specifically. Despite the efforts of Ferus Olin to protect both Palpatine and Teda, a seeker droid managed to get a clear shot, and killed Teda with a single blast to the chest. (JQ8, JQ9)

Roy Teda Colored Fountain of Lights

this beautiful fountain, which seemed to bubble and flow with light, was created in the city of Elior, on the planet Romin, under the direction of Roy Teda. (JQ8)

Royal Academy

this was the school at which the young nobles of Naboo were trained to become governmental leaders. (IWE1)

Royal Alderaan Civil Fleet

this volunteer defense organization was formed on the planet Alderaan, to ensure the safety of the planet's inhabitants, during the last decades of the Old Republic. (E3N)

Royal Alderaanian Court

the ruling classes of the planet Alderaan and its hierarchy. (DFR)

Royal Armaments Guild of Charubah

this Hapan weapons manufacturer was the only known source of the weapon called as the Gun of Command, which was produced exclusively for use by the Hapan military. (SWJ15, PH)

Royal Carriage, The

this was the name of Dustini's starship. (MMY)

Royal Casino

this Cloud City casino was owned by Jacc Maldelbrot. (GG2)

Royal Chalcedony Shield

this award was presented by the government of Alderaan to those Alderaanians who were "champions of civic virtue and held uncompromising moral convictions." Bail Organa presented this award to the Senator Horox Ryyder, when the Anx retired from politics shortly before the Clone Wars. It was believed that Senator Ryyder was the only non-Alderaanian to ever receive the award. (HNN4)

Royal Court of Naboo

this was the name given to the royal household of the elected leader of Naboo, during the Old Republic. (SON)

Royal Flower

this custom-built pleasure yacht was part of the small fleet maintained by the royal family of Mindabaal, during the early years of the New Order. It was later stolen by Jericho Donovan and modified to serve as a smuggling craft. It was renamed *Jericho's Pride*. (SWJ5)

Royal Galaxy Hotel

this hotel was located in the tallest building in the city of Curamelle, on Corulag. (SWJ12)

Royal House of Learning

this prestigious school was located in the city of Theed, on the planet Naboo, during the last decades of the Old Republic. (IOT)

Royal Hutt Hotel

this noted hotel was located near several rowdy and disreputable cantinas, which detracted from its appeal. (SWRPG)

Royal Icqui Aquaria

this large aquarium was located on the planet Coruscant during the last years of the Old Republic. It was known for its collection of exotic and dangerous ocean life from across the galaxy. Located in the Hirkenglade Prefecture, the Royal Icqui Aquaria was one of the few facilities that was allowed to draw its water supply directly from the polar pipelines. (WOA21, CCW)

Royal Imperial Guard

red-armored protectors of the Emperor, these servants are specially-trained stormtroopers who met certain physical and emotional characteristics. No one has ever discovered exactly how many guards made up the Royal Guard. They were trained on the barren world of Yinchorr, where they learned that deadly art of Echani and often fought to the death against their fellow trainees in order to prove their loyalty to Emperor Palpatine. Their red armor is based on two unique designs: that of the Mandalorian Death Watch and the Thyrsus Sun Guards. Following the death of Emperor Palpatine in the Battle of Endor, the Royal Imperial Guard made a change to their robes. A hem of black was added to the bottom of their robes, indicating that they were mourning the death of Palpatine. Even after the mandatory year of mourning had passed, the black hem remained as an homage to the dead Emperor. When Palpatine reappeared, in body of one of his clones, on the planet Byss, the Royal Guard returned to his side. When the clones were destroyed by the New Republic, many of the Guards were killed as well. The survivors gathered on Yinchorr, and were told of Carnor Jax's treachery against Palpatine's clones. Jax then attacked the Yinchorr compound, eliminating all the Royal Guards except for Kir Kanos and Kile Hannad. Hannad died, fighting back Jax's troops so that Kanos could escape to plan revenge for Jax's treason. (ROTJ, ISB, XWN, CE)

Royal Imperial Shockball League

this was the foremost profession shockball league operating during the New Order. The best shockball players in the galaxy played for more than eighty teams in this league, such as the Shad Furies and the Quent Assassins. Many of the teams were based on Core Worlds. (CRO)

Royal K Casino

a gambling establishment found on Kwenn Station, it was owned and operated by Kassar Kosciusko during the height of the New Order. (CRO)

Royal Kalindan Mounted Police

a branch of the Kalindan Royal Constabulary, this police force protected the major starport cities of the Kalinda System, including Verena and Jael. They were easily seen because of their ornate uniforms, which consisted of maroon jackets with gold trim, black helmets and body armor, and black boots. (TSK, HNN5)

Royal Kuat Holo-Theater

this was one of the most prestigious theaters found on the planet Kuat. (GCG)

Royal Mistress

this cumbersome-looking medium freighter was owned and operated by Hawker Bryce-Kelley and his partner, Rypka. The ship could carry up to 500 metric tons of cargo, and was armed with a concealed quad laser cannon. (PSG)

Royal Naboo Security Forces

this is the name used to describe the volunteer organization which pledged itself to the protection of Naboo's planetary rulers, during the last years of the Old Republic. This group included all branches of the Naboo military, including the Security Guards, Palace Guards, and the Space Fighter Corps. Under the rulership of Queen Amidala, these forces were commanded by Captain Panaka. (TPM, IG1, X1)

Royal Palace

this was the name of the primary governmental building on the planet of Alderaan. Located in the capital city of Aldera, the Royal Palace was also the home of the ruling family. (CCW)

Royal Pistol

this was the name of the custom-made weapon produced for the rulers of the planet Naboo by Theed Arms. They were designed to be an extension of the user's own hand, being weighted and balanced for each individual. (SON)

Royal Protectors

the elite group of bodyguards assigned to protect Aleema and Satal Keto. (TOJ)

Royal School of Leadership

this prestigious school was located in the city of Testa, on the planet Rutan. It provided an excellent education to those Rutanians who were destined to become politicians and leaders. (SP)

Royal Sovereign of Naboo Medal

this medal, stored in the Theed Palace treasure rooms, was worn by the ruler of the Naboo, and indicated their position as the sovereign ruler of the planet. (VD1)

Royal Spymaster

this was the title given to the leader of the Velmor military's espionage and intelligence agencies. (WOTC)

Royal Way

this was the name given to the interstellar approach vector to the planet Naboo, used by the elected rulers of the planet for several generations. Although much of the Royal Way was considered a public fly zone, the entire zone was regularly patrolled by starfighters of the Royal Security Force. (SWGAL)

Royal Yvarema Scout Ship

developed by the Yvarema, this ship was designed to allow the royal explorers to travel beyond their home system. It was a primitive design by modern standards, but was nonetheless reliable and sturdy for local exploration. These ships measured 20 meters in length, and were manned by a crew of two, with room for three additional passengers. They were hyperspace-capable, but only at Class 4 speeds. The only weaponry, per se, was the navigational deflector system used to keep the craft safe from space debris. Most of the systems of this craft were based on fluidic technology, which meant that they were immune to the effects of ion weapons. (KR)

Royce

this Nikto was once the prospecting partner of the man named Samuel. Their work paid off when they discovered a barren world in the Outer Rim Territories that was rich in ores and other natural resources. They set out to extract as much of the ore as they could, but Samuel doublecrossed Royce and assumed complete control of the facility for himself. In retaliation, Royce kidnapped Samuel's daughter, Leddar, and held her for ransom. Samuel managed to convince the Jedi Knight Darca Nyl to locate Royce and

bring Leddar home. Once Darca Nyl got them together, he managed to uncover the truth behind the situation, realizing that Samuel only cared about credits and ensuring the Royce remained quiet. Darca allowed them all to live, forcing Royce to drop his revenge and leaving Samuel to explain his actions to his daughter. (T21)

Royux

this version of the Arakyd Emperiax walking throne had half of the cargo space of the Emperiax, but replaced it with a pilot's chair. This allowed severely disabled beings to have an assistant in moving about. (AEG)

Roz

a free trader who worked for the Alliance, he was wounded helping Almera Zan and Grashk rescue Enid Vahr. (SN)

Rozatta

this Toydarian owned and operated the Outland Transit Station, during the years following the Battle of Naboo. Rozatta was also a good friend of Jango Fett during this time, and delivered a message to him from Darth Tyranus. Tyranus was trying to recruit Fett's assistance in tracking down Komari Vosa, a job that Jango quickly accepted. Roz tried to talk him out of it, but her words were not enough to turn him away from the job. Resigned to watching him leave, Roz gave Jango all the information she knew about Komari Vosa and the Bando Gora. Unknown to both Rozatta and Jango Fett, the message from Tyranus was also received by Montross. Rozatta continued to help Jango during the search, providing snippets of information and running searches and tests while Jango was in the field. Unfortunately, Montross managed to stay one step ahead of Jango, and set out to destroy any chance Jango had of finding the Bando Gora. To accomplish this, Montross traveled to the Outland station after being defeated by Jango on Malastare. He killed Rozatta and set a series of thermal charges to destroy the station, hoping that Jango would return to rescue Rozatta. Jango did return, and Rozatta managed to give him a datacard with information on the Bando Gora. As she died, Rozatta begged Jango to find something besides money to live for, a request that led Jango to request an unaltered clone for his son, Boba. (GMR10, BH)

Rozess

this surname was common among human settlements found throughout in the galaxy. (GCG)

Rozess, Jude

this Jedi Knight was a contemporary of Theen Fida and Obi-Wan Kenobi. A strong woman with dirty blonde hair, Jude was killed when the Yinchorri invaded the Jedi Temple on Coruscant. She and Tieren Nie-Tan were the primary guards on duty at the time, and were caught by the sheer numbers of Yinchorri warriors. (AOW)

Rozhdenst, Gennad

this man served the Alliance as the Commander of Scavenger Squadron during the last years of the New Order. Shortly before the Battle of Endor, Rozhdenst and his squadron were dispatched by Mon Mothma to guard Kuat Drive Yards from Imperial assault. Distinguished by the huge scar that ran diagonally across his face - a reminder of another struggle with the Empire - Rozhdenst was at odds with Kuat of Kuat over his squadron's presence, and drawn into the plans of Kodir of Kuhlvelt from the moment he arrived at Kuat. She twisted the facts in order to gain his confidence, then forced him to admit that Kuat of Kuat was never going to recognize the Alliance. Fooled by it all, Rozhdenst and Wonn Uzalag agreed to ensure Kuat had an accident, thereby installing Kodir herself as the leader of KDY. However, there plans were crushed when Kuat began destroying the shipyards, rather than letting them fall into the hands of anyone else. Rozhdenst ordered the Scavengers to board as many of the capital ships under construction as they could to rescue them from the destruction. Many were saved, but many more were lost. (HM)

RP Trooper

this was the designation of the Old Republic's arpitrooper, during the height of the Clone Wars. These troopers were ground-based militia which entered a battlezone by dropping from the air, using disposable repulsor packs to quickly reach the ground. (SS2)

RPC-12

this was the model number of Damorind Securities' restraint capsule. (GG10)

RPI Carrier

this personal-use rocket pack was manufactured by Fersherid during the height of the New Order. (GFT)

RPS-8

this was the model number of Merr-Sonn's standard rocket launching system. While not as accurate as the RDP series of launchers Locris Syndicates produced, the RPS-8 was much more directly lethal. (ROE)

Rq8.Y

Torplex shipboard avionics package. (SCORE)

Rq9.Z

Torplex shipboard advanced avionics control package. (SCORE)

Rrabel Drage

this Duros loyalist opposed the influx of refugees to the orbital cities of Duro, during the Yuuzhan Vong invasion of the galaxy. He worked to sabotage the New Republic's plans to provide shelter for the refugees, until a team of freelance mercenaries captured him. (GMR2)

Rrakktorr

this was the Wookiee term used to describe a male's honor and strength of character. In the Shyriiwook language, the word *rrakktorr* literally meant "the defiant, adventurous heart of a Wookiee." (TT, AFA)

Rrann Hhoss

this Togorian championship centered around the use of the *sc'rath* in both hunting and combat. (AIR)

Rroshm

this slow-moving creature inhabits the Shadow Forest on Kashyyyk. It eats the leaves of the wroshyr tree and other vines, keeping the Rryatt Trail clear. (TT)

Rrowv

this young Togorian taught Han Solo how to ride a mosgoth, when Han returned Muuurgh and Mrrov to Togoria. (TPS)

Rrr'ur'R

this was the nickname of UroRRuR'R's personal bantha, raised for his use by RR'uruurr. (CCG9)

Rrudobar

this was one of the twenty orbital cities built above the planet Duro, after the Duros fled its contaminated surface. During the Battle of Duro, Rrudobar was destroyed by the Yuuzhan Vong. (BP)

Rrulinn

this planet was decimated by the Reslian Purge. (GG12)

RR'uruurr

this Tusken Raider was part of UroRRuR'R's tribe, and was responsible for the tending and development of their banthas. An expert with the gadderffi, RR'uruurr was the Raider who attacked Luke Skywalker in the Jundland Wastes. (CCG9)

Rrush'hok ichnetar vinim'hok

this Yuuzhan Vong blessing translated into Basic as "Die well, brave warrior." (FH3)

Rruurrfhurra

this Wookiee was a firefighter in his home village in the city of Rwookrrorro, on the planet Kashyyyk, during the years following the Clone Wars. Shortly after a swarm of flame beetles set fire to an office that

was being used by Turren Lonarr to drop off a pool of protocol droids, Rrurrrhurra was found shot to dead in a cargo container. His death was later linked to Lonarr's own alliance with the Trandoshan government, as he was agreed to help smuggle Trandoshan hunters to Kashyyyk. The flame beetle fire was a cover for getting the Trandoshans into Rwookrrorro. Rrurrrhurra's own investigation into the cause of the fire got too close to the truth, and he was killed by one of Lonarr's Trandoshans. (GMR4)

Rryatt Trail

this forested path through the trees outside Rwookrrorro, on the planet Kashyyyk, led to the city of Kachirho and passed the Well of the Dead. It meandered downward from the limbs of a wroshyr tree, descending some eighteen kilometers through the Shadow Forest before reaching the Well. Beyond the Well, the Rryatt Trail led to the city Kkkellerr. (TT, SWGAL)

RS-12962/NG-54X

this subdirectory of the Republic Xenosociological Database contained information on the technology of the Gungan people. (SON)

RS-17

this was the designation of a low-level agent of the Old Republic, during the era of the Clone Wars. (SHPT)

RS557

this was a series of podracer developed by the Vulptereen manufacturing centers. The cockpit measured 3.66 meters in length, and the 7.92-meter-long engines were capable of speeds close to 760 kilometers per hour. It is sometimes referred to as the Vulptereen 327 in certain racing manuals. (IG1, SWDB)

Rseik Sector

this area of the galaxy, located near the Minos Cluster, was the home of the Rseikharhl species. (FTD)

Rseikharhl

this alien species was native to the Rseik Sector of the galaxy. (FTD)

R-series Droid

this highly-successful series of astromech droids from Industrial Automaton has seen widespread use throughout the galaxy. Originally limited to five models (numbered R1 through R5), each succeeding model was touted as superior to its predecessor. However, only the R2 models continue to be popular, due to their high level of reliability. (SWJ7)

R-series Repulsorgrip

this piece of equipment controls the strength and magnitude of a repulsor-driven craft, such as a pod racer. The grip maintains the vehicle's "grip" on the ground below it. The R-series has several versions, each capable of a specific amount repulsor force. They are numbered in strength from R-20 (light duty gripping strength) to R-600 (highest amount of grip). (RAC)

R'shinnos Sh'neel

this M'shinni represented his homeworld of Genassa in the Galactic Senate, during the years leading up to the Clone Wars. During the rise of the separatist movement, Senator Sh'neel did not openly question Chancellor Palpatine's actions, but voiced the concern that the Chancellor "was up to something." (HNN4)

Rsidd

this was a common Psadan name. (UANT)

RSS

this was the abbreviation of Republic Star Ship, used to denote any of the ships that formed the navy of the Old Republic during the height of the Clone Wars. (E3N)

RST-series Droid

this model of translator droid was produced by Plintep Cybernetics, and was given a distinctly female

shape and personality. This was mainly because the males of Mephout society were quite tempermental, and Plintep didn't want to have that impression ladeled upon the RST-series. Unfortunately, the RST series was susceptible to electromagnetic pulses, and their rationality and life-preservation circuits were often fried when a droid simply passed too close to an energy source. (SWJ11)

RT441

this stormtrooper was part of the guard that protected Imperial Moff's Vanko and Torpin while they were on board the *Kuari Princess*. (RM)

RT-56/X

this silver protocol droid was abandoned in the city of Grig, on the planet Narg. In order to survive, it allied itself with the farmer and conman, Biull Sangtwo. Sangtwo discovered that the droid had a SureDeal-R bargaining and negotiating module in its brain, and decided to put the droid to use. Together, they roamed the streets of Narg Starport, looking for unsuspecting off-worlders. When a suitable "victim" was found, RT-56/X would plead with them to remove it from its "cruel master's service" as a farm drudge. If the off-worlders were sympathetic, Sangtwo would bargain with them to sell the droid. Once the purchase was made, RT-56/X would wait until its new master entered a dense-populated area of the city, where it would disappear and return to Sangtwo's farm. (TA)

RTDS-1000

manufactured by Willienk Data Systems, this device was a remote text data scanner that allowed a user to read hardcopy documents with a camera. The RTDS-1000 converted the scanned information into a transmission, which could be sent to a remote computer for viewing online. This device allowed a being to scan the archives of a remote library on a distant planet, without incurring travel costs. (GFT)

R-TechApp

this was a model of mantrap produced by Ubrikkian Industries. Although mantraps were marketed as safe and effective methods for detaining a being, the R-TechApp was known for its high-powered containment field. This field literally crushed a being flat against the trap itself, and the being's lungs were often unable to fully expand under the pressure. In some cases, the field generated by the R-TechApp literally squeezed the bodily fluids from a being's internal cavities, causing internal bleeding and other devastating injuries. (GG10, GMR1)

R'terleD'er

this planet is a hunter's paradise. (GG12)

RTZ

this was a form of security filter used to encode and protect computer and holographic data. (SWJ1)

Ruac Outpost

this was an Imperial military base, established early in the New Order. (AIR)

Ruan

this world, the primary planet in the Ruan System, was the site of the headquarters of Salliche Agricultural Corporation. During the Yuuzhan Vong invasion of the galaxy, Ruan was one of many planets which agreed to take in refugees fleeing the battlegrounds. Han Solo later learned from the droid Baffle that Salliche Ag had been taking on refugees, not to claim their produce was "handpicked," but in order to comply with the Yuuzhan Vong's anti-droid sentiments. (SWJ2, HT, JE)

Ruan System

this planetary system encompasses eighteen agricultural planets run by the Salliche Ag Corporation. (SWJ2)

Ruati

this Jedi Master was beheaded on this planet, during the height of the Clone Wars. It was believed that he was killed by the Dark Jedi Asajj Ventress. (O)

Rubat

this was one of the many crystals used by the ancient Jedi Knights in the construction of a lightsaber. It was believed to have given the wielder the ability to heal faster, especially when a wound involved the loss of flesh. It was believed that rubat crystals were only mined on the planet Phemis. (KOTOR)

Rubindun

a valuable ore. (EGC)

Ruby

this gas giant was the seventh and outermost planet in the Rhinnal System. It was orbited by twenty-one moons. (CCW)

Ruby Bliel

this non-alcoholic drink is a favorite of young children. (TPM)

Ruby Gulch

this rocky section of the planet Nam Chorios was located near Hweg Shul. It was a hiding place for the Theran natives who shot down large ships entering the planet's atmosphere. (POT)

Rubyflame Lake

this vast body of water, situated directly above an active lava floe near the city of Muracie, was one of the most popular tourist attractions on the planet Centares, until the Empire took control of the planet. Because the lava beneath the water glowed with a deep red light, the waters of Rubyflame Lake appeared to be glowing as well, earning it its name. Unfortunately, when the Empire stepped in, the lava was tapped as a source of intense geothermal power. Within ten years, Rubyflame Lake as reduced to an industrial wasteland. It waters were laden with toxic chemicals, and the lava was diverted to other factories. (MC29, WOA32)

Ruck's Rut

a multi-level rift network found in Tyma Canyon, on Redcap. (SWJ5)

Ruda

meaning "curious", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Ruda, Palee

this woman was a frequent patron of the Coruscant underworld during the years leading up to the Clone Wars. She was distinguished by the heavy, metal-link veil that covered almost her entire skull and neck, leaving just the eyes and forehead exposed. (SWI75)

Rudd, Jerris

this human was under the employ of Bib Fortuna, during the Twi'lek's tenure as Jabba the Hutt's majordomo. It was Rudd who transported Oola and Sienn to Tatooine. Rudd lost his life trying to kill Luke Skywalker, who had intervened and was trying to save Twi'lek females. Rudd tried to shoot Luke with his blaster, but Luke parried all of his shots with his lightsaber until one of the blasts ricocheted back and hit Rudd. Fortuna left him for dead. (TJP)

Rude Awakening

Lilmit's starship. (ROM)

Rudic

this crystalline mineral is a prime component in the manufacture of sensor devices. Rudic was once found in abundance on the planet Hirsi, and the native Qwohog allowed the Alliance to establish a base there to mine it. When the Empire caught wind of the availability of rudic on Hirsi, it invaded the planet, killed the Alliance team, and stripped Hirsi of a large percentage of rudic. They then left the planet in a ruined state

when the rudic ran out. Since then, the only rudic found on Hirsi is small, water-borne pieces given to the Alliance and, later, the New Republic. (GG12)

Rudrig

a planet in the Tion Hegemony, site of the Hegemony's only true institution for higher learning. The University of Rudrig was in the process of expanding to other planets when Han Solo was on Saheelindeel. It is the primary planet in the Rudrig System. (HSL, XW)

Rudy

this was the name of Grubber Vapps' customized RDD-7 swoop. Among the modifications Vapps made to the swoop was the addition of a repeating slugthrower that was mounted to the front of the swoop, which allowed him to use the vehicle to hunt down criminals in the area surrounding Barty's Landing, on the planet Lamaredd. (GMR7)

Rue

this planet, which is covered by frozen methane plains, is the sixth world in the Gacerian System. It has no moons. (PG2)

Rue, Aehrrley

this freelance pilot worked out of Mos Espa, on the planet Tatooine, during the last decades of the Old Republic, and attended the Boonta Eve Classic podrace which was won by Anakin Skywalker. (YJC6)

Rue, Elyhek

this Alliance starfighter pilot served as Red Seven during the Battle of Yavin. A veteran of the Galactic Civil War, Rue was part of Griffon Squadron, part of the Alliance's forces on Ralltiir that attacked the *Devastator*. (CCG9)

Ruetsavii

this Gand title is translated into Basic as "observer" or "examiner." The ruetsavii are appointed to chronicle and criticize the life of special Gand who had demonstrated unusually worthy talents or actions. If the ruetsavii deems it, these Gand are given the privilege of referring to themselves in the first-person. The three that were sent to chronicle the life of Ooryl Qrygg flew in heavily modified TIE Bombers, which had wings like TIE Interceptors. The bomb delivery system was replaced with a concussion missile launcher, and the ships had hyperdrives and shields. (BW)

Rufar

this Kironak name was common across Kirdo III. (UANT)

Rufarr

this Wookiee was the owner of the *Jaunty Cavalier*, and operated a shipping business which made a regular run to Bakura during the Yuuzhan Vong invasion of the galaxy. Rufarr and his crew were implicated as radical members of the Freedom movement, when Mollie Cundertol employed them to "kidnap" him and bring him to Lwhekk to be enticed. In order to ensure the secrecy of his actions, Cundertol deliberately sabotaged the *Jaunty Cavalier*, causing it to explode upon exiting hyperspace near Bakura. Rufarr and his entire crew were killed in the explosion, while Mollie managed to escape in an emergency pod. (FH2)

Rugeyan, Mar

this well-dressed man served as the Head of Public Affairs for the Galactic Senate, during the height of the Clone Wars. Rugeyan's job was to make sure that the Senators of the Old Republic were portrayed in the proper light, so as to ensure that the galactic populace saw their Senators working to affect improvements in the way of life. During the height of the Clone Wars, Rugeyan was dispatched to cover the kidnapping of Meena Tills, and had to deal with the death of Jedi Master Kaim on live holocam coverage. It was later learned that Senator Tills wasn't the primary target, just a convenient diversion for the possible killing of N'zaet Nir. (SWI81)

Rugg

this was a common name among the Talz race. (UANT)

Rugger

a succulent rodent found on the Forest Moon of Endor, the rugger was the favored food source of the yuzzum. The rugger was a small, jumping creature covered with wispy, greenish or yellowish fur, depending on whether it lived in the forest or the savanna. Their long, clawed toes were designed for grasping and running, making the ruggers fast and agile. (ISU, WSW)

Ruggert

an Imperial freighter under the protection of the *Warspite* near Dellalt. (XW)

Rughja

this alien species has 15 flexible limbs and multiple eyes. Their natural dexterity lent naturally to musical ability, and they are best known for the Rughja style of music. Their natural form of communication is inaudible to most humanoid races. (RD)

Rughja

this musical style was created by the Rughja race, and combines orchestral composition and big-band swing. In traditional rughja music, a Rughja will play ten instruments at once. (RD)

Rugle

an Imperial transport group operative during the Galactic Civil War. (TIE)

Rugor

this name, which meant "proud", was common among Gungan males. (GCG)

Rugor

this Gungan warrior served under Captain Tarpals at the Battle of Naboo. (SWRPG)

Rugor Nass

this Ankuran Gungan was the leader of his people during the Old Republic's struggle with the Trade Federation. There are a number of rumors surrounding his childhood, but all center around the fact that Nass showed signs of being a great leader even as a young Gungan. He held many different jobs before becoming the Boss of Otoh Gunga, including soldier, engineer, miner, and executive. Boss Nass was well-known among the Gungans as the individual who united the Ankuran and Otollan races. This union resulted in the dissemination of technology and sparked trade between the two races, and led to the construction of the vast, underwater city of Otoh Gunga, created from bubbles made of bubble wort and other well-kept secrets. He was a large Ankuran, whose immense body weight had compacted his skeleton into a much shorter version of the normal Gungan physique. Boss Nass was prone to nervous ticks, and often grumbled his dissatisfaction by violently shaking his jowls. During the Battle of Naboo, Boss Nass tried to remain apart from the battle, leaving the snobbish Naboo to worry about the Trade Federation armies. However, when Queen Amidala came to him in the Gungan sacred place and knelt before him in a show of peace and humility, he changed his mind. In Amidala, he found a Naboo leader who was willing to shed the prejudices of the past and work toward a brighter future for both races. He supplied the vast Gungan Grand Army to assist in Amidala's plans to oust the Federation. The Gungans rallied around him, and despite a large loss of life, they were successful in holding off the Federation's droids long enough for Anakin Skywalker to destroy the Droid Control Ship, and for Amidala to capture Nute Gunray and Rune Haako, breaking the Federation's hold on Naboo. Over the following decades, Boss Nass decided that the leadership of Chancellor - and later, Emperor - Palpatine was unworthy of his support. Nass decided to support the Alliance during the Galactic Civil War, working to disrupt any Imperial that was established on Naboo. *Boss Nass was portrayed by Brian Blessed in Star Wars: Episode I - The Phantom Menace.* (SW1, TPM, IG1, OWS, GB, SWI65, NEGC)

Ruhk

see Ruhk (UANT)

Ruhx

this was one of the most powerful Dug clans which were native to the planet Malastare, during the last decades of the Old Republic. The Ruhx clan was also maintained one of the planet's crime rings, which was badly damaged when Jango Fett captured Bog'Ruhx for the bounty on his head. (BH)

Ruillia's Insulated Rooms

a cheap hotel located in Mos Eisley. (TME)

Ruins of Paran

this was the name given to the remains of the city of Paran, on the planet Derilyn, after the city was bombarded during the Imperial subjugation of the planet. Because of its remote location and its obvious lack of resources, the resistance movements which opposed the Empire used the Ruins as a base of operations. The Ruins were also the base of operations for the resistance movement known as the Friends of Paran, although their base was well-hidden. (PG3)

Ruisto

this planet was the site of a Mon Calamari colony, during the early years of the New Order. When the Empire began making plans to eliminate the shipyards of Calamari, they chose Ruisto as a suitable training location. Using a fleet of Star Destroyers, the Empire bombarded Ruisto's surface, obliterating the entire Mon Calamari colony. (RESB)

Rujj, Anj

this man was a member of the Thugs of Thule, during the years leading up to the Clone Wars. (IWE2)

Rujo

this silver-furred beast was native to the planet Annaj, and was domesticated for use as a mount and pack animal. The four-legged rujos were eventually exported to other worlds in the Moddell Sector of the galaxy. (GMR9)

Ruk

one of the family names used by the Bothan people, it literally meant "warrior". (GCG, WOTC)

Ruke Chowall

this Quarren worked as the editor of the newsnet *Bends* during the last decades of the Old Republic. He publicly denounced the work of Senator Tundra Dowmeia, proclaiming the Senator to be "a tool of both the Old Republic and the Mon Calamari" who would sell out his people for a few credits. (SWI73)

Rukh

this Noghri was a member of clan Baik'h'vair, and was the successor to Ir'khaim as Grand Admiral Thrawn's personal bodyguard, during the early years of the New Republic. Following Leia Organa Solo's mission to Honoghr and the dynasts' message about the falsehoods the Noghri had endured under Darth Vader, Rukh began to question his loyalty to Thrawn. When Thrawn was finally defeated at Bilbringi, Rukh used the first opportunity he found to drive a knife into Thrawn's alien heart. He tried to flee the *Chimaera*, but was caught and executed by Major Tierce's stormtrooper unit. (HTTE, TLC, SOP, TTSB)

Rukil

this being was one of the many inhabitants of the Lower City of Taris who believed in the existence of the Promised Land. Rukil and his apprentices from among the ranks of the Outcasts searched for the Promised Land during the years surrounding the Great Sith War. He was disheartened when his apprentice, Malya, was killed in the Undercity, although her body was eventually returned to him. The Jedi Knights who discovered her body helped Rukil locate several of her journals, but he was unable to pinpoint the exact location of the entrance to the Promised Land. (KOTOR)

Ruku Koof

this female Rodian was part of a triumverate of Rodians who controlled a small corporation at the height of the New Order. Ruku was not xenophobic, and was friendly in the company of humans and other

aliens. She disliked Mannee Swaano, and did her best to outdo him in the presence of their boss, Teeko Soonca. (SPG)

Rul

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Rul

one of the family names used by the Bothan people, it literally meant "mechanic" or, more specifically, "one who repairs machines". (GCG, WOTC)

Rula

Smuggler captain in charge of the convoy that was attacked by Hapans during Han's early smuggling days. (CPL)

Rulaan Prolik

this polymorphic being was a noted criminal who hid on the planet Kashyyyk, more than 4,000 years before the Battle of Endor. He was eventually caught and killed by a group of Jedi Knights, after he began impersonating several known Wookiees who had disappeared in the Shadowlands. (KOTOR)

Rulaarian Pleasure Yacht

this was a small, bullet-shaped yacht which was popular among playboys and flamboyant gamblers during the height of the New Order. (MC20)

Rulacamp

this elderly woman served as a baymaster at the primary spaceport facility on the planet Aphran IV, during the Yuuzhan Vong invasion of the galaxy. (EL2)

Rule by Fear

the doctrine of imposing rule on a population, not with direct force, but with the threat of direct force. This doctrine was proposed by Moff Willhuf Tarkin, and also bears the title The Tarkin Doctrine. Emperor Palpatine embraced the theory behind the doctrine, and built his forces accordingly. Huge Star Destroyers, lumbering AT-AT walkers, and even the full body armor of Darth Vader were all parts of the Emperor's implementation. (SCRE)

Rule of Simple Solutions

this was the term used to describe a tenet that many races embraced over the millennia. Under this rule, when a situation presented a being with many complex possibilities, it was often the simplest solution that was the right one. (MBS)

Rule, Dherik

this man was a detective in the Taung Heights constabulary, during the years leading up to the Clone Wars. Rule was dispatched to investigate Latika Garboren's claim of finding a Sith icon in a dollop of pastebread. (HNN4)

Rulebook

this slang term was used by many beings who lived in criminal organizations, and referred to a blaster weapon. It derived from the phrase "making your own rules" by taking the law into your own hands and enforcing it at blaster-point. (PG3)

Rules of Engagement

this doctrine, developed by the Jedi Knights of the Old Republic, discussed the many ways in which a situation could be addressed by a Jedi in the field. The fifth rule stated that a Jedi must understand the dark and light in all things. The sixth stated a Jedi must learn to see things accurately. The seventh rule required the Jedi to open his or her eyes to what is not evident in the situation. The eighth rule urged the Jedi to exercise caution, even in trivial matters. (COD)

Rules of the Blade

part of the set of laws and regulations established for pirate gangs by Arvo Norstrag, the Rules of the Blade described the various forms of challenges and duels which could be initiated between two combatants. The three basic forms of combat allowed under the Rules of the Blade were Tente, Negate, and Rigora. (SWJ5)

Rulffe

this New Republic junior surveyor was part of the crew of the *Astrolabe*, which was shot down near Doornik-1142. (BTS)

Ruling Council

this New Republic governmental body was originally part of the Provisional government. Much of its power had been dispersed during Leia Organa-Solo's tenure as Chief of State, as the Senate began to create fully-function councils. The primary power retained by the Ruling Council was the ability to remove a Chief of State who had become too powerful. This power had never been used, until the Yevethan Purge forced them to consider Leia's presidency. (SOL)

Ruling Council

this was the name used to describe Kamino's primary governing body. (IWE2)

Ruling Power

this was the name given to the government of the planet Euceron. The Ruling Power spent much of its budget on the planetary security force that maintained control on the planet, thereby ensuring that the population was repressed enough to disregard thoughts of rebellion. The Ruling Power was made up of ten members, each of which had a vote in the formation of laws and regulations. Each member went simply by the name 'Ruler', with their position on the council added on (Ruler Three, for example). Much of the Ruling Power's activities were meant to intimidate the Eucerons into obeying the law, with little regard for individual freedoms. (JQ3)

Rull

this Ebranite clan (or thildas) had a long-standing rivalry with the Jih-tan clan. The Rull clan's insignia portrayed a hag'thyr engulfed in flame and wielding a spear. (GG12, SWJ11)

Rullak

this male Quarren worked for Nola Tarkona and the Diversity Alliance. He died in the Imperial storehouse of viruses which contained the Emperor's Plague. (TEP)

Ruls

this ancient Quarren surname meant "pilot of vessels". Like many Quarren surnames, it could be traced back to the time of the Battle of Ruusan. (GCG)

Rum Sleg

this bounty hunter was working in Mos Espa, on the planet Tatooine, during the last decades of the Old Republic, and attended the Boonta Eve Classic podrace which was won by Anakin Skywalker. Rum Sleg had a skeletal appearance, but only his face was visible from his full-body, armored flight suit. (YJC6)

Rumble-pins

a game played in Jabba the Hutt's palace. (TJP)

Rumbo, Crizby

this fat, red-faced man was the Vice President of Cosmohaul Shipping. He and his staff assistant Felben Cuplatt hired a group of what he called "freelance marines" to combat the rash of piracy which plagued Cosmohaul's transport ships. The New Republic had provided X-Wings to escort the company's cargo ships, but military demands forced the Republic to recall the X-Wings. The pirates turned out to be Xalto Sneerzick and his followers, but they were ultimately foiled by Rumbo's "marines." (SWJ9)

Rumen

this was the Gorothe term for the smaller of their two stomachs. (GSE)

Rummy Tonic

an alcoholic beverage. (TJP)

Rumun

this was a common name given to male Duros children. The name Rumun came from the term meaning "strong voice". (GCG)

Run Ashore

this was a term used by the commanders and instructors of the Grand Army of the Republic to describe any downtime that clone troopers and commandos could experience in between combat. The official description of a "run ashore" was a "social adventure", meant to introduce the clones to the beings they were trying to protect during the Clone Wars. (SW181)

Runaway Droid Ride

this was the popular name given to the planned escape of a huge number of droids from the spice processing centers of Kessel. Led by the former protocol droid known as Squeaky, many of the droids on Kessel began boarding a freighter, They did so in small numbers, but none of them ever left the ship. Before the ship could be loaded with spice, Squeaky reprogrammed the autopilot to head west from the processing plant, then shoot into the atmosphere and jump out of the system. However, the autopilot wound up in a series of canyons, and the droids were jostled and bounced around until they were free of the canyons and into space. (WS)

Runaway Prince

this planet, located deep in Hutt Space, was reformed by the Yuuzhan Vong as a breeding ground for yorik coral and villips. (JE)

Runcart

an underground transport sled developed by the Selonians. (AS)

Runck Das

this Yuuzhan Vong warrior was the only survivor of the group which pursued Corran Horn and his infiltration team on Garqi. Despite the implication of cowardise his survival might imply, Das was ordered by his commander, Krag Val, to return to Shedao Shai and tell their commander about the strange reaction of vonduun crab armor to the pollen of the bafforr tree. (DTR)

Rundee

this Huttese word translated into Basic as "activate." (GMR5)

Rune Haako

this Neimoidian served as a Trade Federation settlement officer and legal counsel, and was Nute Gunray's lieutenant during the time leading up to the Battle of Naboo. Known as a ruthless businessbeing who viewed his associates as enemies, Haako was the only one of the Neimoidian leaders to ever have encountered the Jedi Knights. Rune Haako strongly disliked direct confrontation, and developed skills in stealthy attacks as a result. During the search for Hath Monchar, it was Haako who suggested to Gunray that they employ Mahwi Lihnn to hunt the rogue Neimoidian down. Later, after the blockade of Naboo had been started, he was extremely disturbed to learn that Qui-Gon Jinn and Obi-Wan Kenobi had been dispatched to Naboo. When Darth Sidious had Daultay Dofine demoted for questioning his plans, Haako was promoted into Dofine's position. Together, Haako and Gunray managed to carry out the Sith Lord's plans against the Naboo and the Gungans, but were unable to completely control the planet. They were captured during the Battle of Naboo by Queen Amidala and her forces, and were returned to Coruscant for trial. Like the rest of the Trade Federation's leadership, Rune Haako was allowed to go free after what amounted to a slap on the wrist, much to the dismay of the inhabitants of Naboo. In the wake of the Republic's victory at the Battle of Geonosis, Rune Haako fled with Nute Gunray and the Separatist leaders to several remote worlds, always trying to remain one step ahead of their Jedi pursuers. After

hiding on Utapau under the protection of General Grievous, the Separatists were taken to Mustafar. It was there, after Darth Sidious finally lured Anakin Skywalker to the Dark Side of the Force, that the Separatist leaders met their deaths. Skywalker was dispatched to Mustafar by Sidious himself, with orders to eliminate them. Skywalker eventually killed Haako, before setting off after the rest of the Separatist leaders. *Rune Haako was acted by Jerome Blake and voiced by James Taylor in Star Wars: Episode I - The Phantom Menace.* (SW1, IG1, DMSH, SON, CCG15, IS3)

Runi

this was a Romin delicacy, often served on a skewer. (JQ8)

Runk

this Kitonak name was common across Kirdo III. (UANT)

Runka

an modified Corvette used to smuggle stolen Imperial goods into the Sepan System, it was captured by the Empire during the Sepan Civil War. (TIE)

Runkara

this was a distinguished member of the Pacithhip society. (UANT)

Runner

a Habeen transport ship operative during the Galactic Civil War. (TIE)

Running Crimson Flightknife

this was the squadron of Yedagonian fighters led by Wedge Antilles and Tycho Celchu into battle against the forces of the Cartann nation. Tycho was shot down during the battle, but survived and was rescued. (SOA)

Running in the Dark

this song, written and played by Annadale Fayde, first appeared on the compilation *Emotional Hostages*. (GG9)

Running the Belt

see Lando's Folly (NJOSB)

Runnor

this was one of the six major continents found on the planet Celanon. (PG1)

Runyip

a creature native to Yavin 4, the runyip was a massive, clumsy forager. This shaggy-furred beast had a nasty temper, and was very stubborn. It used its flexible nose to dig out plant roots for food. A similar herbivore, considered by many xenobiologists to be the root-stock of the runyip, lived on the planet Tran Mariel. They had a distinctive green and brown pelt. (GG2, DA, GG, ROE, WSW)

Ruori

this avian beast was native to the planet Zuliria, and was often used as a mount by the locals. (AIR)

Rupin Tree

found on the planet Aruza, these trees seem to breathe and sigh as they sway in the wind. When touched, the rupin tree reacts vocally. A light touch will bring more of the lulling sighs, while a sharp bump or chop will elicit a loud shout. (TBH)

Rur

this individual was the former High Shaman of the Order of the Terrible Glare. He was the sole survivor of the war with the Jedi Knights that wiped out the Order. A humanoid with thick cranial nodules on his bald pate, Rur placed an image of himself within the Portal Desolate on Garn, in order to guard the Order's secrets and exact a future revenge on the Jedi. He placed his image within a computerm and left it on standby, waiting for the Jedi to return. When Luke Skywalker discovered the Portal sometime after the

Battle of Yavin, Rur demanded information on the Jedi. Luke told him that a great deal of time had passed since the creation of the Portal, and that Emperor Palpatine and Darth Vader had purged the galaxy of the Jedi. The computer which generated Rur's image was unable to reconcile the huge gulf of time that elapsed, or the fact that the Jedi was gone. The computer overloaded and exploded, destroying the last vestiges of Rur. (CSWDW)

Ruris Plin

this Rodian playwright worked with Hishinu Booj and Onaconda Farr to write *The Trickery of Vosdia Nooma*, shortly before the Clone Wars. (HNN5)

Rurk

this was one of the more common surnames used by the Duros people. Like all such names, Rurk was used only for official business, to indicate one individual from another when in the presense of non-Duros. The exact meaning of this name has been lost over time, but it was believed that it meant "sailor". (GCG)

Rurra

this was one of the many names given to female Bothans. In the Bothan language, it meant "funny" or "witty." (GCG, WOTC)

Rus, Beyla

this man, a native of the planet Tibro, was known as the "Gentleman Pirate." He and his band of mercenaries preyed primaily on merchant ships, and never killed anyone. They always set their weapons to stun, and stole cargoes and not lives. Rus' pirates remained neutral during the Galactic Civil War, but began ambushing New Republic vessels after the Battle of Endor. His claim was "to the victor goes the spoils - and then I take them for myself." (WBC)

Rusc'te

this warm beverage was a staple on the planet Exocron, and was often drank in the mid-afternoon. (VOF)

Ruse

this deadly virus was produced by the Empire, during the early years of the New Order. Governor Koong tested it by spraying it over the Umboo province of Roon. Luckily for the natives of Roon, Nilz Yomm was able to discover the cure and eradicate the virus. (DCAR)

Rush

a highly-charged, carbonated beverage, Rush contained enough natural stimulants to keep the average human wide awake for several days. (TFNR)

Rush Gas

this chemical is used in warfare to disable an enemy from afar. (POT)

Rusha

this was the diplomatic ambassador of the planet Eckless, during the height of the Galactic Civil War. She was an old, white-haired woman with reddish skin and a suspicious nature. She spent much of her life trying to recover the Black Sphere from Hahz Fallone, whom she claimed destroyed her people and her planet. Her dead body was discovered the bounty hunters who had been hired to locate the stone, in the Gold Plaza in Iritisa. (ND)

Rushing

this man was a member of the Royal Naboo Security Force when the Trade Federation began its invasion and blockade of the Naboo System. His wife and children were among the first of the Naboo to be captured by the Federation's battle droids. (CCG15)

Rusk

this male humanoid was Cabrool Nuum's hot-tempered son. Rusk convinced Jabba the Hutt to kill Cabrool Nuum in his sleep, then assumed control of his father's empire. He ordered Jabba to kill Vu Chusker, to eliminate any opposition to his assumption of his father's position, but Jabba refused. Rusk

had Jabba imprisoned, but Norba released the Hutt, and the two agreed to kill Rusk. Jabba throttled Rusk enough to keep him alive while he jumped on top of the helpless humanoid, squashing him into a pulp. (JTH)

Ruskor Votaran

this was the name of one the few Tarro who were living in the galaxy during the early years of the New Republic. (UANT)

Russok

this Trandoshan was the founder and first administrator of the city of Nub Saar, which was built in the atmosphere of the planet Genarius. Russok was a stern being who ordered round-the-clock work on construction in order to have the floating city ready for occupancy ahead of schedule. He drew people to the station with claims of the unlimited potential for wealth in mining the gas clouds. However, Russok and his people were unprepared for the radiation storms which swept across the planet, and he died in the intense storm which nearly destroyed the city. (LFC)

Rust Gardens

a metallic, artificial common area found on the planet Ronyards. (CSWDW)

Rust Rat

the nickname given to any member of the lowest social class on the planet Reuss VIII. (GG9)

Rusted Cutlass

this battered corvette served as the primary pirate ship of Mendel Cutter, during the last years of the Old Republic. It was believed that Cutter attached the ship to the Zirtran's Anchor space station, but there was no record of it when the station emerged from hyperspace near the Phosphura Belt Nebula. (SWJ5)

Rusted Cutlass II

this old starship section of Zirtran's Anchor formed the base of operations for the Phosphura Belt Pirates. A bulbous, creaking hulk of an old freighter, the *Rusted Cutlass II* was part of the space station's Delta Sector, and was a haven for all manner of pirates. It was originally named in honor of Mendel Cutter's battered corvette, the *Rusted Cutlass*, which was believed to have been part of Zirtran's Anchor before the station fled into hyperspace after being occupied by Imperial forces. (SWJ5)

Rusti

this obsolete RST-series translator droid was given to Bungo Bung as a reward for services rendered by the Mephout. (SWJ11)

Rustibar

a planet subjugated by the Empire during the Galactic Civil War, Sulamar falsely attributed the Empire's success to himself. (DS)

Rustle Snake

a type of snake that sheds its skin in two pieces, split down its length. (COTF)

Rusty

this man, a native of the planet Omman, was a friend of Tait Ransom. Rusty worked for Seth at the planet's primary starport, and helped Tait escape from Imperial captivity, along with Karl Ancher and Drake Paulsen. (SWJ3)

Rusty Bucket, The

this bar was located in the city of Takari, on Iyuta, but it burned down shortly after the Battle of Yavin. (SWCP)

Rusty Eagle

this winged Alliance transport craft was used to deliver small vehicles and troops to the surface of a planet. (FC)

Rutal 4

Ry-Kooda's base was located on this primitive, backwater world. It was located in the Fferon System. (BF)

Rutan

several centuries before the Battle of Naboo, the natives of this temperate planet decided to relieve the pressures of a growing population by colonizing the planet's primary neighbor, Senali. In a violent and catastrophic civil war, Senali won its independence in a stunning upset. However, the war left both worlds devastated. The government of Rutan agreed to recognize Senali as a unique world, and both agreed to work together for peace. In an effort to continue the peace, it was agreed that the first-born child of each generation of the ruling houses on both worlds would travel to the other world once they reached the age of seven. They would remain on the other planet for nine years, learning about the other society. During this time, the children were allowed to receive visitors from, and occasionally visit, their homeworld, so that they never forgot their heritage. At the age of sixteen, the youths were allowed to return home in preparation for taking over as ruler of their homeworld. Another member of the royal family moved to the other world until the next generation was born. This arrangement worked well for many years, until the Rutanians sold information on the Senali to the Yuuzhan Vong. The alien invaders utterly devastated Senali, wiping out the civilization and much of the planet's surface before turning their attack to the Rutanians as well. Those Rutanians who weren't killed in the attack were enslaved by the Yuuzhan Vong. (SP, FH1)

Rutanian

this race of green-eyed, blue-skinned humanoids was native to the planet Rutan. The average Rutanian stood more than a meter taller than a human, and was muscularly strong. They were known as hunters, and the hides they produced were renowned throughout the galaxy. They bred many of the native Rutan creatures on special preserves, where the beasts were maintained in order to produce exquisite pelts and furs. The aggressive Rutanians considered their cousins, the Senalis, to be primitives, lacking any form of cohesive society. Despite their differences, a sort of peace was achieved several years before the Battle of Naboo. This arrangement worked well for many years, until the Rutanians sold information on the Senali to the Yuuzhan Vong. The alien invaders utterly devastated Senali, wiping out the civilization and much of the planet's surface before turning their attack to eliminate most of the Rutanians as well. The few survivors were taken away and enslaved. (SP, FH1)

Ruten

this planet, located in the Cerenia System, was under Imperial control following the Battle of Endor. A group of Republic agents was able to successfully establish a resistance on the planet and eventually ousted the Imperial Governor, Bursthed. (TSK)

Ruten Pet Show

this annual event, held annually on the planet Ruten, attracts exotic pets and their owners from across the galaxy. When Imperial Governor Bursthed became fascinated by the strange creatures in the show, the event became more and more regular, with as many as five "annual" shows each year. Bursthed's penchant for torturing Alliance agents found an outlet at the show, where the larger creatures were allowed to battle with captured agents in fights to the death. (TSK)

Rutgar-4

a high-density explosive found only on the planetoid Jatee, it was used by the Empire during the Galactic Civil War. (SN)

Ruthless

this *Imperial*-class Star Destroyer was part of Governor Newen Streeg's fleet, which patrolled the Sisar Run during the last years of the New Order. The *Ruthless* made regular patrols along the Periphery. (SSR)

Rutian Twi'Lek

this is a race of Twi'leks which is virtually identical to normal Twi'leks, except for their bright blue skin. (IG1)

Rutigar

this being, a member of the crew of the *Jynni's Virtue*, was killed on the planet Korriban by unknown forces, after the ship was forced to crash-land on the planet, near the Valley of Golg. Rutigar was killed by the Korriban Zombies, and his dead body was reanimated to join the zombies. (PH)

Rutiger

this tree is native to the shallow swamplands of the planet Naboo. Its complex root system is quite temperamental, and can survive only when the water conditions are exactly the right level. The sap of the rutiger is harvested by the Gungans and used to boil the blades of saago grass they use in weaving cloth. (GF)

Rutledge, Jared

a spy for House Mecetti, this minor noble was known as a quiet man who was capable of working among the Imperial elite or the backwaters of the galaxy. (LOE)

Rutralli Optor

this Mon Calamari was the leader of the rebel group which hijacked the *Telgordo's Pride*, shortly after the Battle of Heg. In reality, these "rebels" were nothing more than opportunistic pirates who robbed the passengers of the ship "in the name of the Alliance." (GMK)

Rutt

this Houk served Tyro Viveca as a servant at the crimelord's estate in the Palisade area of Kabal, during the height of the Galactic Civil War. Rutt was killed by a female Florn Lamproid when it was set free from Viveca's estate by Cecil Noone. The Lamproid had seen its mate hunted down and killed for sport by Viveca, and attacked the Houk before setting itself on Viveca himself. (GMR1)

Ruudi Buundaz

this talent agent scouted the Inner Rim for voluptuous women during the years leading up to the Clone Wars. (PH)

Ruuin

this Radnoran youth was part of the team hired by Nonce to pillage the homes of those Radnorans who were evacuated from their homeworld, some five years after the Battle of Naboo. The evacuation came after a plague was unleashed in the city of Aubendo, part of a plan hatched by the Avoni to take control of Radnor. Ruuin and his pals were unaware of the larger picture, having been hired to bring their loot to a warehouse for later retrieval. They were promised safe passage off Radnor, but Ruuin was intercepted by Anakin Skywalker, Ferus Olin, and a group of Jedi Padawans. (JQ1)

Ruuk

this Trade Federation functionary served Lord Toat on the planet Maramere, during the years following the Battle of Naboo. After Toat was killed by Sol Sixxa, Ruuk was thrown overboard and their cruiser *Syren* was scuttled. However, Ruuk managed to survive, and became the nominal ruler of the planet. He continued to work toward exploiting the stygium crystals found on Maramerer in the development of cloaking devices for Trade Federation warships, unaware that both Sixxa and the Feeorin mercenary Nym were hunting down the Federation. Once he learned of their efforts, Ruuk tried to lure them into a trap. Unfortunately, Ruuk and the Trade Federation were unprepared for Nym's insane tactics. The Feeorin rammed the *Sunrunner* into Ruuk's cutter, destroying both ships and killing all the Neimoidians. Ruuk perished in the explosion. (CRBN)

Ruukas

this was a common name among the Togorian race. (UANT)

Ruul

it was on this moon, which orbited the planet Sriluur, that Sora Bulq established his base of operations in the months following the Battle of Geonosis. (J1, SWDB)

Ruurese

this elegant, complex language was used by the Ruurian race. While the spoken form was comprised of a wide range of vocalizations, the written form consisted of complicated swirls of lines, all drawn at various angles. (UANT)

Ruuria

this planet, located in the Corporate Sector of the galaxy, was the homeworld of the Ruurian race. It was a humid, jungle-covered world known for its institutions of higher education. During the Yuuzhan Vong invasion of the galaxy, Ruuria was overrun during the second wave of attacks. (HSL, HT, UANT)

Ruurian

the alien race native to the planet Ruuria and its 143 colonies, the Ruurians pass through three unique stages during their lives. First, they are hatched from eggs into a larval stage, when they resemble multi-legged caterpillars. Six stubby legs support the Ruurian's body, while ten spindly arms allowed a Ruurian an incredible range of dexterity. Each of the legs had four mutually-opposable fingers, with the exception of the rearmost pair of legs, which ended in a blunt "foot". They also have fine, wide antennae on top of their heads, and large, multifaceted red eyes. The larval Ruurians are the most creative and intelligent of their race, and perform the various tasks required to run their planet. The second stage of life is a pupal stage, in which the larva spin a cocoon around themselves and transform themselves in beautiful chroma-wing fliers. This is the third and final stage of Ruurian development, but it is also the most stagnant. The fliers only wish to eat, fly, and mate. They are single-minded creatures with no inclination to work. (HSL, EGA, UANT)

RuuR'Ur

this Tusken Raider sniper was part of a small group which lined the racecourse during the Boonta Eve Classic pod races, hoping to take out the loud vehicles and their alien drivers, during the last decades of the Old Republic. RuuR'Ur worked with Urror'Ruur during the race which was won by nine-year-old Anakin Skywalker. (YJC6)

Ruusan

this planet, located in the Colonies region of the galaxy, was the site of the decisive battle between Lord Kaan and the Brotherhood of Darkness and Lord Hoth and the Army of Light. The struggle, known as the Battle of Ruusan, ended with both armies being obliterated by the Sith thought bomb. Only one being survived, the Sith Lord Darth Bane. Much of the planet's surface was destroyed by the intense Force battles waged by the combatants, and the damage took many centuries to repair itself. By the time of the New Order, Ruusan was a forgotten world which served as the base of operations for many independent spacers and merchants. It was orbited by three moons, known as the Triplets. In the years that followed the Battle of Ruusan, an unusual form of sentient life evolved on the planet. Resembling large, rubbery balls, the natives had specialized flaps of skin that allowed them to catch the wind and help change the direction of their movements. A collection of tentacles were held close their bodies when in motion, but could be unfurled for use in catching food and for stopping their movements. While these bouncing creatures could understand languages, their only form of communication was written, using their tentacles to manipulate a stylus to scribe words in the sand. *Note that the Power of the Jedi Sourcebook claims Ruusan was located in the Mid Rim.* (ECH, JVS, RAG, PJSB)

Ruusan Reformation

this was the name given to the point in galactic history, a thousand years before the onset of the Clone Wars, when the Republic Measures and Standards Bureau reset the galactic calendar. The outcome of the Reformation produced one of the most accurate depictions of galactic time known to the Old Republic. (HNN4)

Ruusanian

this was the name given to the race of near-humans which settled the planet Ruusan during the height of the Old Republic. Their history showed that they believed they could feel the "rhythm of the planet", although the Jedi Knights discovered no connection in them to the Force. In the aftermath of the Battle of Ruusan, many Ruusanians survived the blast of the thought bomb unleashed by the Brotherhood of Darkness, thanks to the efforts of Lord Hoth and the Army of Light to shield them from the blast. *Note that*

the Power of the Jedi Sourcebook claims that it was the Ruusanians who prophecied the coming of a Knight to free the souls trapped in the Valley of the Jedi, not the Bouncers, despite what was chronicled in the Jedi versus Sith comic series. (PJSB, JVS, RAG)

Ruva

this nutritious grain is grown on the planet Moorja. (SWJ8)

Ruwaa

this was a common name among the Celegian race. (UANT)

Ruz

this was once of the many names given to Duros females. This was the female form of Rek, meaning "intelligent". (GCG)

Ruznee

this was a common name among the Ortolan race. (UANT)

R'vanna

this male Ryn was considered the leader of Ryn City, on the planet Ruan, during the Yuuzhan Vong invasion of the galaxy. R'vanna himself had been working in the Tion Hegemony when a Yuuzhan Vong assault force uprooted him. The Ryn were approached by two men, known simply as Tall and Short, who wanted to secure their services as forgers in order to create seemingly official documents which would allow high-paying refugees to obtain passage off Ruan. Gaph used his skills at line drawing, which R'vanna used his calligraphy skills, to create the document. In return, the Ryn were to be transported to Abregado-rae. Although the Ryn made it off Ruan, they missed Droma and Han Solo, who arrived shortly after their departure and were arrested for the forgeries. R'vanna and his group ended up on Duro, where they were accepted as part of Romany's small clan. R'vanna himself became Romany's chief lieutenant. (JE, BP)

RVR-325

this Bith Vehicle Voice Lock was produced by Cassillis Electronic Defenses, during the height of the Galactic Civil War. (GFT)

RWOO-99313

this was one of the many public information channels maintained in the city of Rwookrrorro, used for communicating information to the Wookiees who lived in the city. (GMR4)

Rwook

this is the Wookiee subspecies which is characterized by their red, brown, and chestnut fur. Chewbacca was a rwook Wookiee. (RD)

Rwookrrorro

Chewbacca's home village on Kashyyyk, and one of the planet's most metropolitan centers of activity. It was a kilometer-wide platform built in a tangle of huge wroshyr trees. One huge branch had been hollowed out by the Wookiees for use as a hangar, and smugglers routinely evaded Imperial patrols to deliver supplies and weapons to the Wookiee underground. (HTTE, RD)

RWStar A/P Transceiver

this standard piece of equipment is used by various Imperial systems to communicate with Sector Plexus PDVs or in-system communications conduits. (ISB)

RX-24

see Rex (ST, BTM)

RX4

this Trianii Ranger Patrol Ship was designed for long-term patrol of Trainii space. It was not designed for combat. Measuring 33 meters in length, the RX4 was manned by a crew of two, with two gunners and

room for six passengers. It was used in space and in atmosphere, travelling up to 850 kilometers per hour in atmosphere. It was armed with a pair of twin turbolasers and an ion cannon. (CSA)

RX5-TLN

this assassin droid was dispatched by CUTH-BRT-92-X3 to eliminate the crew of the FarStar, during their layover on Gandle Ott. It attacked the command crew during a performance of the Madra Teene at the Theatre Danske, but was disabled before it could kill anyone. (DARK)

RX7

designation of a Damorian ion engine. (EGV)

RX-8

a highly poisonous gas, RX-8 was the preferred "weapon" of the assassin Kyr Laron. (WBC)

Rya

a planet. (AIR)

Ryad, Iran

this woman was an eccentric Imperial supporter and politician who had a love for starships and fighters in particular. During the height of the New Order, she spent huge sums of credits on her "hobby," training as a starfighter pilot aboard the TIE Defender. In the aftermath of the Battle of Endor, she stepped down from her political position to become a starfighter pilot for the Imperial remnant, leading the Red Star Squadron on runs into the Core. She flew in her own, personal TIE Defender, and ship she dubbed the *Red Star I* and which was heavily modified from its stock condition. However, Countess Ryad soon took matters into her own hands, attacking ships in Imperial-held space without direct orders. She was labeled a traitor and was hunted down and killed by Baron Soontir Fel. (WOTC)

Ryannar N'on Dikasterar

this Elomin was a member of the underground rebellion on Elom, during the height of the New Order. He was a miner by trade, and was one of the first Elomin to discover the Elom civilization living below the surface of the planet. He became good friends with Kav Dryfus, and fought alongside the Elom during many battles. (EGA)

Ryanthi Products

this corporation was based on Rydonni Prime, and was a primary subcontractor in the development of Imperial AT-ATs, AT-STs, and many combat vehicles. (FOP)

Rybcoarse

this synthetic, bio-engineered compound is used in cardio-muscular repair and enhancement operations. The rybcoarse is wrapped around muscles - including the heart- and lungs, providing additional reinforcement and added strength and stamina. (CFG)

Rybese

this was the name given to the native language of the Rybets, a language that consisted of grunts and croaks. (ANT, UANT)

Rybet

a small, squat alien race with unusual green and tan coloring, the Rybets were amphibian in appearance. They have overlarge, lanternlike eyes and wide, suction-cupped webbed fingers, and consumed primarily insects. In their larval stage, they are blind but perfectly formed and able to move about. *Note that Jedi Search indicates that the Rybets have four arms, but this may simply be a result of their larval development.* The Rybet people believed that they originated on the planet Varl, but were forcibly evicted when the Hutts took control of the planet in a devastating war. The Rybet people believed that they would one day rise up against the Hutts and repay them for their treachery. By the time of the Battle of Endor, it was estimated that fewer than one billion Rybets existed in the galaxy, a fact attributed as much to their solitary nature as to the males' hatred of their females. As a people, Rybets were generally considered to be sly opportunists, and well-adapted to a nomadic lifestyle. (JS, ANT, UANT)

Rybettian Shac

this was a culinary delicacy favored by the Rybet race. (FTD)

Rycar Ryjerd

this Bimm trader was also an efficient starship weapons smuggler. He'll do business with anyone, and willingly takes on apprentices. He has also mastered the Jawa language. He was also reckless and considered to be borderline psychotic, and has been known to fly through dense asteroid fields to evade capture. He was once captured in the Obana Asteroid Belt, but managed to avoid being imprisoned for any length of time. After the Battle of Hoth, Ryjerd joined up with his friendly rival, Nabrun Leids, to smuggler goods along the Sisar Run. Both used their own ships in the enterprise, with Ryjerd manning the *Tower*. *Note that the Wizards of the Coast website indicates Rycar was a human, not a Bimm.* (CCG, CCG4, SSR, WOA11)

Rych Ha'andeelay

this unusual Nikto was born on Nar Shaddaa, and was noted for having the characteristics of two Nikto races. He was outcast from his people, since he lacked a definitive allegiance to one race or another. (EGA)

Rycher

this independent spacer was once boarded by pirates who used modified Stiletto security droids as weapons platforms. (FTD)

Ry'coz

this alien race was native to the planet Novor XXIII, and developed after Novor Major expanded into a red giant. (SSR)

Rycrit

a bovine creatures raised by Twi'leks as a food source, rycrits have been exported from Ryloth as source of food for many generations. However, their nasty temper led many farmers to abandon them to the wilderness, and populations of feral rycrits have developed on planets like Talasea. (SWSB, JS, PSPG, EGP)

Rydan

this humanoid race native to the planet Rydar II. (GG4)

Rydan Beer

an alcoholic brew. (TME)

Rydar II

the second planet in the Rydar System, Rydar II was the original homeworld of the Rydan race and the Ranat species. When it was discovered that the Ranats were fond of eating Rydan babies, all but three were exterminated. This occurred several hundred years before the Galactic Civil War. (GG4)

Rydarian

this was another name for the Rydan race. (EGA)

Rydge

this Trandoshan and his brothers, Xydge and Stydge, served as chiefs of security for the band Distraction, during the early years of the New Order. They all wore full-body armor, as well as a blaster at each hip. (WOA28)

Rydo

this star is the central body of the Namaryne System. (SWJ9)

Rydonni Prime

this is the only habitable planet in the Namaryne System. It has enjoyed the wealth of the Empire for a number of years, primarily because of the contributions of Rythani Products to the Imperial war machine.

Even after the death of Emperor Palpatine, Moff Caerbellak continued to employ the planet, in his quest to wrestle power from the New Republic. The wealth of the planet is vast, and its pro-Imperial feelings run deep throughout its society. The planet has been ruled by the K'ntarr monarchy for several generations, a situation which continued with the ascension of Kalieva K'ntarr to the throne. The temperate planet has an average day which lasts 22 standard hours, and its year encompasses 370 local days. (SWJ9)

Ryell

this is the capital city of the planet Rydonni Prime. (SWJ9)

R'yet Coome

this Exodeenian served as one of Exodeen's junior Senators to the New Republic, serving under M'yet Luure. He was actually the second junior Senator, but the explosion of specially-modified droids inside the Senate Assembly Chamber on Coruscant killed Luure and the first junior. R'yet then became the senior Senator, and was highly supportive of Meido during the investigation of the bombing. R'yet also questioned Leia Organa-Solo's role in the bombing. He was later elected to the Inner Council, following the series of elections which were to fill in those Senatorial positions left vacant by the bombing. (TNR)

Ry-Gaul

this was a Jedi Master, working at the Temple on Coruscant during the years leading up to the Clone Wars. Ry-Gaul was known as a quite and thoughtful Jedi, and was well-respected by his peers for his knowledge of the galaxy. Ry-Gaul rarely spoke unless it was important, a trait which made him something of a mystery to students of the time. A tall man with an imposing figure, Ry-Gaul was often able to forestall a fight by sheer intimidation. Ry-Gaul accompanied Tru Veld and a group of other Jedi Knights to Korriban, several years before the Battle of Geonosis, on a mission to apprehend Granta Omega. (JQ1, JQ10)

Rygelli, Denis

known as Reggie to his friends, this young man joined the Alliance shortly after the Battle of Yavin. He was known as a techie, and a whiz with anything that needed to be fixed. This allowed him to be part of something he believed in, but kept him out of the primary action. (GMK)

Rygg-noodles

these noodles were a staple in the Rodian diet. (GMR8)

Rygulan

this was the name of a noted member of the ZeHethbra race. (UANT)

Ryhl, Angrail

this man was one of the galaxy's most noted xenoarchaeologists, primarily because he wasn't a treasure hunter and simply wanted to preserve the ancient wonders he discovered. He often waged a sort of war-like rivalry with Nardo Sau, and sometimes was forced to resort to the same kinds of underhanded tactics Sau used in order to reach a site before him. Ryhl spent his career searching the most obscure and remote Outer Rim worlds for surprisingly wonderful finds, like the Ch'hosk Cave Drawings of Antmuel VI or the Skull of Thalemute. One of Ryh's major disadvantages was his lack of corporate sponsorship, something Sau used to get past the Imperial bureaucracy to obtain licenses before Ryhl could. (HR)

Ryko, Max

this man was a member of the Coruscant police force during the years leading up to the Battle of Naboo. As an officer who worked a beat in Coruscant's financial district, Ryko was known for his underhanded enforcement of the law. His access to secret documents allowed him to obtain sensitive information on Senators and businessbeings, and he used this information to blackmail his targets for huge sums of credits. Because of this, an anonymous bounty for Ryko's capture was issued shortly after the Battle of Naboo. Jango Fett claimed the bounty sometime later, when he was apprehended by Ryko and his fellow officers. Fett had just killed the Twi'lek Senator Trell, and Ryko's gunship was the first to arrive on the scene. Fett managed to disable the gunship and take control of the police officers who survived. (BH)

Ry-Kooda

this Koodan was Bar-Kooda's older brother. Ry-Kooda operated from a base on Rutal 4. Ry-Kooda had a flatter head and more spots than his brother, but was no less mean-tempered. When he discovered that Boba Fett had captured and killed his brother, Ry-Kooda launched his own attack on Fett and his employers, Gorga and Orko. He tracked them to Skeebo, and got caught in the middle of the Skavers' kidnapping of Gorga's bride, Anachro. Ry-Kooda was able to corner the bounty hunter on Skeebo, but Fett launched a concussion missile in the Skeendo Tunnels, trapping Ry-Kooda in the resulting rockslide. The hulking creature did not die, however, and began to exact revenge on Orko and Boba Fett. He started by hunting down Orko in his palace, removing all the guards, killing and then eating Orko to repay the death of Bar-Kooda. Ry-Kooda then set his sights on Arachno, but Boba Fett intervened. Ry-Kooda nearly killed the bounty hunter in one-on-one combat, but Fett managed to lure Ry-Kooda into a toxic waste dump. There, Fett set the waste ablaze, consuming Ry-Kooda in the flames. The Koodan exploded from the extreme heat. (BF)

Ryl

this remote world was located in the Outer Rim Territories, just off the Manda-Roon Merchant Route. (WOTC)

Ryl

this was one of the many dialects spoken by the Twi'lek people of Ryloth. (GMR3)

Rylca

this augmented form of bacta was created by Qlaern Hirt's verachen shortly after the New Republic liberated Coruscant from Ysanne Isard. It was created from normal bacta that was infused with kor ryll from the planet Ryloth. It was vastly superior to normal bacta, and Hirt gave the New Republic its own license to produce rylca in large quantities. This helped the Republic break out of the grip of the Krytos virus and escape from the virtual lock on the bacta market formed when Isard took control of the planet Thyferra. It was first produced at the Alderaan Biotics facility on Borleias. (KT)

Ryless

this species of tree was native to the planet Ganlihk. (COG)

Rylith

a unique crystal that was found on the planet Demophon, rylith was unique in that it could collect and store solar energy. They had many technological uses, including weapons power sources. (SN)

Rylkra

this was a common name among the Toydarian race. (WOTC, UANT)

Ryll

a mineral that generates a type of spice, but not the same variety as glitterstim. It is mined on the planet Ryloth, and is used in a number of medicinal ways. It is also illegally smuggled around the galaxy as a recreational drug. In any form or usage, ryll is highly addictive and very dangerous. Most refined ryll had a blue color. (SWJ2, JS)

Ryll Beer

this fine lager is created with a touch of ryll spice. (GG9)

Rylle'vak

this body of water, known as the Quiet Ocean, was located on the planet Bothawui. (SPG)

Ryloon

a planet famous for its orbital factories. (COJ)

Ryloth

this planet was the homeworld of the Twi'lek race, located in the Outer Rim Territories. It orbited its sun in such a way that one side was perpetually lit and the other was locked in the dark. The bright side

generated huge heat storms which whipped around the planet and died on the night side, but not before warming the dark side up enough to support minimal life. It was a dry, rocky world with a thin, breathable atmosphere. The Twi'Leks there mine the mineral ryll for various legal and illegal uses throughout the galaxy. Ryloth was orbited by five, red-colored moons. (SW, DA, SWSB, PSPG)

Ryloth

one of two New Republic assault transports used in the conquest of Coruscant, following the Battle of Endor. It carried 100 troops to the planet. (WG)

Ryloth

this New Republic CR90 Corvette was part of the force sent to liberate the planet Ciutric from the control of Prince-Admiral Krennel. It supported the flagship *Emancipator*, along with several other Corvettes and a trio of Nebulon-B frigates. (IR)

Ryloth Street

a thoroughfare located in Xakrea, on Darkknell. (TFNR)

Ryloth Ventures

this Ryloth-based industrial corporation was active during the last decades of the Old Republic. Headed by Has Doneeta, Ryloth Ventures made a fortune in trade. (J3)

Rylothean

this was another name for the Twi'leki language. (EGP)

Rylspice

this was a diluted form of ryll, often sold by crimelords to get a being addicted to pure more powerful varieties of ryll. (GMR5)

Rym Mountains

a range of dormant volcanoes that runs through the Doaba Badlands on Socorro, the Rym Mountains extend nearly 30,000 kilometers across the eastern hemisphere of the planet. (SWJ2, BSS)

Rym, Ian

this man joined the starfighter group known as Kyp's Dozen, shortly before the planet Coruscant fell to the Yuuzhan Vong. Unfortunately, the Dozen arrived at Coruscant shortly after the death of Borsk Fey'lya, and were immediately engaged by Yuuzhan Vong warships. Ian Rym was killed early in the battle, when his X-Wing got caught in the crossfire of a Yuuzhan Vong warship. (DJ)

Rymm

this volcanic world is the third planet in the Zelos System. It has a single moon. Both Rymm and its moon have been ravaged over time by their proximity to the Zelos System's gravity well. (PG2)

Ryn

this species of humanoids was distinguished by their birdlike faces and the stiff hair covering their bodies. They had a slender, prehensile tail and a chitinous nose. The males had drooping moustachios and crests at their temples, while the females lacked moustachios and had slicked-back hair in place of the crests. Their noses were formed from a series of holes, making it appear to be a musical instrument, and the tips of their tails were sky-blue in color. They were known to be hard workers, but with a penchant for thievery and confidence games. The Ryn also had a distinct odor, which many other species found offensive. As a people, Ryn were highly superstitious, and had a number of rituals involving eating and bodily fluids. They were considered nomads, and those Ryn which were encountered most often were enslaved or being hunted down for some crime. Most xenobiologists were unable to discover the homeworld of the Ryn. The Ryn themselves had forgotten its name and location, but their histories showed that they were native to the Core and were driven from their homeworld long ago. Some Ryn believed that they were descended from a civilization of 10,000 musicians who agreed to move to a planet which was bereft of music. Others believed that their ancestors were warriors who were planted on other worlds to fend off a threat from the Inner Rim. This latter explanation was considered the most

plausible, since the Ryn language contained a variety of military terms, including words for "non-Ryn" and "civilians." A large colony of Ryn settled in the Corporate Sector, moving from planet to planet. Some contingents of Ryn were quite fatalistic, claiming that they had been abused by the rest of the galaxy for so long that they often abused themselves whenever they were alone. When the Yuuzhan Vong invasion of the galaxy began, many families of Ryn were suddenly split apart as refugees were shipped off to any planet which seemed to be on the far side of the invasion. Despite their separation, the Ryn maintained close contacts, and managed to create a tightly-knit web of information gatherers. They chose to blend into their environments, taking advantage of the way other races ignored them to insinuate themselves into their host culture, using these vantage points to collect information. Using secure channels, the Ryn began to anonymously provide their information to the Galactic Alliance, in the hopes that it could be used to defeat the Yuuzhan Vong. It was believed that the Ryn were led by a single individual, but no one knew who it was. Among the Ryn, it was rumored that this leader established the information network after learning about the Great River of the Jedi Knights. (HT, JE, FH1, FH2)

Ryn

this was the native language of the Ryn people. Many xenolinguists decribed the spoken form of Ryn a melodious collection of tones and inflections. (UANT)

Ryn 115

this was the codename of the Ryn who worked as part of the secret information network which sprang up during the Yuuzhan Vong invasion of the galaxy. Based on the planet Vortex, Ryn 115 worked with the rest of his race to unobtrusively gather information about the alien invaders and relay it to the New Republic and the Galactic Alliance. It was Ryn 115 who managed to infiltrate the prison camps of Selvaris and deliver a mathematically coded message to Judder Page and Pash Cracken, who later entrusted Thorsh to carry it to the Republic. (UF)

Ryn City

this was the name given to the location on Ruan where thirty-two Ryn lived, after they were forced to leave their homes during the Yuuzhan Vong invasion of the galaxy. (JE)

Ryna, Tuner

this independent spacer discovered a teek aboard his starship, some years before the Clone Wars. The teek identified itself as Yeep, and Ryna discovered that the little furball was incredibly fast. Ryna later entered Yeep in the biped class of races in the "Mobquet Presents: Fastest Land Beings" series. (HNN5)

Rynalla

this woman was a Profex at the University of Sanbra, studying the ancient Sith and their affect on the galaxy. Over the years, Profex Rynalla had picked up a fair amount of sensitivity to the Force, mainly due to her secretive research of Dark Side magic. She traveled to Leritor to investigate the rumors that the Bracers of Najus were hidden beneath the Bleaks mountain range. However, she was unable to afford a real excavation crew, so she paid a team of slavers to capture Sauvax and human natives to dig at the site. Her efforts to locate the Bracers was cut short when a team of independent investigators, on Leritor to help settle dispute between the Sauvax and the settlers, stumbled upon her excavation. The investigators destroyed the site in a battle with Rynalla's bodyguards, and Rynalla herself was captured and held for trial. (GMR10)

Ryntail

this was Tan Dicum's personal luxury yacht. (WOA32)

Ryo

this Twi'lek smuggler and his partner, Gerthylament, worked together during the height of the New Order. (SWJ11)

Ryoo

this was a blue and yellow wildflower that grew on the plains outside of Keren, on the planet Naboo. (SWDB)

Ryoone

this Outer Rim Territories world was in the remotest sections of the outer arms of the galaxy. It is special in that six unique, sentient species evolved on the world, including the Lyunesi. The planet's continual seismic activity has meant that the world's atmosphere is always filled with volcanic ash, making life on the planet harsh and dismal. (MA)

Rypka

this dour, morose-seeming Twi'leki female accompanied Hawker Bryce-Kelley on his travels throughout the Outer Rim Territories, rescuing spacers who seemed to be in dire need of assistance. Her origins were unknown, but she rarely communicated in speech. Instead, she used her head-tails to speak, along with hand and body movements. Together, they traveled the galaxy in the *Royal Mistress*. (PSG)

Rysais

this grain was a staple in the Bothan diet. (SPG)

Rysais Producers Co-operative

this farming cooperative produced rysais from their huge facility, located south of Tal'cara on the planet Kothlis. Run by the Ithorian known as Thanek, the cooperative produced huge quantities of rysais in an effort to feed the growing population of the planet. They barely turned a profit, and were subsidized by the government. (SPG)

Ryshcate

a dark brown, Corellian sweetbread served for birthdays and other special occasions, ryshcate was made with vweliu nuts and Corellian whiskey. *Note that the Wizards of the Coast website names this food rycate.* (XWN, WOTC)

Ry'shyrr

this Charon was one of the many members of the splinter group known as the Cult of Light. (UANT)

Rysken Mokksi

this was a noted Besalisk individual, prominent in the history of the planet Ojom. (UANT)

Ryssk

this Trandoshan scout often did odd jobs for Mika the Hutt, including the occasional assassination, during the early years of the New Order. (TF)

Rystall Sant

this humanoid female was one of Jabba the Hutt's favorite dancers, during the last years of the Galactic Civil War. Originally born on the planet New Bornalex, Rystall and her human mother, Cyl Sant, moved to Coruscant several years before the Clone Wars, in hopes of finding a better life. Unfortunately, Coruscant provided nothing better, and Rystall was abandoned by her mother, who hoped that she would be adopted by wealthier parents. Sadly, this was not to be, and Rystall was raised by Ortolan parents who were musicians. Rystall was easily distinguished by her flowing red hair and spotted skin. Her face had a unique structure in that it flowed from her nose and cheeks to her ears in a fan-like spread. Her feet were elephantine, being thick stumps with several thick nails. Although her mother was a human, Rystall never knew her father's origins. *Note that the official Star Wars website indicates that Rystall's father was human while her mother was an alien.* Living in the underworld of Coruscant, Rystall was eventually caught in the web of Black Sun after being approached by one of Xizor's *vigos* who offered her a deal: join him in one of his vacation houses, and he would provide a better life for her adopted family. Rystall agreed, hoping to provide more for her Ortolan family. However, the *vigo* locked her in a cell and forced her to dance for him, claiming that he would kill her family if she refused. The *vigo* captured her family and used them as slaves for over two years before the *vigo* hosted a sabacc tournament. Lando Calrissian took part in the games, and took a liking to Rystall. He eventually won the freedom of Rystall and her family, and they all fled Coruscant before the *vigo* could have them killed. Rystall and her family drifted to Tatooine, where her parents met an old friend, Max Rebo. The Ortolan band leader asked Rystall to join his band as a dancer, and she heartily agreed. After Jabba's death, Rystall was given the opportunity to join a band known as the Palpatones. In addition to incredible notoriety for her musical

ability, her tenure with the Palpatones also brought her to Nar Shaddaa. There, she met Shug Ninx, and discovered that her father must have been among the last of the Theelin race. She left the Palpatones and set out to locate information on who her father was. (RJSE, CCG9, MTSE, SWDB, SWI67, VD3)

Rytal Prime

this is the capital city of the moon Dayark. (KO)

Rytar

this man was an independent spacer native to the planet Khuiumin, active during the early years of the New Republic. (GUN)

Rythani Labs

a subsidiary of Rythani Products, this research and development operation produced many new military innovations for the Empire. (SWJ9)

Rythani Products

this pro-Imperial technology manufacturer was headquartered on Rydonni Prime, and was historically run by the K'ntarr monarchy. Among the products which rolled off the Rythani lines were AT-AT replacement parts and repulsorlift parts. They produced several weapons prototypes for the Empire, and continued to support Imperial military needs after the fall of Emperor Palpatine. (SWJ9)

Rythii Beast

this vicious creature is found on the planet Rydonni Prime. A number of them are kept in the zoo maintained by the K'ntarr monarchy. (SWJ9)

Ryu

this was one of the many dialects spoken by the Twi'lek race. (LFC)

Ryuk

a being (EL2)

Ryvellia

this planet, located in the Avhn-Bendara System, was the site of violent anti-Imperial demonstrations prior to the destruction of Alderaan. The Imperial fleet levelled entire city blocks in an effort to quell the rebellions, but managed to kill more innocent bystanders than Alliance supporters. (SWJ5, SWJ12)

ryyhn

this Shyriiwook word was used as the suffix to many Wookiee names. It translated into Basic as "danger" or "silk", often in reference to the syren plant. It could be attached to a prefix by itself, or combined with other suffixes to form a complete Wookiee name. (GMR10, GCG)

Ryyk

this was a species of tree-like aliens which lived extremely long lives. These beings were also referred to as the Neti, and were believed to have evolved on the planet Myrkr. It was later revealed that the alternate of "Ryyk" was actually a reference to the true homeworld of the Neti. (TOJC, EGP, EGA)

Ryyk

a long, wicked-looking knife was one of the traditional weapons used by Wookiees on Kashyyyk. There were several different variants of the ryyk blade, and a Wookiee could train to wield one or two ryyks at a time. It was believed that the bounty hunter Aurra Sing used a ryyk in her work. (HTSB, NEGW)

Ryyk

this ancient planet was the homeworld of the Neti race, which was also known as the Ryyk. The planet Ryyk was destroyed shortly before the onset of the Great Sith War, more than 4,000 before the Battle of Endor. (EGA)

Ryyk

this immense, gray-furred Wookiee was forced to watch as a group of Mandalorians killed his family,

during the last decades of the Old Republic. For his part in killing most of them, Ryyi was sent to prison on the planet Brentaal. When Shogar Tok took control of the prison for use as his own fortress, during the early stages of the Clone Wars, Ryyk joined Sagoro Autem and several other inmates in an attack on Tok and his forces. Ryyk had befriended Lyshaa, and fought to protect her during the battle. With the Republic's forces pinned down, Shaak Ti offered the three their freedom in exchange for helping the Jedi to destroy Tok's hold on Brentaal. They reluctantly agreed, seeing no better path to freedom. Unfortunately, while infiltrating the sewers beneath the fortress, the group was attacked by a scrange, and Ryyk was badly injured by a swipe of the creature's tail. Without proper medical attention, the Wookiee died in the sewers. Shaak Ti swore to recover his body and have it transported to Kashyyyk for burial. (J2)

Ryyk Kerarthorr

this was a modified form of the ryyk knife used by the Wookiee race. Instead of having the blade mounted inline with the handle, the ryyk kerarthorr had its handle mounted at a ninety-degree angle to the blade. In this way, a Wookiee warrior could wield a pair of these blades held close to his or her body. (EGW)

Ryyts

this Aargauun man was, at one time, a Captain serving Bank of Aargau Security, Limited, during the height of the New Order. (PH)

Ryyvv, Severus

this noted assassin was captured during the height of the New Order and held for questioning. Ryyvv was apprehended during an intense firefight, and he was rushed to the hospital for treatment. He was kept under heavy security, so that he could recover enough to be interrogated about his underworld contacts. (WOTC)

Ryzrytch

this was the name of a noted Sludir individual. (UANT)

Rzadi

this was a common name among the Falleen. (UANT)

*** S ***

S-1 Viper Automadon

a typographic name given to the X-1 Viper Automadon. (DE2)

S-100

this was Corellian Engineering Corporation's version of the *Stinger*-class fighter. Measuring just 3.5 meters in length, the S-100 was lightly armed but highly maneuverable. Developed around the time of the Great Sith War, the S-100 boasted a pair of assault laser cannons and two proton torpedo launchers as armament. These ships were favored by the Jedi Knights of the era, because their maneuverability allowed them to avoid an outright dogfight while disabling a target. (PJSB)

S12-series Droid

a series of cylindrical droids produced by Industrial Automaton. (CRO)

S1BR

a SoroSuub blaster weapon. (WG)

S1S Surveillance Droid

produced by TapTronics during the New Order, this surveillance droid was designed to supplement actual security forces. It was a simple automaton, essentially a repulsor-equipped camera with minimal computer memory and skills. (TSIA)

S-2

this was a standard communications encryption protocol used by the Thaereian military, during the years leading up to the Clone Wars. (LFCW)

S2P-030

this research droid was essentially a rolling computer which was equipped with arms. Known as OhThreeOh, it was programmed for biological research and was assigned to the Almas Academy during the last decades of the Old Republic. Unknown to the researchers on Almas, S2P-030 was actually an espionage droid, although the droid did not know who or where it was sending its data-filled signals, nor did it even know it was sending out the data. (LFC)

S2R

this was a series of scientific droids produced by TelBrinTel during the height of the New Order. Originally designed to Imperial military specifications, the S2R series had the ability to "brainstorm" due to the use of an advanced protocol chip. They were deployed in laboratories which focused on biological and chemical warfare, as well as armor and guidance system development facilities. (SWJ13)

S2R(A)

this was the civilian version of the TelBrinTel S2R science droid. It had the same capabilities as the military version - including the ability to "brainstorm" - but was hard-wired so that it could not knowingly work on weapons projects. (SWJ13)

S-3

this was Damorind Securities' portable force cage. (GG10)

S-4

this was the model number of an underwater torpedo launched designed and produced by Czerka during the Galactic Civil War. (HAS)

S40K

this was the model number designation of the *Phoenix Hawk*-class light pinnace, designed and built by Kuat Systems Engineering. (SOG)

S-4QD

this protocol droid was the only non-organic entity left on the moon of Tilnes, at the time of the Battle of Naboo. S-4QD remained on Tilnes even after the Verga Mer Mining Company instituted its "purely organic workforce," because it served as a representative for the droid manufacturing centers on Uffel. S-4QD was unsure why it was left on Tilnes, although it understood that its role was of an advisor. S-4QD was not even sure that S-4QD was its original designation, having withstood nearly 100 system shutdowns in its twenty years of service on Tilnes. (LFC)

S-5

this was the designation of the heavy blaster used by the Security Officer Corps of Naboo, during the last decades of the Old Republic. Produced by Theed Arms, the S-5 was also the base used for ascension guns, and a quick modification allowed a general-use blaster to become an ascension gun. *Note that the Arms and Equipment Guide indicates that this weapon was produced by SoroSuub.* (IG1, SON, AEG)

S-5

this was the designation of a mid-sized power generator developed on Nubia. The S-5 was developed to complement the 150 hyperdrive core. (X2)

S-6

this was a Nubian power generator, developed to accommodate some of the Nubians' most advanced hyperdrive systems during the years following the Battle of Naboo. (X2)

S-87

this starship sensor system was developed and manufactured by Gavvatronics during the Old Republic. (SWJ5)

S87 Dynamo

Gurian's hovercraft power plant dynamo, similar to that used on Mekuun's Hoverscout combat vehicle. (ISB)

S9 Heavy Power Droid

this was Veril Line Systems' answer to the EG-6 power droid. Measuring just under a meter in height, the S9 moved about on a pair of heavy-duty treads. It could recharge the power cells of a starship in just under a day, making it a more powerful energy supplier than the EG-6. (FTD)

Sa Kasik

this was a Nothoiin term used to describe an elderly member of society. (WOA33)

Sa kyr'am Nau tracyn kad, Vode an

this Mandalorian war chant translated into Basic as "Forged like the saber in the fires of death, Brothers all." (RCHC)

Saadoon-Kauldi

a crimelord active during the Galactic Civil War, Saadoon-Kauldi was recruited to the world of Socorro by Abdi-Badawzi to help expand the presence of Ethra Brewery and other Socorran businesses beyond the Socorran System. A member of the Kadri'Ra species, it was rumored that Kauldi was enslaved and transported on a slaveship with the great-grandfather of Abdi-Badawzi, and that he was freed when the Badawzi family arranged for the ship to be attacked and the slaves freed. Abdi-Badawzi called on a "debt of honor" when he recruited Kauldi, promising a portion of the profits from the Ethra Brewery as well as a stronghold on the planet Neftali. Kauldi eventually agreed, hoping to begin a working relationship with the Society of the Black Bha'lir as well. Pret Swain later supplied a bulk cruiser for Kauldi to use as a personal transport, which he named the Merkel and used as an orbiting base near Neftali. However, the plight of his people - enslaved by the Empire - was never far from Kauldi's mind. He also never forgot the fact that he himself was a former slave, and he worked hard to free slaves and give them positions in his organization where warranted. (SWJ5, BSS)

Saadul

an alien race. (JE)

Saago

this species of grass is found on near the deserts and beaches of the planet Naboo. Its blades are tall and brittle, and have a greenish-gray color. The Gungans harvest large amounts of saago grass and boil it in the sap of the rutiger tree, during which the saago grass is softened and strengthened. The pliable blades are then woven into a heavy cloth that is used by soldiers as a natural armor covering. (GF)

Saahir Ru'luv

this Twi'lek female was a noted singer and entertainer who often worked at the Orange Lady Tavern on Corellia. She was also a contact for the Alliance's weapons smugglers in the area. During her early career, she fell in love with Thaddeus Ross, and the two remained together for three years before she broke off the relationship. She turned her attention to Juri Marbra, and the two planned to get married when Saahir asked Thaddeus to run some weapons for the Alliance. She was fatally wounded when the Empire discovered the location of the Alliance's base at Merich's Bend, and raided the facility. Thaddeus managed to recover her body, but she died in his arms shortly afterward. Before she passed away, Saahir made Thaddeus swear to go to the moon of Isamu with someone he really cared for, to forgive her for her breaking off of their relationship. (SWJ15)

Saak'ak

this was the name of the Neimoidian freighter which Nute Gunray and Rune Haako used to launch their blockade of the Naboo System with Darth Sidious. The ship was visually just a simple freighter of the horseshoe-designed favored by the Trade Federation, but was well armed and protected. The name *Saak'ak* translated into Basic as *Profiteer*. *Note that* Star Wars: The New Essential Guide to Characters *indicates that the Saak'ak was the Droid Control Ship destroyed in the Battle of Naboo*. (DMSH, COD, NEGC)

Sa'Alana

this was a noted member of the Tarasin race. (LFC)

Saalo Morn

this ancient Sith fanatic had originally failed in his training as a Jedi, some 1,000 years after the Great Sith War. He stole his master's helmet, which had been infused with the Force, and fled the Core Worlds to set up his own kingdom. He was able to quell the locals, but never found an apprentice worthy of training. Saalo Morn never really died, but passed into a state of unity with the Dark Side of Force when he was buried in his crypt. He remained within his crypt, assuming the guise of a bas-relief on the walls, until a group of adventurers discovered his crypt many millennia later. Awakened by the presence of the Force among the adventurers, Morn's spirit led the group deeper into the crypt and drew on their Force-sensitivity, hoping to get one of the group to don the ancient helmet of his master. The adventurers refused to accede to his wishes, and destroyed the helmet. Saalo Morn's spirit was dissipated, and was never seen again. (WOA7)

Saar

this surname was common among human settlements found throughout in the galaxy. (GCG)

Saar, Anton

the author of *Of Droids and Men*. (RASB)

Saar, Valara

this woman was a member of the Force-sensitive Yashuvhi, and was living on the planet Yashuvhu when the crew of the Old Republic exploration vessel *Pathfinder III* located their planet. She was eager to learn more about the Jedi Knights, and spent a great deal of time with the team from the Old Republic learning what she could. She convinced the crew of the *Pathfinder III* to take her with them when they returned to their base. Valara wandered the galaxy for many years, learning everything she could about the civilizations she encountered, before returning to Yashuvhu to share her experiences. She was deemed a Prophetess, and spent the rest of her life training the Yashuvhi in the use of the Force. (SWRPG, WOTC)

Saarai-kaar

this was the highest rank any of the Jensaarai Force users could achieve. At any point in time, there could only be one Saarai-kaar among the Jensaarai, much the same as there was only one Dark Lord of the Sith. Like the other Jensaarai, the Saarai-kaar wore cortosis-covered armor. Nikkos Tyris was one of the most powerful of the Saarai-kaar, until he was defeated by Nejaa Halcyon. When Leonia Tavra twisted the Jensaarai to her uses, she made them believe that a Halcyon would be their undoing unless they served her. How she discovered Corran Horn's true identity is a mystery, but she kidnapped Mirax Terrik and made the Jensaarai hold her on Suarbi 7/5 in order to draw Corran into her trap. The Saarai-kaar believed the charade whole-hearted, especially after Tavra shot the former Imperial governor and claimed to be liberating the natives of Suarbi 7/5 from Imperial control. When Corran and Luke Skywalker assaulted Suarbi 7/5 in an effort to free Mirax, they came up against Tavra, the Saarai-kaar and the combined might of the Jensaarai. Luke took care of the warriors while Corran battle their female leader. She nearly had him, until he recognized the fighting style she used from his vision of Halcyon's death, and implanted an image of Tyris in her mind. Her momentary lapse in concentration dropped her defenses, and Mirax stunned her with several blasters from her own weapon. When she awoke later on, she accused Luke and Corran of prolonging her death, but Elegos A'kla used his memnii of her husband's and Nikkos Tyris' deaths to try and convince her of the truth in their words. She chose not to believe, revealing that the Jensaarai were descended from Force users who had learned of Sith magics, but their number died with Tyris. The new Saarai-kaar continued to believe the Jedi were wrong, but actually trained her disciples with the light side of the Force. The word Saarai-kaar is a Sith term meaning "keeper of the truth." When Emperor Palpatine began his Jedi purge, his discovery of Force users on Suarbi 7/5 led him to send Darth Vader there. Rather than accept the allegiance of the new Saarai-kaar's son, Vader killed him as a Jedi, since he lacked the Sith magic. (IJ)

Saarge

this crimelord ran a top-notch organization during the height of the New Order. His mercenaries and hired thugs were always well-armed, finely attired, and smugly confident in their abilities. (GMS)

Sa'arli

this Tarasin served as an aide to Senator Lavina Wren of Cularin, during the early years of the Clone Wars. She was distinguished from other Tarasin by an unusual tattoo of a snakelike lizard, whose tail ran from her jawline up to and around her ear-slit. (LFCW)

Saarn

this backwater, Outer Rim world was once the site of a major Alliance base. This base served the sector as an intelligence and communications relay station. It was abandoned following the Battle of Endor, when the Star Destroyer *Stormhawk* entered the system and destroyed the base. The New Republic dispatched a team to reclaim the base. (SWJ6)

Saava Silk

this was one of the galaxy's finest fabrics. (SESB)

Sab Rufo Academy

an institute of higher learning, Sab Rufo Academy maintained an oceanographic institute on Trieron. (PG1)

Saba

this was the alias used by the Dark Lady during her mission to infiltrate the estate of Vien'sai'malloc, during the height of the Clone Wars. Saba was the servant of Tuulaa Doneeta. The alias was discovered by Aurra Sing, who was secretly working for Vien'sai'malloc at the time. (J3)

Saba Sebatyne

this Barabel was one of the leaders of the rogue group of Force-sensitives known as the Wild Knights. Saba and her comrades had been trained by the Jedi Knight Eelysa, during the human's mission to Barab I. During the Yuuzhan Vong invasion of the galaxy, Saba felt that it was time for the Wild Knights to join the Jedi Knights in defending the galaxy. She sent three of her students - her own son Tesar and his hatchmates, Bela and Krasov Hara - to join Luke Skywalker at Eclipse. Later, after the death of Anakin

Solo at Myrkr, it was Saba who suggested that the Jedi Knights begin using Force-melds to join their minds together with the Force, using their combined might in battle against the Yuuzhan Vong. Her suggestion was two-fold, to assist the New Republic's military and to help the Jedi Knights - especially Tahiri Veila - regain a measure of their humanity in the face of devastating loss and anguish. Saba remained part of Luke Skywalker's inner circle of advisors, and she continued to fight against the Yuuzhan Vong invaders. When her hatchmate, Reswa, was to have her coming-of-age ceremony, Saba returned to Barab I, only to find the world engulfed in flames. The Yuuzhan Vong had reduced the planet's surface to bubbling lava and eliminated all lifeforms. Angry and hurt, Saba attacked the remaining transport ship and its coralskipper escort. Unknown to Saba was the fact that the transport was a slaveship which held all the surviving Barabels, who were to be enslaved by the alien invaders. As she destroyed the transport, Saba watched in horror as Barabel bodies spewed out. Later, after returning to Master Skywalker, Saba was forced to admit that death was probably better for her people than slavery. Nevertheless, Saba felt responsible for the death of her people, and fought back against the Yuuzhan Vong with a vengeance. That fire was quenched somewhat when Master Skywalker asked her to accompany him on a mission to locate Zonama Sekot. Saba took the offer as Master Skywalker intended it, as a way to take the hunt back to the enemy. An unexpected outcome of Saba's loss at Barab I was a heightened Force-sense for life. Saba found that she could sense life around her in greater detail, and could even sense when another being was ill. It was not quite a healer's skill, but something that Saba used on many occasions to help her fellow Jedi. This ability brought her closer to the Chadra-Fan healer Tekli, as the two worked together to try and heal Tahiri Veila and, later, Gilad Pellaeon. When the Yuuzhan Vong then attacked Borosk in an effort to eliminate the Imperials, Saba volunteered - along with Danni Quee - to infiltrate a slaveship to liberate the captured Imperials and destroy the ship from within. Their actions in freeing the surviving Imperials earned her the respect of Pellaeon and several other military leaders. Later, after the Jedi had finally located Zonama Sekot, Saba felt herself drawn into the planet's immense life force. She felt more at home on the rogue planet than on her own homeworld, and this helped her see that in locating the planet and proving that the Jedi indeed looking for a peaceful resolution to the war, she had acquitted herself of the loss of Barab I. Saba found a new resolve to help settle the conflict with the Yuuzhan Vong. During the final stages of the battle against the Yuuzhan Vong, after the living planet Zonama Sekot agreed to help bring about an end to the conflict, Saba was one of several Jedi Knights were bonded to seed-partners and provided with Sekotan starships. (SBS, Y, FH1, FH3, UF)

Sabacc

a card game played in most every casino, sabacc used a standard deck of seventy-six cards. The deck was split into four suits and a set of face cards. The four suits were represented by sabres, coins, flasks, and staves; each suit had eleven regular cards numbered 1 through 11 and four ranked cards - the Commander, The Mistress, the Master, and the Ace. The ranked cards were valued from twelve to fifteen. The face cards were split into two groups of eight cards, with pairs having positive and negative values. Among the face cards were The Idiot (value zero), the Queen of Air and Darkness (positive or negative 2), Endurance (positive or negative eight), Balance (positive or negative eleven), Demise (positive or negative thirteen), Moderation (positive or negative fourteen), the Evil One (positive or negative fifteen), and the Star (positive or negative seventeen). *Note that Galaxy of Fear 4 - The Nightmare Machine claims there are only 72 cards in a sabacc deck.* Non-standard sabacc decks have included such face cards as Chance, Hazard, the Satellite, The Wheel, and The Damaged Starship, among others. The object of each hand was to come as close to positive or negative twenty-three as possible. A score of greater than twenty-three, less than negative twenty-three, or zero was known as a "bomb-out." In a sabacc match, there were multiple rounds played, and wagering occurs in each round. The winner of each hand won the contents of the hand pot, while the sabacc pot was kept separate for the winner of the entire match. According to most gaming experts, there were five major forms of sabacc played across the galaxy. Many beings, Lando Calrissian among them, claimed to be able to tell fortunes with a deck of sabacc cards. The various cards were used like tarot cards, and Lando considered the Commander of Staves to be a representation of himself. The Ryn nomad Droma claimed that the Ryn were the original inventors of the sabacc deck, but they used it as a spiritual training device: in other words, to tell fortunes. Each suit represented an aspect of the individual's being - staves represented spiritual enterprise, flasks represented emotional states, sabers represented mental pursuits, and coins represented material well-

being. The ranked cards indicated individuals of specific inclination, and the face cards represented specific events or actions. (ESB, LCM, HTTE, DA, HTSB, GOF4, HT)

Sabacc Mask

this was the term used by gamblers - especially sabacc players - to identify the completely expressionless face of a competitor. A sabacc mask betrayed no emotion, not even in the slightly twitch of an eyelash. A true sabacc mask was said to be unreadable even by a Lorradian. (MBS)

Sabacc Pot

this was the name given to the main collection of credits and goods which was reserved for the winner of an entire sabacc match. The winners of individual hands were awarded credits from the hand pot. (HTTE)

Sabacc Solitaire

any of the one-player forms of sabacc. (TMEC)

Sabador

a Rakririan who owns a petshop on Etti IV. (HSE)

Sabador's

an exotic pet store on Etti IV, owned by the Rakririan Sabador. It specializes in unique, non-sentient species that make almost any level of pet, from the passive to the dangerous. Han Solo buys a dinko from Sabador, to give to Ploovo 2-for-1 as a "gift." (HSE)

Sabaoth Starfighter

this starfighter design incorporated a tiny, central body to which a pair of long, down- and forward-sloped wings was attached. The ship resembled an attacking bird of prey when flowing in battle. Laser cannons were mounted beneath the cockpit and at each wingtip, giving the Sabaoth fighter a wide firing arc. (TCG5)

Sabe'

this young Naboo woman was very similar in appearance to her Queen, Amidala. Sabe' served as one of Amidala's handmaidens, but also played a more important role. Like the other handmaidens, Sabe' was chosen by Captain Panak for her strength, loyalty, and resemblance to Amidala. As part of carefully maintained ruse, Amidala often wore elaborate clothing and make-up in public. This tended to mask her actual appearance somewhat. In times where the Queen's safety was at risk, Sabe' would take the Queen's place, dressing up in the clothing and make-up and acting as the Queen herself. Amidala, meanwhile, would assume the role of Padme Naberrie, another handmaiden. The pair had also worked a method of covert communication that they could use whenever Sabe acted as Queen and had to answer important questions. Thus, the deception was nearly flawless to anyone not familiar with Naboo. *Sabe' was portrayed by Kiera Knightley in Star Wars: Episode I - The Phantom Menace.* (SW1, TPM, JQA)

Saber Cat

this enormous, black-furred predator was native to the planet Monastery. Distinguished by the thick horn which grew from the crown of its skull, the saber cat had four huge paws, each of which ended with five clawed toes. The sisters of the Order of the Sacred Circle befriended a number of saber cats during their time on Monastery, keeping them as pets while allowing them to roam the rainforests like wild creatures. (MC35)

Saber Enterprises

a dummy corporation set up by the Empire as a front for its secret anti-espionage operations. It was run ostensibly by Renik during the Galactic Civil War. (SE, SESB)

Saber Rakes

this subclass of Tapani Sector's nobility was born from those youths who formed themselves into gangs and fought with lightfoils. These groups had well-developed rivalries, and their feuds often ended in death. These events led the Great Council to ban the use of functioning lightfoils within the sector, a law which

the Empire supported. Nonetheless, the Saber Rakes continue to duel, but newer rules prohibiting the killing of an opponent have been formed. (PGT)

Saber Squadron

led by Soontir Fel, this TIE Interceptor squadron was formed to defend the second Death Star during its construction over the forest moon of Endor. Membership in the squadron required a minimum of ten kills by a pilot, and their fighters were painted with a bloodstripe to indicate their skills. The squadron was assigned the responsibility of protecting the *Avenger* during the Battle of Endor. (CCG11)

Saber Squadron

this was the name of Luke Skywalker's personal starfighter squadron, put together from Jedi and non-Jedi pilots in order to defend the Jedi Knights' base on Eclipse from Yuuzhan Vong invasion. This squadron was called to duty during the Second Battle of Coruscant, and took heavy losses. The survivors were redeployed to other units, including the Twin Suns Squadron commanded by Skywalker. (SBS, EL1)

Sabercat

a vicious predator with arm-long fangs. (SE)

Saber-class Fighter Tank

this was the designation of the TX-130 series of repulsor tanks produced by Rothana Heavy Engineering for use by the Army of the Republic, during the Clone Wars. (OWS, WOTC)

Saberdart

this was a unique form of projectile created by the Kaminoan race. The central dart was surrounded by two knife-like wings, and a series of unusual cuts along the side identified it as a Kaminoan design. (AOTCN)

Saber-fang

this vicious predator, named for its razor-sharp fangs, was native to the planet Saki. (MBS)

Saber's Tooth

this cantina was located near the starport in the city of Taskeed, on the planet Yefowr. (SWJ14)

Sabiador Slavers

one of the larger slaving operations allowed to continue during the Galactic Civil War, although they disbanded during the early years of the New Republic. (DARK, KO)

Sabilon

this region of the planet Glee Anselm was the home of the Nautolan race. (NEGC)

Sabis, Archa

this wealthy cyborg lived in a luxurious skyhook which was tethered to the planet Coruscant during the height of the New Order. Much of his fortune came from the manufacture of energy shield generators, and Sabis was able to buy his way into Coruscant's high society. However, his meteoric rise was cut short when he contracted a nonlethal form of Knowt's Disease, and he lost his right arm and most of his torso and face to the disease. In order to survive, his arms and other body parts were replaced with cybernetic prostheses, including much of his brain. He was abandoned by his socialite "friends", and isolated himself in his skyhook. Many beings considered Sabis to be insane, especially after he began to speak out in favor of the rights of droids. Little did they realize that the cybernetic implants in his brain had been infected by a computer virus, which drove him slowly insane. At some point during the Galactic Civil War, Sabis' skyhook suddenly became untethered, and would have been shot down if it hadn't been rescued by a group of freelance operatives. In the wake of this near-disaster, Sabis tried to initiate the Second Droid Revolution. His efforts were thwarted, however, when the construction droid he was using as a base of operations was disabled. (CCW)

Sabit

this X'Ting was the mate of Caiza Quill. They managed their relationship by timing their sexual phase changes to be nearly opposite one another. (TCD)

Sable II

this modified Corellian gunship was owned by the pirate Karn Granzor. It was the *Sable II* which attacked the merchant ship *Eclipse*. The pirates didn't board the *Eclipse* with guns blazing, preferring to take the cargo with minimal bloodshed. Drek Drednar was a crewman aboard the *Eclipse*, but jumped ship when he discovered the pirates were not the bloodthirsty bandits he was led to believe. However, Drednar eventually jumped ship and started his own pirate gang, and later returned to destroy the *Sable II* and killed captain Granzor. (SWJ5)

Sable III

formerly known as the *Anto's Star*, this heavily-modified CR90 corvette was stolen by the pirate gang controlled by Drek Drednar. It was named for the gunship *Sable II*, from which Drednar had his crew learned the ropes of piracy before jumping ship to set out on their own. The *Sable III* was armed with five double turbolaser cannons, a turret-mounted ion cannon, and a pair of tractor beam projectors. (SWJ5)

Sabo Leeda

this male Aqualish was a pirate of some renown during the years leading up to the Battle of Naboo. He worked briefly with Meeko Ghintee before the Muttani was arrested, and later worked with Quallung Tula, Grillo Zaman, Bado Karpa, and Tuba Acho to steal fuel cells from the Outland Transit Station during Ghintee's escape from Oovo IV. However, a bounty was placed on all their heads by Rozatta, and Sabo Leeda was captured by Jango Fett shortly afterward. (BH)

Sabol

this Imperial Lieutenant was serving as an Intelligence officer during the height of the Galactic Civil War. Lieutenant Sabol, despite being one of the few female officers in the Empire, was known for her ruthless nature and her intolerance of failure. However, her career was marked by the acquisition of often useless information, which kept her from advancing up the chain of command. (SWGAL)

Sabosen

this was one of the four ruling families of the Chiss civilization. Like the other families, the Sabosen bloodlines predate modern Chiss society. The Sabosen syndic was charged with ensuring that justice, health, and educational services were evenly distributed across all Chiss colonies. (GMR5, FH2)

Sabra

this YT-1300 light freighter was owned and operated by Twin Suns Transport Services. It was flown by Ace Azzameen during his early training with his sister, Aeron. (XWA)

Sabran

this female Imperial naval officer was known for her fluency in alien languages. She was able to speak in over 300 unique tongues, and was also known for her diligence and self-confidence during a mission. She was framed for leaking information to the Alliance and sent to an Imperial prison. However, Janq Paramexor learned of her language skills, and arranged to have her freed if she agreed to join his guild as a bounty hunter. She quickly agreed, and put her determination and training to work for his operation. (GG10)

Sabrashi

this alien race was noted for the creation of the fear stick. (NEGW)

Sabrashi Bio-chemical Deterrants, Incorporated

this weapons manufacturer produced a variety of chemical weapons for personal protection. *Note that The New Essential Guide to Weapons and Technology indicates that the Sabrashi were an alien people.* (FOP, NEGW)

Sabre

a Ripoblus assault transport operative during the Sepan Civil War. (TIE)

Sabre Club

located within The Ace of Sabres, on Kluistar, this exclusive casino was open to only the wealthiest VIPs. Situated on the (lucky) thirteenth floor, the Sabre Club catered to all sorts of royalty, nobility, and corporate elite. Membership was limited to 999, with each member paying 25,000 credits for a two-year membership. Members in current standing were given the guaranteed option to renew their membership. (WSV)

Sabrin Ring

this small empire was forged by Lady Miletta Sarbin, shortly after the Battle of Endor. She later negotiated with the Hutts for support and protection. The Ring was the prevalent force on the planets Sabrix, Elokas, and Helisk, and was more of a criminal empire than a political one. (GG11)

Sabrin, Miletta

this woman was one of the few females who rose to political power in the Empire. She was born to a wealthy family with influential connections, but she distinguished herself as a member of the Imperial militia during the assaults which ousted the Alliance from Koradin Sector. She later became the Prefect, then Governor, of the Renillis System four years before the Battle of Yavin. Her belief in the Empire was shattered with the destruction of Alderaan, and the casual acceptance of the destruction by the Emperor and her own staff. Although she hated the Alliance, she was still dismayed by the loss of life during the Galactic Civil War. After the Battle of Endor, she deserted the Empire and took a small frigate and a crew with her to the Outer Rim. There, she established the Sabrin Ring on Sabrix and negotiated with the Hutts for support and protection. (GG11)

Sabrix

this was the primary world in the Sabrixin System, one of three worlds in the system which were habitable. It was named for Miletta Sabrin, who fled to the previously uncharted planet after the Battle of Endor. (GG11)

Sacbee

this was a species of bulbous insect which was bio-engineered by the Yuuzhan Vong. (UF)

Sache

this given name was commonly given to female human children throughout the galaxy. (GCG)

Sache'

this young Naboo girl served as one of Queen Amidala's handmaidens. Like the other handmaidens, Sache was chosen by Captain Panak for her strength, loyalty, and resemblance to Amidala. Of all Amidala's handmaidens, Sache and Yane were the youngest, and were left behind when the Queen traveled to Coruscant to petition the blockade of Naboo by the Trade Federation. *Sache as portrayed by Sofia Coppola in Star Wars: Episode I - The Phantom Menace.* (SW1, JQA)

Sacheen-class Escort Ship

this starship was the first of the new class of ships designed for use by the New Republic. It measured 375 meters in length, and served as the blueprint for the *Hajen*-class fleet tender. They were the smallest of the new class designed for independent operations, and were often assigned screening duties in support of large fleets. They could also serve as system patrol ships when supported by a squadron of starfighters berthed in its main hangar area. The *Sacheen*-class escort was armed with 10 heavy turbolaser cannons, 8 laser cannons, and 8 ion cannons, and was equipped with a Class-1 hyperdrive and enhanced shielding and hull plating. (SOL, CTD)

Sachoor, Denlace

this man was a clerk for the Corporate Alliance, until it was discovered that he had a tiny computer memory system implanted into his skull. He was arrested for embezzling millions of credits and later

interrogated, during which time he provided information on the training facility on Yirt-4138-Grek-12, shortly before the Clone Wars. (HNN4)

Saclas

this barren planet, located along the Solenbaran Merchant Route, was the homeworld of the Ocsinin race. It was perhaps best-known for the gelatinous pet slimes which lived on the planet, and were popular among young Gamorreans. (AIR)

Sacor

this yellow star was the central body around which the planet Sacorria orbited. *Note that Coruscant and the Core Worlds denotes this star by the name Sacorria. Also note that this source claims the Sacor star was an orange giant.* (CTD, CCW)

Sacorrata

this large city was located on the main continent of the planet Sacorria. The Sacorria Central Spaceport was located on the outskirts of the city. (CCW)

Sacorria

a planet located in the Outlier Systems in the Corellian Sector, Sacorria orbited the star known as Sacor, and had a single moon known as Sarcophagus. Among the many traditions observed on Sacorria was the requirement that all women have their father's permission to marry. During the Old Republic, Sacorria kept primarily to itself, and it had token representation in the Galactic Senate by way of its natives coming from other planets in the Sector. The population of Sacorria, made up of humans, Dralls, and Selonians, each provided a representative to the planetary government, known as the Sacorrian Triad. This Triad chafed under the New Order, when it was subjugated to the authority of the Corellian Diktat, but regained power in the aftermath of the Battle of Endor. When the racial separation began in the Corellian Sector, just prior to Thrackan Sal-Solo's rise to power, the Sacorrian Triad also ruled that marriages to off-worlders would be outlawed. This put a kink in Lando Calrissian's plans to marry Tendra Risant. Despite the resolution of the Corellian Crisis, the Sacorrian Triad remained the official government of the planet. The average day on Sacorria lasted 23 standard hours, and its year lasted 343 local days. (AC, CTD, CCW)

Sacorria

see Sacor (CCW)

Sacorria Central Spaceport

located on the primary continent of the planet Sacorria, this spaceport was one of the most impressive buildings found on the planet. Located on the outskirts of Sacorrata, some 500 kilometers inland from Dorthus Tal Island, the Sacorria Central Spaceport catered to the needs of offworld visitors to Sacorria. Filled with shops, restaurants, and hotels, the spaceport was practically a self-contained city. (CCW)

Sacorrian

this was the term used to describe any being who was native to the planet Sacorria, whether they were human, Selonian, or Drall. (CCW)

Sacorrian Grain Whiskey

this spirit was distilled on the planet Sacorria, from the many grains which were grown there. (CCW)

Sacorrian Triad

this was the primary governmental body of the planet Sacorria. It was formed from three leaders, each representing one of the three main races - human, Selonian, and Drall - which made Sacorria their home. During the New Order, the Triad was forced to cede power to the Corellian Diktat, at the order of Emperor Palpatine., but it re-established its control in the wake of the Battle of Endor. Shortly after the defeat of Grand Admiral Thrawn, the Triad attempted to secede from the New Republic and take control of the Corellian Sector. They made a deal with Thrackan Sal-Solo, who provided his Human League members as disposable troops in return for his chance to become Diktat of the Corellian System. The Triad then severed all ties to the Republic by blockading the entire Corellian system with an interdiction field. The

Triad also managed to operate the immense planetary repulsors located within the hearts of the planets in the Corellian System, setting off a series of actions they called the Starbuster Plot. The combined forces of the New Republic and the Bakuran navy managed to defeat the interdiction field and discover the plans of the Sacorrian Triad, and the threat to other worlds was avoided. Despite this setback, the Triad remained the primary government of the planet Sacorria. (AC, AS, CTD, EGP, NEGC, CCW)

Sacred Aeries

this was the name used by the S'kytri to describe the holiest and most sacred of the locations on their homeworld of Skye. During the Imperial occupation of the planet, many of the Sacred Aeries were desecrated by the Imperials, who used the land for munitions factories. After the Supreme Council was freed by The One, the factories were immediately destroyed. (GMR1)

Sacred Ch'hala Tree Grove

located on the planet Cularin, this grove of ch'hala trees had remained untouched for more than 300 years at the time of the Battle of Naboo. Forty-two trees existed at the time the grove was declared a sacred location by the Tarasin, and another twenty-eight grew in over time. Under the declarations of the Cularin Compact, the Sacred Grove was off-limits to any form of offworld intrusion. (LFC)

Sacred Pinnacle

this tower of red, desert stone was sacred to the Sand People who lived in the deserts of Tatooine. The ancient Sand People carved out caves in which they told stories, performed secret rituals, and executed blood sacrifices. However, as Jabba the Hutt asserted his control over the planet Tatooine, the city of Mos Espa grew up in the near near the Pinnacle. As pod racing grew in popularity, the Sand People were driven away from the Sacred Pinnacle by the whine of their engines. Eventually, Jabba built Mos Espa Arena surrounding the Pinnacle, but left the stone pillar intact. During the height of Jabba's reign, the Pinnacle housed luxury accommodations for visitors who came to see the pod racer. The Sand People, hating the way that their sacred grounds had been usurped, camped out on the pod racing course and shot at the racers in retaliation. (IWE1)

Sacred Pools

one of the most famous landmarks found on the planet Telos. Of all the global parks on the planet, the Sacred Pools were held in the highest regards. Thus, when it was revealed the Xanatos was using the pools as a toxic waste dumping ground, Andra and the POWER party suddenly found themselves at the forefront of a political uprising. Qui-Gon Jinn and Obi-Wan Kenobi helped expose Xanatos' plans, and worked to help the Telosians get started on cleaning the Pools for future generations. (DOR)

Sacred Precinct

this was another term used by the Yuuzhan Vong to describe the area surrounding Supreme Overlord Shimrra's Citadel, located on the planet Coruscant after it had been captured and terraformed it into a simulacrum of their homeworld of Yuuzhan'tar. (UF)

Sacred Pyre

this Yuuzhan Vong warship was under the command of Bhu Fath, during the final stages of the aliens' invasion of the galaxy. It was dispatched to the planet Selvaris to acquire a cargo of prisoners - captured during the New Republic's Operation Trinity near Bilbringi - for transport to Coruscant. There, the prisoners were to be sacrificed to the Yuuzhan Vong gods at a ceremony that would remove any doubt of the Yuuzhan Vong's devotion. (UF)

Sacred Way

this religion was one of many practiced on the frontier world of Aduba-3, during the height of the Galactic Civil War. It was considered by many historians as the founding religion on the planet, and was controlled by the Verpine known as Pera during the years following the Battle of Yavin. (MC7, GMR4)

Sacredot

this was the title used by the Underpriests who served Teroenza on Ylesia. (TPS)

Sacul, Jorg

this man served the Alliance as a starfighter pilot, and was a member of Red Squadron during the Battle of Yavin. (SWI61)

Sacworm

this thick-skinned worm was bioengineered by the Yuuzhan Vong to serve as a way to transport liquids. Small sacworms were grown in the shape of cups, for use as drinking vessels. (T)

Sadain

this four-legged creature was native to the plains of Ansion. It was one of the many creatures which had been domesticated by the Alwari Ansionians, for used as a pack animal. Unlike the huge suubatars, the sadain were built for endurance and strength instead of speed. This was further pointed out by the long, flared ears of the sadain, which were filled with a vast network of blood vessels to help dissipate body heat. (APS)

Sadeet

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "butchers his enemies slowly". (GCG)

Sa-di

one of the Emperor Palpatine's closest friends, and a member of the reborn Emperor's Dark Side Adepts. He soon realized that the Emperor's continual rebirth through the use of clones was not what it seemed to be. Along with Nefta, Sa-Di formulated a plan to destroy all of the Emperor's clones and trap his Dark Side energies in the netherworld forever. Following the reborn Emperor's death on Byss, both Sa-Di and Nefta began destroying the clone vats. Before they could finish the job, however, they were both killed by Sedriss. Unknown to both of them at the time, Palpatine had already entered a new clone body. (DE2)

Sadie

the Abyssin bartender of the Jungle Lust, when Han Solo visited Bran Kemple there. (COJ)

Saduu Nagag

this Aplocaph was constantly cleaning his skin, keeping it gleaming in case he makes "that one, crucial meeting." Saduu was on board the *Kuari Princess* when it was attacked by the Riders of the Maelstrom. (RM)

S'ae

this species of tree is native to the planet Gacerian. They can grow to incredible sizes, with twelve-meter diameters and up to 100 meters in height. Their root systems reach deep into the planet's crust, and allow the s'ae to respond to the planet's seismic activity. The s'ae trees can detect even slight geological shifts that are undetectable by many races. The s'ae trees have the unique ability to resonate to the pitch and vibration of the earth beneath them, and are known as singing trees by the Gacerites. (PG2)

Saell-Terae

this Yarkora was known as an antiquities dealer who roamed the Unknown Regions during the early days of the New Order. He traveled the area in his modified DeepWater freighter, the *Lost Reef*, and had mapped out a considerable portion of the Unknown Regions before he ran afoul of Admiral Thrawn. Thrawn was interested in a group of statues Saell-Terae had acquired, hoping to learn something about their creators in order to subjugate them. Saell-Terae refused to part with the statues, but was forced to leave the *Lost Reef* behind in his flight. The ship later showed up, empty and adrift, near Elrood. Saell-Terae managed to escape Thrawn, and vowed to recover his ship no matter what the cost or who he had to kill. (SS)

Saelt-Marae

this male Yarkora posed as an alien artifacts trader at Jabba the Hutt's palace, although no one really knew what his intentions were. He often associated with the B'omarr Monks, and many believed that Saelt-Marae was an assumed name. While at Jabba's palace, Saelt-Marae made a living as an inside

informant, providing secrets about the activities of the palace's denizens to Jabba himself. After Jabba's death, Saelt-Marae stole a sizable portion of Jabba's computer records and fled the sector. (CCG7, MTSE)

Saen

a Coway swear word known to Halla, it has something to do with a person's parentage. Halla tells Luke that it's a Coway word meaning "quit," used when two combatants are fighting to determine Canu's decision on a dispute. The battle is decided when one combatant dies or quits. She says this in hopes that Luke would use it if he was near to defeat, to momentarily disengage his assailant and gain the upper hand. (SME)

Saesee Tiin

this Iktotchi Jedi Master was born on the moon of Iktotch, where he learned to fly a variety of starships. Over time, after discovering his ability with the Force and being trained as a Jedi under the tutelage of Master Omo Bouri, Tiin could instinctively fly virtually any craft. He was known in the Old Republic military as an excellent dogfighter, but was also something of a loner who preferred solitary contemplation over crowded meetings. Saesee Tiin was also one of the few Jedi Masters who never took a Padawan to train. Saesee Tiin served on the Jedi Council at the time when Qui-Gon Jinn petitioned to have Anakin Skywalker trained as a Jedi, and was known on the Council for his foresight and his ability to foresee the future. After the Battle of Naboo, Master Tiin was able to recover Darth Maul's Sith Infiltrator from Naboo, and spent many hours examining its unusual systems. During the height of the Clone Wars, it was Master Tiin who encouraged Anakin to continue the development of a personalized Delta-7 *Aethersprite* fighter, despite Obi-Wan Kenobi's concern that Anakin viewed the ship as a possession. Master Tiin, however, was hoping that Anakin's innate ability to repair, modify, and improve technology would result in new improvements to the Delta-7 that might give the Jedi an edge in the battle. The pair again worked together near the end of the Clone Wars, when they accompanied Plo Koon to Rendili to ensure that the planet's fleet of Dreadnaughts was not turned over to the Separatists. Their orders to secure the fleet or destroy it, a stance that led the crew of the *Mersel Kebir* to mutiny and attempt to remain at Rendili. When Master Koon was taken hostage, Master Tiin was forced to act to destroy the fleet. Anakin then proposed a desperate plan to disable the Dreadnaughts without bloodshed, and Master Tiin was unsure how to proceed. The appearance of Obi-Wan Kenobi and Quinlan Vos allowed him to give Anakin his chance. Young Skywalker's plan succeeded, and the Jedi were able to put an end to the siege over Rendili. As the Clone Wars began to wind down after the First Battle of Coruscant, Master Tiin was among the group of Jedi Masters who accompanied Mace Windu to arrest Chancellor Palpatine, after it was learned that he had finally been revealed as Darth Sidious. However, the Jedi were unprepared for Palpatine's powers, and Saesee Tiin was quickly beheaded during the fighting, leaving Mace Windu to face Palpatine alone. *Saesee Tiin was portrayed by Khan Bonfils in Star Wars: Episode I - The Phantom Menace, by Jesse Jensen in Star Wars: Episode II - Attack of the Clones, and by Dee Chudasama and Kenji Oates in Star Wars: Episode III - Revenge of the Sith.* (SW1, IG1, OWS, SWDB, RDR, IS3, E3N)

Saf

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Safari One Squadron

this group of Alliance soldiers was seasoned during the Battle of Hoth, and assisted in the recovery of an Imperial I2-CG droid on Goratak III, after it intercepted data on the starship manufacturing plant on Tar Morden. (MB)

Safe Home

this is the name of a hollowed-out asteroid maintained by a group of former Old Republic scouts. Located in an unknown asteroid belt and purposely erased from government records, Safe Home provides a place for independent scouts to stay in between missions. A group of pirates which plied the space surrounding the asteroid has convinced the scouts that the Empire is still in power and is looking for them as criminals, thereby keeping the scouts near to Safe Home. The pirates then use the scouts as hired muscle, claiming that a juicy civilian target is actually an Imperial ship in disguise. (GG8)

Safecube

this box was designed to hold explosives for transport. (SSR)

SafeScreen

this form of sensor alarm was available in several different models. Type I SafeScreens were basic devices used to protect homes. Type VII SafeScreens were used by royalty and corporations to guard their riches and research. (SWJ9)

Safety Cage

a large, round basket that can be lifted by a sling or moved in a tractor beam. It is used to quickly transport cargo or people from one starship to the next while docked at a spaceport or other location within a safe atmosphere. The cage is constructed so that its contents will not fall out. (HSR)

Safety Inspection Certification

this Imperial document was one of a number of documents required from any spacer who plied the spacelanes during the New Order. The procedures for obtaining the certification were documented in the Spacer's Information Manual. Known as an SIC, this document provided information on the space-worthiness of the starship it was issued to. (SWJ9)

Saffa

an alien race. (TFE)

Saffa Painting

this art form predated the Empire, reaching its height between 1550-2200 years prior to the New Order. The artworm changed subtly after the Saffa made contact with the Thennqora. (HTTE)

Saffalore

this Corporate Sector world was the headquarters of Binring Biomedical Product. It remained neutral during the end of the Galactic Civil War, although Binring was staunchly loyal to the Empire. (WS)

Saffch, Kara

the owner and pilot of the freighter *Night Havoc*. At the age of 17, she ran away with her brother, Willi, to explore the galaxy. They worked on various starships until they could earn enough credits for a downpayment on a ship of their own. They finally were able to purchase the *Night Havoc*, but the two have been unable to completely make ends meet. They have incurred large debts, which they try to pay off as salvagers. Kara is an excellent salvager, and worked primarily near Korbin. She is upbeat, proud of her accomplishments, and full of enthusiasm. (PG2)

Saffch, Willi

Kara Saffch's kid brother, Willi was a technical genius, and served as the co-pilot of the *Night Havoc*. He was a tall youth, with a bald head adorned with a topknot of hair. (PG2)

Saffkin Room

this was one of the eight luxurious casinos found aboard the *Coral Vanda*. (DFR)

Safidine Industries

this weapons manufacturer was subcontracted by the Empire to develop high-powered blasters. Unfortunately, the prototypes that were created by Safidine researchers were stolen by Devidia Vennsiol and Dorbus Kyrullus. Although Kyrullus was captured, and many of the weapons recovered, Vennsiol remained free. Safidine issued an Imperial bounty for her capture, in the hopes of recovering the prototypes before they were obtained by another manufacturer. (GMR6)

Safonne Pendon

this male Rodian was the leader of a group of pirates that targetted New Republic convoys and ambushed them. Pendon's pirates then forced the crews of the ships to surrender before taking possession of the ships and their cargoes. The Rodian maintained a base on the cold world of Seltaya,

hidden within the cave systems that exist naturally below the icy surface. He maintained a modest, though effective, fleet of ships, led by the Corvette *Safonne's Sword*. (WBC)

Safonne's Sword

this modified CR90 Corellian Corvette was the flagship of Safonne Pendon's pirate fleet. Its armament was upgraded to include six turret-mounted double-turbolaser cannons. The Rodian also upgraded the ship's drive systems and shields. (WBC)

Sagbat

an Askajian dish, often served jelled. (TJP)

Sagcatcher

this is a species of swift-footed predator native to the planet Aleen. (IG1, OWS)

Sage, Vana

this woman was a Naboo expatriate who roamed the galaxy as a hired gun. Originally born on Alderaan, Vana left home at fifteen and worked for a number of bounty hunters before she ended up on Naboo. There, she joined the Royal Security Force, but was frustrated with the pacifism and naivete' of the Naboo military. After being rebuffed in her request for additional military build-up, Vana left the RSF and struck out on her own as a mercenary for hire. She flew in a starship she named the *Guardian Mantis*, and was soon employed by the Trade Federation as a bounty hunter. She was known to have captured the Feeorin pirate Nym, shortly before the Battle of Naboo. When the Federation blockaded Naboo, Vana began to question whether her alliance with the Federation was going to work out in her favor. She eventually returned to legitimate service with the Naboo Royal Security Force. (OWS, SFT, STF, CRBN)

SAGEducation

this branch of COMPNOR brought education to the billions of forgotten youths of the Old Republic. Through SAGEducation, COMPNOR gained a great deal of public support. (ISB)

Saggery

this plant produces flowers which have gracefully-curving petals. (SOP)

Saggery-blossom Maneuver

this naval attack pattern involved sending a group of starfighters at a specific target in parade flight formation. This formation allowed the fighters to overlap their shields for added protection. Shortly after the fighters are launched, a series of proton torpedoes is launched along their attack vector. Shortly before impacting the target, the starfighters break their parade formation and spread out like the petals of a saggery flower, curving away from the target as the proton torpedoes slam into it. The split-second timing requires the starfighters to attack in parade formation, allowing them to conserve shield energy until they break off. The additional power can then be used to prevent any collateral damage from the proton torpedo strikes. (SOP)

Sagina

this modified *Strike*-class cruiser was part of the Alliance's fleet, during the height of the Galactic Civil War. (XVT)

Sagma

this planet was the site of a great battle during the Galactic Civil War. Ganig and Stecker were participants in the battle, and their heroics were the fodder of Imperial propaganda for a short time, until they were suspected of sympathizing with the Alliance. (ISB)

SAGRecreation

this branch of COMPNOR was created to provide wholesome activities for all SAGroup members. Wegsphere was created as part of SAGRecreation, while other parts of SAGRec are specially designed to harden youths to harsh conditions for future assignments in the Imperial armed forces. (ISB)

Sagresh

one of the two moons orbiting the planet Ergeshui. (PG2)

SAGroup

see Sub-Adult Group (ISB)

Sague

an Alliance shuttle group destroyed during the Galactic Civil War. (TIE)

Sah'c

this wealthy family owned much of the property in the H-46 quadrant of Coruscant's Galactic City, during the last decades of the Old Republic. For this reason, the quadrant became known as Sah'c Town. (IWE2)

Sah'c Canyon

this was the name given to the deep channel that cut through Coruscant's Sah'c District, during the final decades of the Old Republic. The Sah'c Canyon was rimmed with skyscrapers, and plummeted several hundred stories toward the actual surface of Coruscant. The depth and width of the Canyon allowed a large part of Coruscant's air traffic to move through the Canyon on a regular basis. (LEV)

Sah'c District

see Sah'c Town (LEV)

Sah'c Town

this was the colloquial name of quadrant H-46 of Coruscant's Galactic City, popular during the last decades of the Old Republic. It was named for the family which owned most of its buildings. (IWE2)

Saheelindeel

a planet in the Tion Hegemony which, like many others in the Hegemony, was a backward world trying to play catch-up with the technological growth of the rest of the galaxy. The planet was overrun during the Yuzhan Vong invasion of the galaxy. (HSL, HT)

Saheelindeeli

the ape-like aliens native to the planet Saheelindeel, they are green-furred humanoids. They have a limited technology, and are just starting to move ahead toward automation. They have a matriarchal society. (HSL)

Sahh

this was the Orfite word for their tribal groups. Each *sahh* controlled a vast section of jungle on the planet Kidron. (AE)

Sahl-Evin

this was the primary port city of the planet Jenenma. Much of the city's population was made up of Duros who worked in the starshipwrights which filled The Blinders district. (WOA19)

Sahr

this stunning female was a pirate worked with Larken aboard the *Pillage*, during the height of the New Order. Sahr, Larken, and their partners, Druug and Bak, once tried to attack the lowly freighter known as *Kizbon's Box*. They were unaware that it was actually an *Interceptor*-class Helix freighter, more than well-enough armed to handle the pirates. Two of Larken's ships were destroyed before he and Sahr were forced to surrender. She later revealed that she was in love with the owner of the *Kizbon's Box*, and had joined Larken's group in order to exact revenge. (SWJ5)

Sahreel

this Imperial Admiral served under Moff Nile Owen, and commanded the Star Destroyer *Impending Doom* during the height of the Galactic Civil War. (TA)

Sahrumba

this Dug was a member of Sebolto's gang during the years following the Battle of Naboo. Sahrumba and his younger brothers, Nahrunba and Jahrunba, worked as smugglers during their employment with Sebolto, transporting death sticks from Tatooine to Malastare. The Pixelito Grand Council issued a bounty for their capture, and Jango Fett managed to capture all three brothers during his attempt to meet with Sebolto. (BH)

Sahsahlah

this was an Old Corellian term meaning "the promised land" or "the place of wise fools." It was used in conversations where your opinion differed from someone else's, and they wanted to indicate that you were not going to get your way. (SWJ7)

Sai

this was the term used by the Jedi Knights of the Old Republic to describe a Force-assisted jump, employed to evade an attack on the legs during lightsaber combat. (VD2)

Sai Cha

this was one of the many "marks of contact" defined by the Jedi Masters of the Old Republic. Derived from the ancient words for "separate" and "head", *sai cha* meant the beheading of one's opponent. The use of *sai cha* was restricted to those points in battle when the situation was deadly serious or threatening, or when an opponent was considered too dangerous to engage in prolonged struggle. (SWI62)

Sai Tok

this was the more dangerous of the "marks of contact" defined by the Jedi Knights of the Old Republic, both for the Jedi and for their opponent. Literally, *sai tok* meant the bisection of an opponent's body. This was considered a form of butchery by many Jedi Masters, and represented a Sith-like desire to utterly destroy an opponent. It was to be used on in the most extreme situations, and required a Jedi to meditate on the necessity of avoiding it in the future. (SWI62)

Sai-Ani Kanna

this Cerean bounty hunter and assassin was active during the last years of the Old Republic. Although he was a skilled hunter, Kanna had grown tired of killing, and hated much of the tedium involved with his line of work. At one point in his career, Kanna had been forced to kill a Jedi Knight, an act that he was neither proud of nor wished to repeat. After a job on Rodia, Kanna had briefly considered giving up his career as an assassin, having finally tired of the killing. He arrived on Cularin to meet a contact about a possible job in the wake of the deaths of twelve Jedi Knights, all of whom had been killed in recent days. Much to his dismay, he had been contacted by a wealthy human who needed his skills as an assassin. His mood brightened slightly when he learned that he was to put his skills to use in protecting eleven key Cularin figures from being killed; Kanna had been hired to stop other assassins. These individuals had been working to keep the Cularin System free, and had become targets of certain unscrupulous organizations. He eagerly took the job, vowing to keep his work secret from the eleven unsuspecting targets. (LFCW)

Sai'da

this B'omarr monk befriended Han Solo while the smuggler was held in Jabba the Hutt's palace, shortly after being released from his carbonite block by Princess Leia. Sai'da considered himself a historian, and longed for information about the outside world, especially the Galactic Civil War. (JHS)

Saiga

this was one of the many names given to female Bothans. In the Bothan language, it meant "wealthy" - or, more precisely, bejeweled." (GCG, WOTC)

Saiga Bre'lya

this Bothan female was one of the New Republic Intelligence agents sent to meet Major Showalter aboard the *Queen of Empire*, during the transfer of the Yuuzhan Vong priestess Elan to Coruscant. She had been working on Ord Mantell before being assigned to the mission. The mission was compromised by a source internal to the New Republic, and the Peace Brigade infiltrated the ship. Two members of the

Peace Brigade contacted Showolter before Saiga and her partner, Jode Tee, and posed as the NRI agents. Jode and Saiga arrived just after the false agents, and a firefight broke out. Both Jode Tee and Saiga Bre'lya were shot and killed in the struggle. (HT)

Saijo

this planet was once the site of an Alliance base, during the early stages of the Galactic Civil War. It was here that the Tofs made their final stand against the New Republic, shortly after the Battle of Endor. Despite Imperial backing from Lumiya, the Tofs were defeated. (NEGC, MC93, MC107)

Sail Barge

this was a form of huge, repulsorlift pleasurecraft which could be used over water, sand, or any relatively flat surface. Their repulsorlifts could move them along at speeds of 100 kilometers an hour, with a maximum ceiling of 10 meters. One of the most popular sail barges was produced by Ubrikkian Industries during the New Order, and was made even more popular because Jabba the Hutt bought one for his personal use while on Tatooine. At thirty meters in length, the Ubrikkian barge required a crew of 26 to fly, and could handle up to 500 passengers and 2,000 metric tons of cargo. It was armed with a single heavy blast cannon. A sail barge was the preferred mode of transportation used by the Hutts, since it allowed them to transport their huge bulk in comfort, while they were surrounded by their retainers. Jabba's sail barge, known as the *Khetanna*, was destroyed when Luke Skywalker and Han Solo escaped from the Sarlacc pit. Bogga the Hutt had a spaceworthy sail barge that he used to travel through the Stenness system. (ROTJ, TOJ, SWSB, NEGV)

Sailor's Union

this union was formed on the planet Lamaredd, when several beings of non-human origins discovered that they were an invaluable part of Hugo Bartyn's illicit seafood business. Bartyn himself was a pro-human bigot, but couldn't discount the fact that many of the Mon Calamari and Quarren he imported to Lamaredd were exceptionally skilled mechanics and technicians. When these technicians realized that they were the only reason much of Bartyn's ocean-going fleet was still operational, they decided to form a bloc and demand a larger portion of the profits. Their ranks were augmented by the handful of non-human ship captains working for Bartyn, and the Sailors' Union was founded when Sirrik Olyeg joined their group. She organized work stoppages and managed to channel the anger of the non-humans toward Bartyn himself. The base of operations for the Union was moved to the settlement of Farsands, on Jotsen's Island, and the Union remained a powerful force for many centuries on Lamaredd. Over time, the Union began accepting human members, despite its origins as a protest against the human treatment of aliens on Lamaredd. Centuries after its formation, the Sailors' Union found itself at the center of a whirlwind, after the predations of Hugo Bartyn were revealed to the population of Bartyn's Landing. When Guthur Bartyn ceded control of Bartyn Gourmet Delicacies, control of the operation was passed to the Sailors' Union. (GMR7)

Sair

this was one of the most common male names among the Corellian population. (GMR9)

Sai'Torr Kal Fas

this female Saurin was the bodyguard of her cousin, the Saurin droid trader Hrchek Kal Fas. She was an accomplished warrior, and has been willing to teach battle skills to those who prove themselves worthy. (CCG)

Sajak

this was the Dradan word for "food." (DOE)

Sajan

this was a common name among the Chev race. (UANT)

Sajax Astiax

this was a noted figure in the history of the Anx race. (GMR7)

Sajsh

this lizard-like being maintained a curio shop on Treasure Ship Row, and was supposedly the contact Grand Admiral Thrawn had for getting into Black Sun. He used Haber Trel to contact Sajsh, who was supposed to handle a "cargo" for Borbor Crisk. Sajsh was from an unknown species, and had a three-forked tongue. He referred to his right hand as his "killhand." (TFE)

Sajun

this frozen ball of rock was the fifth and outermost planet in the Colavas System. It was orbited by a single moon. (SWMW)

Sakai

this Imperial Moff was in control of Thuris Sector during the Galactic Civil War. (GG9)

Sakanga Shai

this Yuuzhan Vong warrior was stationed aboard the *Baanu Miir* during the invasion of the known galaxy. Sakanga Shai was one of the oldest Yuuzhan Vong onboard the ship, nad had a mummy-like pallor to his skin and scars. (EVR)

Sakhisakh

this Noghri, a member of the Tlakh'sar clan, served as one of Leia Organa-Solo's bodyguards on her trip to the Bothan homeworld of Bothawui, during her investigation of the Bothan financial situation during the Caamas Incident. He also traveled with the Solos to Pakrik Major and Minor, during their attempted vacation at the height of the build-up of ships near Bothawui. (SOP, VOF)

Saki

this was another name for the planet Sakiya. (ANT)

Saki Prime

this aging, red star was orbited by the planet Saki, which was also known as Sakiya. (MBS)

Sakins

this man served as the Presider of Vannix, up until the point when Coruscant fell to the Yuuzhan Vong. Upon hearing of the loss of Coruscant, Presider Sakins looted the planetary treasury and took his aides, his family, and his mistress and fled the planet. Sakins' departure left Vannix without a leader and virtually bankrupt. (EL2)

Sakirab

this was the code phrase used to recall TIE Fighters to their base in Revos, on Storinal. It was the name of the bunker controller's daughter. (WS)

Sakiya

this planet was the homeworld of the Sakiyan race. *Note that this planet is name Saki in the Alien Anthology.* Sakiya was a tropical world, located near the center of Hutt Space. Much of its landmass was covered with jungles and marshes, but it also had open stretches of savannah and hardwood forests, giving it a much nicer appearance than other humid worlds. It was orbited by a single, large moon, and the interaction of this moon with Sakiya's own gravity produced regular tides and helped evenly distribute the seasonal variations. (E1A5, ANT, MBS)

Sakiyan

a race of humanoids native to the planet Sakiya, Sakiyans were characterized by their deep, dark skin color and their huge crania. While black, purple, and red skin colors were mst prevelant, a pale-skinned subspecies was also known to exist. They also have pointed ears, giving them an almost devil-like appearance. Most Sakiyans have the ability to see into the infrared spectrum, and have keen senses. They are known for their skills as hunters, and have been sought out for employment as trackers and assassins. During much of the Old Republic, there was considerable debate on the classification of Sakiyans as near-human or alien. Imperial scientists firmly established them as alien, but could only cite the differences in the brain structure of the Sakiyans as the basis for their decision. Over the millennia of

their civilization, the Sakiyans have resisted or survived invasions, from the ancient Sith to the Drackmarians. This made them wary and suspicious of the galactic community. The musculature and ligament-attachment angles of the Sakiyan body gave them incredible strength and agility, making a Sakiyan about half again as strong as a comparable human. (CCG, CCG9, E1A5, ANT, UANT, MBS)

Sakiyan

this was the name given to the native language of the Sakiyan people. (ANT)

Sakresh

a game played with a specialized deck of electronic cards. The object was build the strongest hand, in terms of rank. The highest rank was a perfect pyramid with clusters. (GG10)

Sal

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Sal

this was one of the most common male names among the Corellian population. (GMR9)

Sal

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "lightning", "storm", or "thunder", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Sal Olbeg

this Kathol Republic senator from Pitann was a political rival of Sho'ban Do. He was outspokenly against the use of gladiator droids for entertainment. Olbeg, like Do, was a near-human, but was genetically engineered for life on Dayark. His nostrils were capable of closing at will, his feet were extremely wide, and his fingered had webbing between them. Olbeg was particularly helpful to the crew of the *FarStar*, who were stranded on Dayark after being mistaken for the *Lance of Endor*. He helped them expose Do's plans to build an army of gladiator droids for use against his political rivals. (KO)

Sal Orbego

this was the name of a noted Pa'lowick. (UANT)

Sal Vhe'starn

this city was located on the eastern continent of the planet Bothawui. (SPG)

Sal, Randil

a native of Corellia, Randil married into the Solo family when he wed Tiion Solo. The union resulted in the birth of a son, Thrackan, but Randil died about a year after his birth. (TPS)

Sal, Tiion Gama

this was the name of Thrackan Sal-Solo's mother, according to the eBook *Ylesia*, contradicting the name provided in *The Paradise Snare*. (Y)

Sala Natu

one of the survivors of the Battle of Hoth, Sala Natu was evacuated on the *Bright Hope*. Natu was a cold-weather survival specialist, and was chosen to be one of the leaders of the group which jettisoned from the transport in one of the remaining escape pods. (TBH)

Salaban, Geng

this man, a native of the planet Bestine, was a member of the New Republic Navy. As a Captain, he served as the commanding officer aboard the *Allegiance*, when it was dispatched to support the diplomatic mission to Adumar. He had recently gained this promotion from a position aboard the *Battle Dog*. (SOA)

Salacious Crumb

Jabba's ratlike retainer, he is a Kowakian monkey-lizard. Salacious has an obnoxious laugh, and has the

annoying habit of mimicking what is said around him. Crumb was a resident of the space station Kwenn when Jabba the Hutt visited there. Crumb escaped a group of Mantilorrian rat catchers by stowing away on Jabba's starship. He sustained himself by eating Jabba's leftovers, until Jabba discovered the lizard-monkey and tried to eat him. Bidlo Kwerve and Bib Fortuna both tried to capture Salacious Crumb, but Crumb dumped Jabba's food on Kwerve and fled to the rafters. Kwerve tried to shoot Crumb, but only food squirted out of the gun, landing on Fortuna. Jabba's laughter resounded throughout the ship, and from that point on the Hutt kept Crumb around for a daily dose of laughter. Salacious Crumb knew that the day he couldn't make Jabba laugh was the day he died. He searched Jabba's palaces and townhomes for new jokes. He even waylaid strangers and tried to set them up for a meeting with Jabba, just to give the crimelord a laugh. It is believed that Salacious Crumb died when Jabba's sail barge exploded at the Pit of Carkoon. *Note that the Return of the Jedi expansion set for the Star Wars Trading Card Game gives Salacious the middle initial B.* (ROTJ, MTS, TJP, TCG9)

Saladar Systems

this small corporation produced a variety of personal safety devices, including the Solo Strobe locator. (PSG)

Salak

see Salek Weet (SWDB)

Salaktori Hunters Guild

this freelance bounty hunters' guild was run by the members of House Salaktori, and was active during the height of the New Order. It was one of the oldest bounty-hunting guilds in the galaxy, dating back well into the Old Republic. The Guild's leader, Jeslor Salaktori, was known as a strong man who stood up for his member hunters to the Imperial officers who confronted them. It was a known fact that no being - hunter or not - who killed a member of the Salaktori guild has lived more than a year after the incident. (GG10)

Salaktori, Jeslor

this man was the leader of the Salaktori Hunters Guild and House Salaktori during the Galactic Civil War. He brooked no obstruction to his hunters, and stood up to Imperial governors and Moffs to defend his members. He was also rumored to have been the driving force behind the collapse of three rival houses. (GG10)

Salamander

this New Republic Nebulon-B frigate was dispatched to Krann to recover Vanel and her Imperial undercover agents. It was rumored that the Republic responded to a tip from the House of Tagge, which was working to gain a foothold in the nova crystal mining on the planet. (TSK)

Salamini Chemical Munitions

this weapons manufacturer produced a number of products, from offensive weaponry to luma flares. (ROE)

Salar

this fast-growing, bland-tasting fish was a staple in the Bothan diet. Originally found only on Bothawui, it was raised in aquatic farms on Kothlis by Aquatic Integrated Systems. (SPG)

Salasetti Survival Systems, Incorporated

this specialty manufacturer produced a wide range of devices for personal safety, during the height of the Galactic Civil War. (GFT)

Salassa

this species of tree was found on several planets in the Mid Rim. (IA)

Salc River

this river flows by the city Garan on Garos IV. (SWJ2)

Salculd

this sterile female Selonian starship captain met Han Solo and Dracmus when they escaped from the Human League on Corellia. She piloted the coneship that they used to escape to Selonia and meet with the Hunchuzuc leaders. (AS, SC)

Saldalith Manufacturing

this small corporation produced a wide range of truth detection devices. (GFT)

Saldith

this Ithorian surname was believed to mean "lichen", according to historian who studied the Ithorian race. (GCG)

Saldith

this Ithorian was a Jedi Master, during the years leading up to the Stark Hyperspace Wars. (SHW)

Saleeh

this man was one of the many Jedi Knights who gathered on Ruusan to fight against Lord Kaan and the Brotherhood of Darkness. A friend and supporter of Lord Hoth, Lord Saleeh was killed in one of the early struggles against the Sith. (JVS)

Salek

this given name was common human males across the galaxy. (GCG)

Salek Weet

Salek was Noa Briqualon's partner when the two of them set off to see the universe, some six years before the Battle of Naboo. Their maiden voyage, however, was cut short when their crystal oscillator shorted out in the Monsua Nebula, cutting off power to their starship and causing them to make an emergency landing on the moon Endor. When Salek determined the cause of their forced landing, he set out to find another oscillator. However, he was captured by Terak and tortured, for Terak believed that Salek might know the source of "The Power." Salek died in Terak's dungeon. Their ship was never found, although Salek's father, the noted kloo horn soloist Jimke Weet, spent every last credit he owed trying to locate them. (BFE, HNN4)

Salek-Come-Home

this HoloNet registry was established by Jimke Weet, during his four-year search for his son, Salek. Jimke set up the registry so that any being who had information on Salek's whereabouts could reach him almost immediately. (HNN4)

Saleucami

this planet, noted for its unusual, bulbous plantlife, was the site of an intense battle during the final days of the Clone Wars. Saleucami, a name which meant "oasis" in the native language, was an arid world marked by volcanic calderas formed by powerful meteor strikes. This meant that the many oases found on the planet were filled with magma, not water. Although many saw this as a problem, the natives used the available magma as a source of power. Saleucami was singled out by Supreme Chancellor Palpatine, during the last stages of the Clone Wars, as one of the Outer Rim worlds that would be targetted by the Grand Army of the Republic. According to Palpatine, the worlds of Mygeeto, Felucia, and Saleucami were a "triad of evil" that served as Separatist bastions. Much of his statements were true, as Sora Bulq had established a cloning facility on the planet, where he was producing clones of the Morgukai warriors. Ostensibly, Palpatine ordered troops to Saleucami and several other worlds as a way to end the Outer Rim Sieges and bring the Clone Wars to a halt. In reality, it was just another ruse to spread the Jedi too thin to support each other. Jedi Master Stass Allie led a contingent of clone troopers into the fighting, which lasted for many days before the Republic seemed to emerge victorious. However, Palpatine issued the Order Sixty-Six command to the clones, who then turned their fire on Master Allie and the Jedi. (OWS, LEV, RT)

Salforo

this plant, native to the planet Kirdo III, is a thick-bodied plant which is eaten by the chooba. (GG4)

Salfur

a New Republic entrepreneur, he maintained Salfur's Trading Post on the forest moon of Endor. Although business was initially good during the years immediately following the Battle of Endor, Salfur saw profits tail off as travel into Moddell Sector became more and more hazardous. (DFRSB, GMR9)

Salfur's Trading Post

this large landing area and trading post was set up by the New Republic near Bright Tree Village on Endor's forest moon, during the years immediately following the Battle of Endor. It was set above the forest floor about ten meters on huge columns, and was surrounded by a force field that kept the moon's indigenous lifeforms out at night. The post was manned on an as-needed basis, and staffing levels correspond to the New Republic's visits to the moon. Although business was initially good during the years immediately following the Battle of Endor, Salfur saw profits tail off as travel into Moddell Sector became more and more hazardous. (DFRSB, GMR9)

Salin Corridor

this hyperspace trade route was one of the largest in the Outer Rim Territories, running along the outside skirt of the Rim and only coming back toward the Core near Nwarcol Point, where it connected with the Sisar Run. (SSR)

Salin Glek

this Quarren was a lieutenant with the Alliance, and was part of the team supporting Admiral Ackbar during Project Shantipole. Glek was also a traitor, inserted into the Alliance by Bane Nothos so that he could leak information on the progress of Shantipole to Nothos. Glek grew up in the bowels of a Calamarian floating city, and thoroughly despises the Mon Calamari. He joined the Alliance and quickly rose through the ranks, all the while planning to make the Mon Calamari pay for his suffering. He was approached by Nothos and accepted the Imperial's offer of work. When Glek realized that Ackbar was about to send off the B-Wing prototypes for manufacture, Glek notified Nothos to begin his attack. Glek fled Shantipole by stealing the *Out Runner*, and was not heard from after the defeat of Nothos. (SFS, EGC)

Salinrerian Sea

this was one of the many distinct areas of ocean found on the planet Mon Calamari. Shortly before the Battle of Naboo, a seismic disaster occurred in a deep rift in this sea, which was later attributed to the terrorist group Calamasthon Defiance. The event caused untold environmental damage, and resulted in a perpetual rain in the immediate area. Slaag Lado was eventually captured by Jango Fett and brought to Mon Calamari for questioning in the event. (BH)

Salis D'aar

Bakura's capital city and the Imperial seat, Salis D'aar was located on the southwestern coast of Prytis, at the headwaters of two major rivers. The city was designed to imitate the vista of stars and planets in the system, with its streets and major buildings forming roughly concentric circles when mapped out. The center of the circle was the Bakur Complex. Each district within the city had different lighting schemes: the inner circle had pale blue lights, the middle district had pale yellow lights, and the outer circle had deep red lights. (TB, TBSB)

Salis D'aar Academy

located in the capital city of Salis D'aar, this was the most prestigious university found on the planet Bakura. (TBSB)

Salisbury

this was a major city-state found on the planet Ralltiir. (SWJ9)

Salishh Tilloman

this Devaronian grew up as an orphan, although he developed a number of expensive and refined tastes during his adolescence. He eventually was forced to find his way off Devaron in order to meet his own exacting standards, but had few marketable skills. He soon found work as a grifter, moving from planet to planet and scamming everyone he came in contact with. He eventually took on several apprentices, to

help fill his coffers without doing any "real work." He cared little for the Empire or the New Order, but had no reason to hate it, either. (HR)

Salissians

this bands of mercenaries, distinguished by their black-and-purple thinskin suits, provided their services to Count Dooku and the Confederacy of Independent Systems during the height of the Clone Wars. (MBS)

Salje' Tasha

this female Anzat, distinguished by her silver-white hair and piercing green eyes, was a noted assassin who worked for a variety of clients during the final years of the Old Republic. Her specialty was in political jobs, and she was known to be very picky when it came to her clientele. During the Clone Wars, she was hired by a mysterious agent who provided her with all manner of unusual equipment, including cortosis gauntlets. After she was tracked down by Quinlan Vos, Salje' Tasha revealed that she had been the one who arranged for the murder of former Chancellor Finis Valorum. She then tried to feed from Quinlan's "soup," but the Jedi had other ideas. He used a talent he had learned from Count Dooku - an augmentation to his natural ability to read an object - to learn that it had been Sora Bulq who hired her for the job. Salje' nearly killed Quinlan for taking the knowledge, but Khaleen Hentz stopped her before she could do it. (RT)

Salkeli

this male Rodian was one of the leaders of the Freedom movement, serving Malinza Thanas during the height of the Yuuzhan Vong invasion of the galaxy. When the location of the Stack was discovered, it was Salkeli who volunteered to get Jaina Solo to safety. In reality, Salkeli had been working for Blaine Harris all along, and stunned Jaina into submission before bringing her to Harris. He explained to Jaina that Freedom had gotten in too deep, and was about to expose information that was best kept in secrecy. However, when Harris was shot by Cundertol and the plot to subjugate Bakura was exposed, Salkeli was arrested and charged with a wide variety of crimes. Each and every charge was sentenced to jail time, and Salkeli was forced to spend much of the rest of his life in jail. (FH2)

Salla C'airam

this Bergamasque ran an upscale bar and casino which catered to the tastes of the galaxy's most elite beings. In deference to their security, C'airam confiscated the weapons of anyone entering the establishment. In order to unobtrusively detect the presence of a weapon, C'airam kept a group of ergovores near the entrance to the building. The ergovores were purposely denied a steady diet of energy, heightening their ability to sense its presence. (HM)

Sallabas

this name was common among the Kerestian people. (UANT)

Sallap

this species of tree was native to the planet Generis. (COD)

Salliche

this planet is located in the Core. An agrarian world, it houses the headquarters of the Salliche Ag Corporation. The planet is also the site of the Vaults of Narner. (CRO, SWJ2)

Salliche Agricultural Corporation

this Imperial agricultural conglomerate that owned planets in the Yulant, Ruan, and Broest Systems. After the Battle of Endor, the workers on many Salliche Ag planets rebelled against the company by burning fields and destroying hydroponics facilities. In an effort to avoid such rebellion in the future, Salliche Ag replaced much of its workforce with droids. However, after the Yuuzhan Vong invaded the galaxy, Salliche Ag began shutting the droids down and welcomed refugees to worlds like Ruan. Salliche Ag claimed to be helping the refugees by giving them shelter in return for their labor, which gave the corporation the ability to claim their produce was truly "handpicked." In reality, Salliche Ag was eliminating their droid workforce in preparation for the Yuuzhan Vong's takeover of the galaxy. If their workforce was organic, the leaders of Salliche Ag believed that they would get preferential treatment from

the Yuuzhan Vong. They also planned to offer the now-useless droids to the Vong as a sacrifice and a token of their esteem. (SWJ2, JE)

Salloon

this Muurian transport was part of the smuggler fleet which agreed to supply the Alliance with arms, just prior to the Battle of Endor. (XWA)

Salm

this surname was common among human settlements found throughout in the galaxy. (GCG)

Salm, Horton

a native of Norval II, Salm was a decorated Y-Wing pilot who served the Alliance during the Galactic Civil War. He earned the rank of Colonel, and was given command of the Aggressor Wing shortly after the Battle of Endor, and led his Y-Wings during the Battle of Brentaal. After the battle, Salm was promoted to General. A small-statured man who believed in hard work and dedication to his cause, he disdained the exposure and fame given to Rogue Squadron, feeling that the hot-shot X-Wing pilots believed they were superior to Y-Wing pilots. During the hunt for Prince-Admiral Krennel, Salm commanded a B-Wing squadron based on the *Moonshadow*. (XWES, XWN, IR)

Salmakk

this was one of the more common names given to males of the Mon Calamari race. To the Mon Calamari, this name meant "bright sky". (GCG)

Salmakk

this Mon Calamari was a noted smuggler whose band constructed an outpost on the planet Hoth during the early years of the New Order. The outpost was nearly destroyed when Han Solo and Luke Skywalker traveled to Hoth to see if the planet would serve as a new location for the Alliance's base of operations, in the wake of the Battle of Yavin. Solo had been to Hoth once before, and had considered Salmakk as an equal. However, the bounty on Solo's head was too great for Salmakk to ignore, and he opened fire on them. In an effort to escape, Luke and Han mistakenly flew into the smugglers' base. Trying to survive, Luke used his lightsaber to set off a chain reaction of icy stalactites falling from the ceiling, burying the smugglers and their ships. Salmakk and his smugglers gave up trying to capture Solo, and decided to leave Hoth rather than rebuilding their former base. When the Alliance eventually decided that Hoth would serve as their new base, Salmakk's former outpost became the Alliance's Echo Base. Salmakk disappeared for several years, but never left the Anoat Sector and eventually reappeared in a partnership with the Mugarri pirate, Clabbrun the Younger. Unknown to the authorities, the pair was actually under the employment of Figg Excavations. Salmakk and Clabburn were eventually apprehended and questioned about their activities, but were later released in exchange for information on their contacts within FiggEx. (EGA, 3D2, WOA34)

Saloch

this is the fifth planet in the Jiroch System, and was one member of the Triumverate, along with Jiroch-Reslia and Kalok. It was colonized by the Tunroth. This world was sometimes referred to as Jiroch-Saloch, on certain starcharts. (GG12, UANT)

Saloch 2

this was one of several Tunroth worlds caught in the Reslian Plague. It was freed from the Lortan fanatics by the Imperial forces led by Captain Tessra and the Abrogator. (MBF)

Saloor

this being was one of more than 72 individuals who were murdered by the Nikto assassin Ma'w'shiye, after the Nikto deserted from the Alliance. (SWJ4)

Saloth

this planet was located in the Minos Cluster, and was the homeworld of the Triparates, at least according to Kaird. (MJH)

SalPivo, Tuga

this Corellian was a jack of all trades who could never keep a steady job. He was living on Poytta shortly before the Battle of Yavin. He was known to Jabba the Hutt for his expertise with explosives, and was hired to take out the t'landa Til leading Colony Eight, just before the Battle of Ylesia. (RD)

Salporin

childhood Wookiee friend of Chewbacca's who was killed when the Imperials found Leia hiding on Kashyyyk. He was killed in Leia's defense. (HTTE)

Sal-Solo, Thrackan

Han Solo's first cousin, being the son of Han's father's sister, Thrackan looked and sounded very much like Han himself. Thrackan was a little heavier-set, with a little more gray in his hair, and a beard. As children, Thrackan continually bullied Han, until he was able to sell Han to Garris Shrike. Thrackan claimed to have been a highly-ranked Imperial officer in the Corellian Sector during the time of the Empire, but he was actually just an employee of the Imperial Governor on Corellia. He dreamed of attending the Imperial Academy, but Han's dishonorable discharge put a black mark on the Solo name. Nevertheless, Thrackan showed promise, and was the heir-apparent for the position of Diktat when he supposedly died. This was about the time Han became a smuggler. Thrackan actually went underground, and began plotting the secession of the Corellian Sector from the enforced interspecies relations the Empire demanded. When the New Republic emerged, Thrackan continued to remain hidden, and built the Human League as the beginnings of his pro-human plans. He became the League's Hidden Leader, and he emerged from his hiding just after he initiated the intra-species wars in the Corellian Sector, just prior to the Corellian Trade Summit. With Chief of State Leia Organa-Solo confined to the Sector, Thrackan announced the secession of the Sector from the New Republic, and declared himself Diktat. Using technology he didn't understand, Thrackan erected a huge interdiction field around the Corellian System, centered at Centerpoint Station. In the confusion which surrounded the inter-species fighting and the isolation from the Republic, Thrackan captured Han and held him prisoner, hoping to use him to maintain control of Leia. Thrackan continually harangued his cousin, lashing out in drunken fits of rage. He even pitted Han against Selonians in forced battle, just for pleasure. This worked against him, for Han and the Selonian - Dracmus - eventually escaped by working together. Their escape was soon followed by an assault from the New Republic, which was bolstered by Bakuran forces, that managed to penetrate the interdiction field erected in the sector. Feeling his fragile plans collapsing, Thrackan ordered the kidnapping of Jaina, Jacen, and Anakin Solo. This action also backfired, as it was the children, with the help of Chewbacca, Ebrohim, and the Drallian Duchess Marcha, who discovered the key to the planetary repulsors hidden within the planets of the Corellian System. They also slipped through his grasp, during the battle between the Sacorrian Triad and the New Republic. Thrackan gave chase, but the children managed to damage his ship enough to allow it to be captured by the Intruder's tractor beam. Thrackan was placed in jail and eventually convicted of a multitude of crimes. After spending eight years at the Dorthas Tal prison on Selonion, Thrackan was given a chance to prove his rehabilitation by helping the archaeologists aboard Centerpoint Station discover how to reactivate it. He later was part of the team assigned to discover if the station could be used as a weapon against the Yuuzhan Vong. When it was learned that the Yuuzhan Vong had attacked Fondor instead of Corellia, Thrackan and his workforce insisted that Anakin Solo use his connection to the Station and his abilities with the Force to fire on the Yuuzhan Vong fleet at Fondor. Anakin refused, so Thrackan took the shot himself. Unfortunately, the shot was inaccurate, and destroyed much of the Hapan fleet which was supporting the New Republic. It also grazed the planet Fondor itself, and wiped out the Yuuzhan Vong armada. Despite the political repercussions from the Hapes Consortium, Thrackan Sal-Solo was portrayed as the hero of the Battle of Fondor for taking the shot which caused so much destruction to the alien forces. With the ouster of Governor-General Marcha, Thrackan suddenly found himself a leading candidate to lead the Corellian Sector as an independent entity. His actions, despite their failure to do any good, made him something of a hero in the Corellian Sector, and gained him the election to Governor General. He clamped down on the security measures in the sector, assuming command of the Centerpoint Party and striving to ensure that the sector was not compromised by the New Republic or the Yuuzhan Vong. However, in the wake of the Second Battle of Coruscant, Thrackan Sal-Solo threw his support to the Yuuzhan Vong, and offered to sign a "treaty of friendship" with them in return for the recognition of the Corellian Sector's neutrality. Rather than allow Thrackan to return to Corellia, however, Supreme Overlord Shimrra appointed him

President of Ylesia and the Commander in Chief of the Peace Brigade. Unfortunately, Thrackan was captured by the New Republic on Ylesia, where he also learned that the Centerpoint Party had exiled him from the Corellian Sector. After being incarcerated by the Republic, Thrackan was extradited back to Corellia to stand trial. (AC, AS, SC, JE, BP, REC, Y, NEGC)

Sal-Solo, Tiion

Thrackan Sal-Solo's mother, Tiion was a reclusive widow who doted on her son. She and Thrackan lived in a veritable fortress, with rigid security measures. The Sal-Solos were never social, and did their best to keep people out. Tiion was a member of the Solo family, and married Randil Sal about three years before Thrackan was born. She was far from attractive, especially in her old age. (TPS)

Salt

this word was used by New Republic starfighter pilots to designate a medium-sized Yuuzhan Vong assault cruiser. (DTR)

Salt Mynock

this unusual subspecies of mynock was native to the planet Lok. (SWI62)

Salt Pan

this unit of measurement was used by the Priapulins. Roughly equivalent to 1.2 kilometers, the salt pan measurement was believed to have derived from the Priapulins' exploration of dried sea beds. (GMR8)

Salta

according to Corellian mythology, Salta was the giant who supported the weight of the planet as it moved through space. His brother, Yorell, saw that Salta was growing tired, and built a platinum cast into which the planet could be placed. (MJH)

Saltan valoramosa n telvalk mord

this Old Corellian phrase translated into Basic as "assumption is the first step into a shallow grave." (TFNR)

Salted Wound

this was the name of the modified freighter used by the Mon Calamari pirate Salmakk, during the height of the Galactic Civil War. (WOA34)

Salteract

this planet is located in Rayter Sector. (TA)

Saltfish

this fish was native to the oceans of Kabal, where it was harvested as a food source. (GMR1)

Salthia

this plant produces a tasty bean which was often served with curdled milk. Salthia beans were also mashed into a spreadable paste. (TNR, DW)

Saltnut

this was a legume that was grown on the planet Corellia. It was often ground into a thick, butter-like paste that could be spread on bread. By itself, saltnut butter was quite tasty. However, its taste was dramatically altered by certain jams and jellies, including bluefruit jam. When these two spreads were combined in a sandwich, the resulting taste was said to gag a sand cat. (MJH)

Saluc

this Mon Calamari was second in command of the merchant transport *Dewback's Burden* when it was attacked and captured near Bhuna Sound. (T5)

Salus Corporation

this Rodia-based manufacturer created Stalker battle armor and the Tangler Elite 1 tangle gun specifically for Rodian bounty hunters, but would sell their equipment to just about any bounty hunter. Salus stole the

design of the DF-D1 from the Golan Arms FC-1 flechette launcher, in the hopes of gaining a contract with the Empire. However, the DF-D1 was plagued by numerous flaws and accidents, and Salus was eventually nationalized by Imperial Munitions. (SWJ3, HR, AEG)

Salutation to the Force

this was a meditative exercise practiced by the Jedi Knights, allowing them to achieve a greater communion with the Force. It was a combination of postures that started with the body arched upward, followed by a deep squat that led to a leg-extended stretch to the rear. (MBS)

Saluup Fing

this Yuuzhan Vong commander was the first to appear before Warmaster Nas Choka and announce that Zonama Sekot had traveled across the galaxy to appear near Coruscant, some five years after the alien invasion of the galaxy began. The Yuuzhan Vong had spent years transforming Coruscant into a likeness of their long-lost homeworld of Yuuzhan'tar, only to have Zonama Sekot set off a chain reaction of seismic events that damaged or destroyed most of it. (UF)

Salva

this Imperial Lieutenant was placed in charge of the tours given at the Tol Ado prison facility, during the height of the New Order. Imperial Governor Parnell was so confident in the security of the prison, that he regularly invited beings in for tours of the prison. Salva's job was to escort tourists from the main hangar to the reception area, then take them on a guided tour of the prison. (JH)

Salvage Guild

this was the loose affiliation of salvage operators and recovery corporations, protecting the rights of salvagers during the early years of the New Republic. (SWJ5)

Salvage Squadron

see Savage Squadron. (DTO)

Salvager

this was the common name of the IW-37 pincer loader. (SWI81)

Salvager Three

the cargo ship Shug Ninx uses to make the Byss Run. He and Salla Zend used it to penetrate Byss's Imperial blockade and recover the *Starlight Intruder*. (DE2)

Salvagers' Guild

this Wroonian guild controlled all salvage operations undertaken by Wroonian corporations. (AE)

Salvation

this Alliance medical frigate was operative during the years prior to the Battle of Yavin. (XW)

Salvation

this *Firespray*-class ship was operated by Krassis Trellox for the Karazak Slavers Guild. The name *Salvation*, despite being a misnomer, was also an alias used by Trellox. The ship's true identity was the *Indenture*. (TFNR)

Salvation

this was the Alliance's pseudonym for the planet Arbra. (SWDB, MC55)

Salvation

this was one of the small settlements established on the planet Nam Chorios. (WOTC)

Salvo

see Senna. (PH)

Salyer

a composer who attended Alderaan University centuries before Thelaa began plagiarizing his works. (ISU)

Sam

this small-time criminal worked with the thief Lauren, and managed to steal what appeared to be the Kubaz insect from Rock'co. They were forced to separate after the heist, and Sam made off with the statue. When Rock'co and Jorkatt the Render caught up with him, Sam had already shipped the Insect back to Lauren. Sam died during his interrogation. (GMS)

SA-M3

this Clone Wars-vintage droid was owned by K'cri Elban, and often played the synthtone at K'cri's Cafe. (GG2)

Samana

this city was located on the southern tip of the Betu continent, on the planet Rodia. (SPG)

Samarine Province

this planet was located seven kiloparsecs from Damualer Triac. (GG9)

Samdew

this man, a native of the planet Typha-Dor, was a member of Shalini's resistance group during the years leading up to the Clone Wars. Mezdec claimed that it was Samdew who had been planning to undermine the group's efforts by transmitting the exact location of their base on TY44, just before Obi-Wan Kenobi and Anakin Skywalker arrived in the Uziel System to mediate a cease-fire. Mezdec claimed that he had awakened to find Samdew at the communications station, and shot him with a blaster to stop him. In the ensuing firefight, Rajana shot Samdew in the chest, killing him instantly. It was later revealed that it was Mezdec, not Samdew, who was the traitor, and that Mezdec had tried to kill Samdew to cover his tracks. Four other members of their group were killed when the fire systems activated in their quarters, shutting down their oxygen supply. Their deaths were also attributed to Mezdec. (JQ7)

Sami

this Selkath was one of the many scientists who worked at the Hrakert Station facility, beneath the waters of the planet Mana'an, during the era of the Great Sith War. (KOTOR)

Sami

this feline being was one of the leaders of the Alliance cell located in the Cantros System, during the height of the Galactic Civil War. Sami was also enamored of Minka, and was glad when she returned from Saijo safely. (MC93)

Samnt

this man lived on the planet Dantooine some 4,000 years before the Galactic Civil War. He fell in love with the widow Elise, after she lost her husband and her droid, C8-42. (KOTOR)

Samol

this Alliance transport group was present when the Alliance attacked the SpecWar manufacturing facility during the Galactic Civil War. (TIE)

Samp

meaning "mean-spirited" but generally implying an affectionate tone, this name was common among Gungan females. (GCG)

Sampo's

this restaurant, owned by Vabrick Axo and located in Chasin City on the planet Commenor, was consistently rated as one of the city's finest restaurants. It was best-known for its assortment and preparation of aquatic gmefowl and vegetables. However, during the year leading up to the Clone Wars,

Sampo's suffered from a planet-wide shortage of foodstuffs, and was forced to severely curtail its operations. (HNN5)

Samt, Devlor

this Imperial scientist adopted Voegliss as his own son, after the death of his natural son. (HR)

Samuac

this race of near-humans evolved on the moon of New Kiske. The remote location of New Kiske kept the Samuac out of Imperial notice. (SSR)

Samuac Tree Code

this was the spoken language of the Samuac people. (GMR9)

Samuel

this was the only name used by the leader of the small outpost that was visited by Darca Nyl, during the Clone Wars. Samuel had discovered a rich lode of ore in the crust of a remote planet, and set up a mining operation that made him wealthy and powerful, at least in his own circle of friends. Just before Nyl's arrival, Samuel's daughter Leddar had been kidnapped, and Darca Nyl had interfered with the capture of one of the suspects. Samuel himself was an immense, bald-headed man who was distinguished by the minimalistic cybernetic prosthesis that replaced his right arm. Samuel agreed to drop any charges against Nyl, so long as he helped locate his daughter and bring the kidnappers to justice. He also agreed to provide Darca with information on the Lycan Dark Jedi he was tracking. Leddar had been captured by Royce, who was once Samuel's business partner. Royce was holding the girl in revenge for Samuel's actions, which involved obtaining complete ownership of the planet and its resources, despite the fact that both Samuel and Royce had found the world together. Although Darca Nyl managed to defuse the situation, he exposed Samuel's true nature to Leddar. Samuel, for his part, finally realized that Leddar was the most important thing in his life. (T21)

Samvil

this was the name given to the demon who ruled the underworld, according to Sakiyan religious beliefs. (MBS)

San Hill

this humanoid Muun served as the Chairman of the InterGalactic Banking Clan, just before the onset of the Clone Wars. His pale skin was the result of living indoors for many decades, monitoring the financial and economic position of the IBC and ensuring that it continued to grow. Just prior to the Battle of Geonosis, San Hill agreed to support the war effort of the Separatists, but reminded Count Dooku that he was not going to enter an exclusive agreement with the Separatists. San Hill correctly surmised that the IBC could gain considerable profits by providing loans and financial services to the Old Republic as well as the Confederacy of Independent Systems, making huge sums of credits by helping newly-independent planets mint their own currencies. He also made a number of arrangements with the criminal underground on Aargau, in an effort to supplement the income of the Separatists. It was also discovered that it was San Hill who traveled to Kaleesh, in the wake of the Huk Wars, to seek out General Grievous. After secretly arranging for Grievous to be badly injured in a shuttle crash - Hill knew that Grievous was too seasoned a warrior to fall in combat, and ensured even after the crash that Grievous would be virtually unable to recover without help - Hill arrived on Kalee to "rescue" the Kaleesh by funding the resurrection of their society. Grievous agreed to accompany San Hill, because he wanted his people to survive the injustice that had befallen them at the hands of the Jedi. Hill then brought Grievous' body to Geonosis, where it was transformed into a part-alien, part-droid monstrosity. During the Battle of Muunilinst, San Hill hid in his offices while letting Durge do the dirty work of fighting for the planet's freedom. Just before the First Battle of Coruscant and the end of the Clone Wars, San Hill and the other leaders of the Confederacy were whisked away to Utapau by General Grievous, in order to ensure their safety. After hiding on Utapau, the Separatists were taken to Mustafar. It was there, after Darth Sidious finally lured Anakin Skywalker to the Dark Side of the Force, that the Separatist leaders met their deaths. Skywalker was dispatched to Mustafar by Sidious himself, with orders to eliminate them. Skywalker quickly kill San Hill before setting off after the rest of the Separatist leaders. (HNN4, SWDB, OWS, LEV, IS3)

San, Kurth

this burly, dark-skinned man was a member of the Old Republic military, and served as the Base Commander for the garrison in the city of Soboll during the years leading up to the Battle of Naboo. Whiel stationed on Cularin, Major San was loyal to his commanding officer, Jir Tramsig, and would do anything Tramsig ordered. (LFC)

Sanani

this was the name of the voorpak which was kept as a pet by Ryoo and Pooja Naberrie. (SWDB)

Sanasiki

this ancient Echani warrior hunted down and killed the assassin Nelinik, many millennia before the Battle of Yavin, for the assassination of a High Protector. Sanasiki's blade, which had cortosis woven into the steel, was preserved as an icon of Echani dedication. (KOTOR)

Sanbra

this planet was the capital of Sanbra Sector, and was located in the De'elta System. (GG12)

Sanchango

this game of skill and luck was popular on the agricultural world of Chrona during the early years of the New Republic. (SWJ12)

Sancretti Arms and Munitions, Interstellar

this Rodian weapons manufacturer produced a number of cryogenic weapons. (FOP)

Sanctuary

codename of one of the Alliance's oldest safe world colonies, the name was used even before the official declaration of rebellion. The planet was then a refuge for persecuted religious pacifists; they agreed to join the Alliance so long as they did not have to take up arms. The planet is home to a huge variety of fish and seaweed. (RASB)

Sanctuary

this was the Ferroan name for the planet Mobus, used after the mobile planet Zonama Sekot took up residence in orbit around Mobus. (FH3)

Sanctuary Moon

this was another name for the Forest Moon of Endor, used by the Old Republic after setting the entire moon aside as a nature reserve. Scientists of the Old Republic hoped that the designation would keep tourists and corporate interests from interfering with the natural development of its sentient species. (ROTJ, IWST)

Sanctuary Pipeline

this extension of the Sivistri Trace hyperspace lane was formed by the Empire, so that it could bring supplies and workers to the Forest Moon of Endor, during the construction of the second Death Star. Because travel through the Inner Zuma region of the galaxy was dangerous, the Sanctuary Pipeline was built using non-mass S-thread boosters in hyperspace all along the Pipeline, which provided continual information on the next point along the path. Maintenance crews were hired to clear the realspace path of the Pipeline of debris, ensuring that there were no unknown mass shadows being projected into hyperspace. The Sanctuary Pipeline required near-continual maintenance and upkeep, but allowed the Empire to regularly supply the crews working on the second Death Star. After the Battle of Endor, the Sanctuary Pipeline fell into disrepair, as natural disasters and the theft of the S-thread boosters left large portions of it unnavigable. (GMR9)

Sanctum Arcti

located in the city of Calius Saj Leeloo, this was one of the most famous of all structures ever erected on the planet Berchest. It miraculously survived an intense earthquake which shook the city, shortly before the onset of the Clone Wars. (HNN4)

Sanctum Sanctorum

this was the name given to the modified A4 Juggernaut located at the heart of the *Bhishana Bhaga*, which served as the primary workshop and laboratory of Min Erthen. It was adapted to have a droid crew, with a pilot droid handling movement if the vehicle ever had to leave the ship. Six ASP-series labor droids did the manual labor aboard the craft, which was protected by polarized energy shielding. (WOA18)

Sand Art

this was a form of artwork developed by the Bith people. (RAG)

Sand Bar, The

this was the only local tavern in the outpost location known as The Puddle. (HAS)

Sand Bat

this creature, native to Tatooine, produced a poisonous venom used by Tusken Raiders to tip their gaderffi sticks. (MC17)

Sand Bear

this large predator was native to the planet Kallistas, and was known to hunt down and devour humans. (GG10)

Sand Beetle

this was a species of scavenging insect that was native to the deserts of Tatooine. (SWI74)

Sand Bunny

a small mammal native to the planet Nam Chorios. (POT)

Sand Burrower

this immense worm inhabited the sands of the desert world of Blenjeel. Although blind, the sand burrower was able to use vibrations to track its prey across the desert. The average sand burrower was large enough to swallow a human in one bite. (JKA)

Sand Cat

this small, feline creature was native to the planet Sullust. (MBS)

Sand Crab Nebula

a galactic nebula that resembles a sand crab. (AS)

Sand Dragon

this was another name for the tailring, which was native to the planet Socorro. (BSS)

Sand Drain

developed on Tatooine and used on desert planets throughout the galaxy, these specialized drainage systems draw away sand from streets and buildings. Like water drains, sand drains help remove unwanted sand which drifted around the cities on desert planets. (E1A8)

Sand Drill

a tool used to dig holes in the sands of Tatooine, it employs a forceful vacuum to blow out extracted sand. (COJ)

Sand Flea

a small creature found in the deserts of many planets, including Nam Chorios, sand fleas often live on the bodies of nerfs. Large specimens of sand fleas make good pets. (POT, GOF1)

Sand Hood

this specialized cloak was used on Tatooine to help desert travelers keep sand and grit out of their noses and mouths. (TG)

Sand Leech

a small, blood-sucking creature found on some desert worlds. (RA2)

Sand Lice

this species of insect, native to the planet Beheboth, took over most of the environment after the planet's water supply dried up. (LTA3, MC66)

Sand Lice

this small, parasitic insect was native to the planet Tatooine, and was known for its ability to resist most drugs and physical forms of destruction. (MC23)

Sand Lightning

encountered on Tatooine, this form of lightning was created when airborne sand built up enough static electricity to give itself a charge. The lightning, which cascaded in sheets, occurred when the sand clouds passed over oppositely-charged areas of dunes. (TG)

Sand Lizard

the flesh of this creature was considered a delicacy by most beings. (LTA2)

Sand Louse

a small, parasite native to Tatooine. (JTH)

Sand Panther

a large, predatory feline native to Corellia, the sand panther had specialized claws that could exude a poison when they cut into flesh. The fur of the sand panther, which was dense yet soft, was prized by hunters, even though it was illegal to kill the creatures. This fur helped mask the sand panther's stalking activities, as it muffled wind and yielded to surrounding obstacles. (TJP, ANT)

Sand Skiff

this open speeder was developed by Ubrikkian Industries to serve as a cargo transport, but many buyers liked the fact that it was designed to accommodate weapons. This adaptability made the Sand Skiff appeal to a wide range of customers. At nine meters in length, it was essentially a stripped-down version of the Bantha II skiff, and had a maximum speed of 250 kilometers per hour. (LAWS)

Sand Skimmer

a one-person repulsorlift disk, the sand skimmer also has a rear-mounted sail to catch the wind. (DCAR)

Sand Sloth

a huge, fur-covered beast of burden native to the planet Annoo. (DCAR)

Sand Snake

this furred snake was native to the planet Geonosis. (BF1)

Sand Tick

this large insect, about the size of a human fist, was native to a number of planets. These creatures lacked true eyes and ears, and relied on their ability to sense vibrations in order to interpret their environment. These insects fed on the blood of mammalian species, burrowing into the thick fur of beasts such as the bantha and feeding for several months before killing the host. An individual tick can survive without blood for up to a year, curling into a ball to await the presence of a new host. Despite their hunger for blood, the most dangerous aspect of a sand tick is its ability to carry and transmit diseases. When the sand tick bites, it injects a small amount of numbing saliva, which can also carry viral and bacterial infections. (WOTC)

Sand Well

found on the planet Socorro, these vast sinkholes formed in the volcanic-ash deserts of the Doaba Badlands. A large concentration of them was found in the Adsila Rifts, where they dot the landscape and

often open up unexpectedly on unprepared travelers. Their existence was first documented by Kirr Cyr's. (BSS)

Sand Wine

this form of wine was created on the planet Tatooine. (SWRPG2)

Sanda

this woman was one of the leaders of a smuggler gang, along with Lemo, which operated on the planet Arcan IV during the height of the Galactic Civil War. They hoped to steal the Dancing Goddess and the Minstrel, in order to help fund their operations. (LTA4, MC79)

Sandbiter

this was the Yuuzhan Vong name for a slashrat. (DTO)

Sand-borer

this digging herbivore was considered a nuisance on the planet Tatooine, where it dug its way into hydroponic gardens and destroyed crops. (MC63)

Sand-buzzer

this small device was used on many worlds where vermin were prevalent in outlying areas. The sand-buzzer was originally developed on Tatooine to ward off scurriers and other creatures. It created an electronic field that affected the creature's innate senses, driving them away from the area. (SWI61)

Sand-casting

a unique form of artwork found on Tatooine. (ISB)

Sandcrawler

a huge, lumbering contraption that moved about on four tracks, the sandcrawler was used as both a transport and a warehouse by the Jawas. They were originally Corellia Engineering Mining Digger Crawlers, ore haulers brought to Tatooine during the first attempts to extract ores and valuable minerals from the planet. Tatooine, however, had a limited natural ores which had strange, magnetic characteristics, and so the haulers were abandoned after the destruction of the space station *Tatoo III*. The various Jawa clans assumed ownership and used them to traverse the deserts. A Jawa sandcrawler was refitted to house nearly 100 clan members, as well as to accommodate a large cargo hold and processing station. The operation of a sandcrawler was nearly impossible for a non-Jawa, as many of the onboard systems had been modified to suit the Jawas' needs. The primary advantage to using these slow machines was the protection they afforded a Jawa clan in the open desert. The inside of a sandcrawler was relatively cool, and the armor plating protected the Jawas from Sandpeople and smaller krayt dragons. (SW, TME, GG7, EGV, RESB, SOT)

Sander

this Imperial Moff was one of the eight which survived to meet with Grand Admiral Pellaeon on Bastion, some ten years after the death of Grand Admiral Thrawn. When Pellaeon tried to propose a negotiated peace treaty with the New Republic, Sander felt that he might retain control of his own sectors, but would lose some planets to the Republic. (SOP)

Sandfish

a creature that "swims" in sand. (CS)

Sandfly

a small, annoying insect found on various dry worlds, like Tatooine or Socorro. (SWN, SWJ2)

Sandgale

this was a form of sandstorm which swept the surface of the planet Bimmieel. (DTO)

Sand-glass

this form of glass, created from the silicates found in the sands of Tatooine's deserts, was used in the

creation of unusual works of art. The best specimens of sand-glass were created during intense storms, when heat lightning fused the natural sand into strange shapes. A similar effect could be created using a blaster set to maximum power, but these works were much smaller and often resembled lumps of melted glass. (TG)

Sand-grass

a wild, thorny grass native to the planet Ylesia. It grows along the coastline, and helps keep the dunes intact. (RD)

Sand-grub

a small desert creature raised by the Tusken Raiders on Tatooine, the sand-grub will gnaw through anything, including flesh. (TJP)

Sandhawk

this Tatooinian bird is hunted for its tasty flesh. (GG7)

Sandi

this young girl was all of fifteen when she went to work for Orman on Lianna. She had grown up in the streets, and believed that working for Orman would help her make a name for herself. (ML)

Sandi Maba

this Aqualish female and her family were forced to flee Coruscant, when the planetary government decided to seced from the Old Republic. Maba and her family were supporters of the Republic, and fled to Alderaan as refugees rather than return to Ando. Sandi Maba was one of the many Aqualish who chose to remain on Alderaan, instead of returning to Ando. (HNN4)

Sandjigger

a small arthropod native to the planet Tatooine, the sandjigger survives by eating the native razor moss. (ISU)

Sandmaggot

a small creature found on Tatooine. Jabba used them as food, favoring their kidneys. (TME, TJP)

Sandmask

the protective facial shield worn by the Jawas. It helps them avoid the harsh Tatooine environment, and also keeps their facial identity a secret. (HSE)

Sandmouse

this small animal was kept as a pet on the planet Lianna. (ML)

Sand-mouse

a timid creature native to Tatooine. (SWJ11)

Sando

this young Venan male was the son of Baron Kindoro and his wife, Omnino, the Baroness of Vena. Sando attained the rank of Baron when his father died while on business, although his mother served as Regent until he was old enough to take his father's place. He agreed to accompany his mother to Coruscant during her negotiations to join the Old Republic, but his ship was lost in the Bright Jewel System near Ord Mantell. Omnino requested that Qui-Gon Jinn and Obi-Wan Kenobi locate Sando after a rescue team failed to respond to hails. The two Jedi were able to locate the ship, but found the crew of both craft had been brutally killed by two escaped Mantellian savrips. Baron Sando was among the dead, his neck broken. The Jedi learned that the savrips had been captured and enslaved by Taxer Sundown, who had provided them to Baron Sando for breeding purposes. Baroness Omnino later revealed that the flesh of the savrips were considered a delicacy by her people, despite the fact that the savrips were intelligent. Sando had to destroy the female, and the male attacked the crews to avenge her death. Sando perished while fighting against the savrips. (LSOM, WOTC)

Sando Aqua Monster

this huge creature was native to the deep oceans of the planet Naboo. It was an aquatic mammal which essentially resembled a fish, although it was feline in stature and moved on its hind legs. It had a long tail, and its blocky head was dominated by a wide maw filled with serrated teeth. They were indiscriminant feeders, and had no natural enemies in the seas of Naboo. The largest specimens have been measured at 160 meters in length, but this was an estimate based mainly on remains. It was believed that the males, which were generally larger than the females, could attain lengths of up to 200 meters. The actual lifecycle of the sando was a mystery, as they were dangerous, although reclusive, predators. To most natives of the planet Naboo, the sando aqua monster was more of a myth than an actual creature, mainly because they had never been observed in the wild and reports of their washed-up corpses were rare and incredible. There have been reports of sando aqua monsters breaching the surface of the water to attack their prey, and have been known feed on fambaas and falumpasets as well as aquatic prey. (SW1, IG1, GMR2, WSW)

Sandov's Dance Palace

this popular dance hall was located on Streysel Island, during the height of the New Order. (WOTC)

Sandpearl

an opaline stone found in the last chamber of a krayt dragon's gizzard, these stones are also called dragon pearls. The krayt dragon ingests stones of various sizes and materials for use in its gizzard to crush food for easy digestion. When the stones get too small, they are expelled. The resulting pearls have been smoothed and polished to a brilliant finish, and have various values depending on their color and size. (TME, TJP)

Sandpeople

a race of nomadic desert mutants on Tatooine who roam the Jundland Wastes, the Sandpeople were often called Tusken Raiders. This name came from the humans who survived their first attack on a human settlement, which occurred at Fort Tusken. Sandpeople were believed to have descended from the Ghorfas, but there was no hard evidence to link the two. Their origins - either native to Tatooine or transplanted - had been lost even to the Sandpeople themselves, although there were legends of a time when Tatooine was covered with grasslands. These legends held that the Builders - a group of Rakatan explorers - arrived on Tatooine and tried to enslave the ancient Sandpeople, who had discovered space travel and angered the Builders. They fought back and won their freedom, but the Rakatans burned the grasslands in retaliation, leaving Tatooine a desert wasteland. This story also claims that the root of the Sandpeoples' intense hatred of other beings derived from their war with the Builders, although written history points to a more recent event. Some 400 years before the attack on Fort Tusken, the desert bandit Alkhara slaughtered a group of Sandpeople who had befriended him. This was generally considered the source of the Sandpeoples' anger and mistrust. The Sandpeople dressed in heavy cloth robes, and had covered their heads with strips of cloth that held a breath mask and eye protection on their faces. Only an individual's mate was allowed to see them with their coverings removed. They learned how to train the banthas native to Tatooine as mounts, and a marauding group of Sandpeople would always ride them single file, to hide their numbers. Each individual worked with the same bantha for life. When a mount was killed or dies, the rider was left to wander the desert alone. If the bantha's spirit deemed it so, the rider would be befriended by another bantha. Otherwise, the rider would die in the sands. On the other hand, if a rider was killed or dies, its bantha was turned out into the desert. Although the Sandpeople were aggressive and violent by nature, they had deep-seated traditions that were tightly coupled to their everyday lives. Young individuals were required to prove their adulthood in various physical activities, the hardest of which was the manhood ritual of hunting down a krayt dragon. Because the Sandpeople had no written language, the most revered member of a clan or tribe was the storyteller. He knew the life-story of every member of his clan, and also knew the clan's history. The storyteller was required to memorize the histories word-for-word, eliminating any chance for misinterpretation or distortion. Apprentice storytellers often were more hard-pressed to prove themselves than warriors, for a single mistake in reciting the histories meant instant death. As violent as their nature was, Sandpeople stayed as far from the moisture farmers as the farmers did them. There were occasional attacks on the more outlying settlements. A few scientists claimed that Sandpeople had human origins, but the autopsies done on what few dead that were left behind revealed cyborg eyes and other non-human characteristics. In battle,

Sandpeople have been rumored to spit streams of blood at their victims, but this was attributed to superstitious moisture farmers. (SWN, SWSB, TME, ISU, VD2, SWDB, SOT, KOTOR)

Sandpopper

this model of landspeeder was produced by the Caelli-Merced Syndicate on Socorro. It measured nine meters in length, and could transport a pilot and up to three passengers. The speeder was named for an unusual noise the repulsor engines make when they get sand stuck inside their housings. Caelli-Merced placed additional filters around the intakes to prevent the noise. (BSS)

Sandral

this was one of the most powerful families who lived on the planet Dantooine, during the centuries leading up to the Great Sith War. The Sandral family was the bitter rival of the Matale family, and many of the long-standing disputes stemmed from land ownership. The Matale Fields were separated from the Sandral Fields by a small patch of land known as The Grove, which held a certain mystery for the Jedi Knights who lived on Dantooine during that time. (KOTOR)

Sandral Estate

this was primary living quarters of Casus Sandral, and was the historical family residence of his family. The family owned the Sandral Fields, on the planet Dantooine, during the generations leading up to the Great Sith War. (KOTOR)

Sandral Fields

see Sandral Grounds (KOTOR)

Sandral Grounds

this was the name of a large, open plain found on the planet Dantooine. The Sandral Fields, located south of the Matale Fields, were known to the Jedi Knights of ancient times as the location of the Crystal Cave. The plains were named for Casus Sandral's family. (KOTOR)

Sandral, Casus

this amateur archaeologist spent much of his career on the planet Dantooine, some 4,000 years before the Galactic Civil War. It was believed that he found one of the first links to the existence of the Rakata on Dantooine, although he never made the connection himself. Unfortunately, during one of his investigations to the Rakatan ruins, Casus was attacked and killed by a pack of kath hounds. His body was discovered by one of the Jedi Knights who served at the enclave on Dantooine, and returned to his father, Nurik. (KOTOR)

Sandral, Nurik

this man was the leader of the Sandral family, living on the planet Dantooine during the era of the Great Sith War. Nurik was greatly saddened when his son, Casus, was killed by kath hounds during an archaeological expedition to the Rakatan ruins found on the planet. To add insult to injury, Nurik discovered that his daughter, Rahasia, was in love with Shen Matale, and they had been secretly meeting together in spite of the family feud. Nurik had Shen taken captive, but the Jedi Knights intervened and freed Shen. Nurik was forced to admit the kidnapping, and he and Ahlan formed a tenuous truce after learning of their children's love for one another. (KOTOR)

Sandral, Rahasia

this young woman was the daughter of Nurik Sandral, and was living at the family estate on Dantooine during the era of the Great Sith War. Despite her father's wishes, Rahasia had fallen in love with Shen Matale, the son of Nurik's rival, Ahlan Matale. When Nurik discovered that they had been secretly meeting together, he had Shen taken captive. Shortly afterward, the Jedi Knights intervened and freed Shen, after Ahlan asked for help in freeing Shen. Nurik was forced to admit the kidnapping, and he and Ahlan formed a tenuous truce after learning of their children's love for one another. (KOTOR)

Sandrat

a small rodent-like scavenger found on Adony Station. (CSWDW)

Sandrat

this was a scavenging vermin native to the planet Tatooine. (BF4)

Sand-rat

this was a species of small, desert creature native to Aduba-3. (MC8)

Sand-reed

this thin, grassy reed grew in the deserts of the planet Ord Cestus. It was often dried and used to weave durable baskets. (TCD)

SandRest

this was one of the many hotels which sprang up in the city of Anchorhead, on Tatooine, after the success of the Sidi Driss Inn. (TG)

Sandro the Hook

this acquaintance of Captain Bortrek worked from a base in Celanon City. Bortrek hoped to sell his load of precious cargo, along with the droids R2-D2 and C-3PO, to Sandro. (POT)

Sandrock

a hard stone created over the eons by densely-packed desert sand. Jabba the Hutt's palace was built from sandrock, which was covered with ditanium shielding. (MTS)

Sands in Winter

this was the autobiographical novel written by the Talz, Muftak. (EGA)

Sandscorpion

this deadly, stinging insect was native to the planet Tatooine. (BF4)

Sandskimmer

this was the name, used on many desert planets, for a small repulsorlift vehicle which could transport a single person and minimal cargo. In many instances, the sandskimmer was nothing but an oblong board with one or two tiny repulsor engines attached. Other versions were as large as landspeeders. (TJP, E1A5, MC66)

Sandskimmer, Falynn

this woman, a native of Tatooine, was one of the first members of Wraith Squadron. As a pilot from Tatooine, she was continually being compared to Luke Skywalker, a comparison she chafed at badly. She joined the Alliance in order to prove herself, but remained behind Luke's shadow. This led to what her commanding officers described as a "chronic insolence" and an inability to keep her mouth shut. Despite already being an ace pilot, she was constantly passed over for promotion and demoted after her outbursts, and came under the notice Wedge Antilles during the formation of the Wraiths. She made the cut, partly because of her ability to fly Y-Wings as well as X-Wings, but mostly because of her piloting skills. She was also the squadron's acquisitions agent. Falynn was killed in the battle that destroyed the Implacable over Ession. (WS)

Sandsnake

a reptile native to the deserts of Tatooine. (ISU)

Sandspeeder

this was the generic term used to describe an repulsor-equipped vehicle used on desert or otherwise arid worlds. The T-47 was an excellent example of how a speeder could be modified for use as a swampspeeder, with advanced filtration systems to keep out sand, augmented engine cooling systems, and specialized long-range radar to scan for sandstorms. (NEGV)

Sandstorm Flightknife

one of the many Yedagonian fighter squadrons which supported Wedge Antilles and the Running

Crimson Flightknife during the war against the forces of the Cartann nation, on Adumar. One of their pilots rescued Tycho Celchu, after he was shot down in battle. (SOA)

Sandstorm Shipping Concern

this shipping and transport agency was run by Qes Dollis, out of his offices in Mos Eisley, during the height of the Galactic Civil War. Sandstorm Shipping was owned by Jabba the Hutt during this time. (RESB)

Sandstorm Team

this group of desert fighters and Infiltrators was part of the Alliance's Scandium Team, and was originally formed by the Ebranite sisters Rith, Nyik, and Tor'ara Tar'ak. (SWJ11)

Sandsurfing

a sport originated on Tatooine in which the participant rides behind a sandskimmer on a small repuslordisk. The disk is attached to their feet, and they surf over the dunes. The origin of the sport is traced back to the Fixer, who taught it to Luke Skywalker. Fixer was nearly consumed by the Sarlacc in a sandsurfing accident. (MTS, EGC)

Sandtek

this small Naboo-based vehicle manufactured produced the Skyflipper transport craft. (NEGC)

Sandtrooper

this was the name used to describe Imperial stormtroopers who were trained to operate in arid, desert environments. They were also known as Desert Assault Troopers. The standard stormtrooper armor was enhanced with special temperature regulators, and the body glove was designed to allow for efficient perspiration. (ISB, SWDB)

Sand-wagon

this was the name of a cargo vehicle used on the planet Ord Cestus during the last decades of the Old Republic. (TCD)

Sandwasp

this stinging insect was native to the deserts of Ord Cestus. (TCD)

Sand-wave

a ballet which Yarna d'al' Gargan used to perform for Jabba the Hutt, when the crimelord couldn't sleep. (TJP)

Sandwhirl

a desert storm on Tatooine, sandwhirls appear at first to be lesser storms than sandstorms. However, despite moving slower, sandwhirls had internal wind speeds which could be ten times faster than those experienced in a sandstorm. (SW, SOT)

Sandwind Team

this cell of Alliance support worked in the Periphery, along the Sisar Run, during the period between the Battles of Hoth and Endor. They had established a base in the Lesser Cueva Expanse on Sriluur, and were known in the sector for their well-placed intelligence agents and high rate of mission success. (SSR)

Sandworm

a burrowing, desert creature. (TME)

Sane, Berra

this woman, a native of the Austogie settlement on the planet Rhinnal, was trained as a geologist during the height of the New Order. She was hired by the Keiger clan to scout out new land opportunities. An unscrupulous and evil-minded woman, Berra Sane would have betrayed her own sister if it meant a great profit for herself. During one exploration, she discovered the location of a Dellaltian starship, presumably

buried in the ice before the formation of the Old Republic. She went to great lengths to ensure that credit for the discovery went entirely to herself, ensuring a greater percentage of the profits. (CCW)

Sang

this was one of the more common Kel Dor surnames. Its meaning translated into Basic as "hunter". (GCG)

Sang

this common Zabrak surname meant "shaman". (GCG)

Sangen

this unit of pressure was used by the Selkath, on their homeworld of Metaan. (KOTOR)

Sanger

this was a term used by the Grand Army of the Republic to indicate any dug-out or hastily-erected defensive structure. (RCHC)

Sanglui

this near-human simian was one of the leaders of the Alliance cell on Vorzyd 5. He had a walrus-like face and a squat body. He gave Luke Skywalker the instructions for meeting an Alliance contact on the planet. (CSWEA)

Sangorn's Net

this bar was located on Berrol's Donn, and was known for its criminal clientele. (CRO)

Sangtwo, Biull

this burly human being poses as a farmer and roamed the streets of Narg Starport, trying to swindle credits from unsuspecting visitors. Sangtwo came into the possession of the silver protocol droid RT-56/X, which he discovered had a SureDeal-R bargaining and negotiating module in its brain. Together, they roamed the streets of Narg Starport, looking for unsuspecting off-worlders. When a suitable "victim" was found, RT-56/X would plead with them to remove it from its "cruel master's service" as a farm drudge. If the off-worlders were sympathetic, Sangtwo would bargain with them to sell the droid. Once the purchase was made, RT-56/X would wait until its new master entered a dense-populated area of the city, where it would disappear and return to Sangtwo's farm. (TA)

Sanhedrim

this was a warrior class of the Aing-Tii monks. They believed that the Kathol Rift was a holy site, and forbade any ships to travel through it. (KO)

Sanhedrim Ship

this is the typical Aing-Tii starship design. Referred to sometimes as pilgrimage vessels, the Sanhedrim ships are huge, cylindrical craft which are very organic in design. Like the Mon Calamari star cruisers, no two Sanhedrim ships are exactly alike. They are unlike anything seen or produced by the rest of the galaxy, with engines, thrusters, and weapons sprouting at weird angles and placements. The hulls of Sanhedrim ships are covered with millions of glyphs and sigils that mirror those found on the bony plates of the Aing-Tii themselves. The ships average about 300 meters in length, and have a crew of 150 plus 66 gunners. Typical Sanhedrim ships are armed with the unusual Aing-Tii weaponry, often 30 energy web generators and 6 null-burst projectors. Sanhedrim ships are often well-shielded, and are hyperdrive-equipped. However, instead of a slip of pseudomotion before entering hyperspace, the Aing-Tii ships simply disappear. They reappear just as suddenly, as if they were created in their new location. Rather than direct fighting, the Aing-Tii often use these ships as battering rams, seriously disabling the slave ships they hunt. (KO, VOF)

Sanjin

a planet located in the Core. (SWJ7)

San-Kur-Lor

this Tiss'shar businessbeing was a constituent of the Tiss'shar League. (GG12)

San-lampris

this parasitic creature was native to the oceans of the planet Naboo, which it attached itself to aquatic mammals such as the sando aqua monster. (WSW)

Sanl'jek

this creature, named for the zoologist who first encountered them, was native to the planet Dancreti. Their existence has puzzled scientists for years, for they seemed to have a communal society of nomadic gatherers which possessed social structure. The average sanl'jek is a small, thin-bodied, quadripedal mammal with a long, whiplike tail. The females of the species carried their young in birth pouches, and they carried their young for nearly a year before allowing them to roam on their own. One of the more unusual aspects of the sanl'jek society is that they can determine outsiders to their social structure by their heartbeats. This sensitivity to heartbeat had a strange outgrowth: a member of one group could be attacked in a remote location, and his comrades could detect the change in the heartbeat and come to their aid. This response is immediate, and the protective sanl'jeks attack with incredible aggression. Any such inter-group struggles are fought until one side or the other is destroyed or backs off from the battle. (COG)

Sanna

this Alliance agent was part of the team which was sent to the Ishanna System to counteract the inevitable Imperial subjugation. She was a confidante of Leda Kyss, and accompanied Kyss to the Combat Moon. It was here that Andos Delvaren had led Imperial forces, in an attempt to escalate a dispute between the Rabaanite and S'krrr races. A short, sturdy woman with curly hair, Sanna was accompanied to the Combat Moon by an unknown Alliance pilot (who looks a lot like Wedge Antilles). (SWJ9)

Sannah

this Melodie child trained as a Jedi on Yavin 4. She was discovered by Anakin Solo and Tahiri Veila when they accompanied Lyric to Yavin 8. They brought her back to the Junior Jedi Academy with them, and persuaded Luke Skywalker to let her stay. Luke recognized the need to train the Melodies to fight back against the hostile predators of Yavin 8, and let Sannah stay. Unlike Lyric, who was nearly twenty and near her changing when she attended the Academy, Sannah was about eleven when she first attended. Sannah was still training at Yavin 4 when the Peace Brigade tried to capture the students at the praxeum and turn them over to the Yuuzhan Vong. She was caught in the crossfire and forced to hide with Valin Horn and Kam Solusar, while Anakin tried to rescue them. Sannah was turned over to Kam Solusar and his wife, Tionne, for safekeeping during the conflict with the Yuuzhan Vong, training aboard the *Errant Venture* until a more permanent base was established at the Maw Installation. Sannah was among the handful of Jedi Knights who ultimately survived the conflict with the Yuuzhan Vong. (LW, EVC, UF)

San-Ni Staff

this weapon resembled a normal staff, about half a meter in length, when carried in its inactive mode. When each end is twisted and pulled apart, the San-Ni staff split into three pieces. From the two ends, a stun prod springs outward. This motion pushed a pair of power couplings into the "center" of the staff, with crackling energy keeping them connected to the stun prods. The San-Ni staff could then be used to strike or stun an opponent into submission. (GMR10)

Sanohb'I

this was the Socorran name for the summer equinox experienced on the planet. It was an incredibly hot season, and influenced by the orbit of Neftali as well as Socorro's distance from the star Sokor. (BSS)

San-pilot

this parasitic creature was native to the oceans of the planet Naboo, which it attached itself to aquatic mammals such as the sando aqua monster. Unlike the san-lampris, the san-pilot formed a symbiotic relationship with the sando. (WSW)

Sanrafsix Corridor

this hyperspace travel route was located near the Sisar Run. (SWJ10)

Sanriv

a Rodian gemstone. (EGV)

Sansanna

a form of spice found on the planet Ventooine, sansanna was so rare that it had been priced out of existence in fourteen systems during the Galactic Civil War. The supplies of sansanna were controlled by the Satab during the early years of the New Order, which angered the populace of Ventooine because they saw none of the financial benefit from its sale. (MC, LTA5)

Sanseon, Harris

this man was a reporter for the Old Republic's Holonet, during the years leading up to the Clone Wars. He specialized in research pertaining to the Jedi Order, and developed a good working relationship with Jocasta Nu. (HNN5)

Sansil

a musical instrument created on the planet Adarlon. (GG6)

Sant

this is the name of a Weequay religion. (GG12)

Sant, Cyl

this woman, a native of the planet New Bornalex, had a brief affair with a Theelin male during the early days of the New Order. The result of their tryst was a daughter, Rystall. Cyl tried hard to earn enough credits to support herself and her daughter, as the father fled New Bornalex and was never seen again. Cyl moved her small family to Coruscant during the height of the New Order, hoping to make enough credits to survive. When things didn't go exactly as she planned, Cyl was forced to give up Rystall in order to survive. She placed her infant daughter into a parked speeder, along with a note which begged the owners to love her daughter as much as she did. Cyl disappeared into the cityscape, and was not heard from again. (SWI67)

Santage, Keir

this man was rescued from an Imperial detention facility by Wedge Antilles, and later joined Rogue Squadron as a pilot and supply officer. Santage flew as Rogue Seven, and participated in twelve sorties against the Imperial shipyards at Fondor, shortly after the Battle of Hoth. He later flew with Red Squadron during the Battle of Endor. (CCG11)

Santarine

this planet is located in the Hook Nebula. (GG9)

Santhar Squadron

this Alliance squad was stationed at the base established on the planet Taul. They fought bravely on the ground, but were unable to stop the Imperial orbital assault from the *Dominator*. (SWJ2)

Santhe

one of the ruling houses on Lianna, they controlled the various companies managed by Santhe/Seinar Technologies. The Lady Valles Santhe was a supporter of the Empire, for she felt that the Old Republic never gave her any favors or support. (DESB, ML)

Santhe Blockade Runner

a patrol craft manufactured by Santhe/Sienar Technologies on Lianna. (ML)

Santhe Corporation

this was the overseeing holding company that controlled the various Santhe and Sienar corporations. The two primary subsidiaries of Santhe Corp were Santhe Security and Santhe/Sienar Technologies.

Santhe/Sienar Technologies, in turn, controlled Sienar Fleet Systems, Santhe Passenger and Freight, and Curich Engineering. (MBC)

Santhe Passenger and Freight

one of the subsidiaries of Santhe/Sienar Technologies. (ML)

Santhe Security

one of the various subsidiaries of Santhe/Seinar Technologies, Santhe Security provided security forces for various Imperial outposts and space stations. (SWJ9)

Santhe, Kashan

this young man was Phillip Santhe's son. A quiet man, Kashan was also a close contact of Terri Karl and a dedicated supporter of the Alliance. He uses his relationship with the Lady Valles Santhe to obtain information vital to the Alliance, although Valles and Phillip are unaware of Kashan's activities. Much of his rebellious attitude came from the acquaintances he made while at school in the Core Worlds. (ML)

Santhe, Kerred

this founder of Santhe/Sienar Technologies, Kerred Santhe managed to purchase controlling interest in Sienar Technologies some 100 years before the Battle of Yavin. A native of the planet Lianna, he moved the corporation's headquarters to Lianna and renamed the company Santhe/Sienar Technologies. (ML)

Santhe, Miri

this young girl was Phillip Santhe's daughter, and Valles Santhe's granddaughter. (ML)

Santhe, Phillip

this short, corpulent man was Valles Santhe's only son. A talented engineer, Phillip had no aptitude for politics or diplomacy. A staunch supporter of the New Order, Phillip was the leader of the NOVA project. He couldn't wait for his mother to retire so he could take control of Santhe/Sienar Technologies, and didn't care if the corporation destroyed Lianna or her people. Phillip is the only surviving member of Valles Santhe's family; the other children were killed in anti-Imperial actions by the native Lianns. He was somewhat intimidated by the presence of Rodin Verpalion during the design and creation of the NOVA project. (ML)

Santhe, Valles

this regal woman was the granddaughter of Kerred Santhe, and controlled Santhe/Sienar Technologies during the New Order of Emperor Palpatine. She favored true independence for Lianna, but remained loyal to the Empire. She detested the presence of Rodin Verpalion, and was glad when the Imperial advisor decided not to live on Lianna. It was later discovered that she had knowingly sent out transport ships into pirate traps, allowing the pirates - who were actually Alliance starship crews - to obtain needed supplies. After the Emperor's death at Endor, she managed to gain a measure of that independence, but also claimed home rule for Lianna. Lady Santhe also maintained control of the Santhe/Sienar empire, and tried to reinforce her loyalty to the New Order by creating Sienar Army Systems to supply Imperial forces with TIE crawlers and other ground-assault vehicles. (ML, NEG)

Santhe/Sienar Technologies

this conglomerate was originally known as Sienar Technologies, until Kerred Santhe managed to purchase a majority control of Sienar. He forced the corporation to move its headquarters to Lianna, where it was responsible for the design of several civilian starship designs and components. It was also the parent company of Sienar Fleet Systems, Santhe Passenger and Freight, and Curich Engineering. Following the growth of the New Republic, Lady Valles Santhe decided that she would enter the military market, and began designing war machines under the monicker Sienar Army Systems. Their first designs were provided to the forces supporting the reborn Emperor Palpatine in the battle for Coruscant. Note that the Dark Empire Sourcebook says that Lady Santhe wanted to take control of the floundering Seinar Fleet Systems and remake it in her own image. The result was Santhe/Seinar Technologies, a company independent of Imperial control but willing, nonetheless, to deal almost exclusively with the Empire. Santhe/Sienar was one of the original voting sponsors of the Corporate Sector Authority. (DESB, EGV, CSA, ML)

Santherian Tenho-root

this plant's extract is often used by drug addicts who wish to escape the harsh realities of life and experience everything as a gentle sunset. The effects of tehno-root were especially powerful to members of the Falleen race, which experienced an intense psychotropic episode after taking it. (POT, MJH)

Santheship

this is one of several small, industrial towns strewn across the northern coast of Anai, on the planet Lianna. (ML)

Santhou Lazith'chika

this alien was Force-sensitive, and decided to learn everything he could about the Force and Jedi during the height of the New Order. Santhou was a friend of Lens and Milla Reekeene, and together they founded Reekeene's Roughnecks. Santhou's species was unknown in the galaxy, and Santhou worked hard to maintain the secret. A humorous and warm being, Santhou balanced the aggressiveness of Lens Reekeene and the neutrality of Milla. He was humanoid in stature, but his legs had an extra joint and his eyes were very wide. Santhou's skin was a pasty-grey color, which made him look like a corpse. Santhou had been travelling the galaxy for 200 years before joining the Roughnecks. (SWCP)

Santo

this Twi'lek was a member of Warburton's criminal underground until Luke Skywalker met him inside the Tol Ado prison facility. Santo was actually an Imperial spy, sent out to infiltrate Warburton's gang and discover their whereabouts. Santo nearly succeeded, but Luke managed to warn Warburton before Imperial Governor Parnell could attack their hideout. (JH)

Santo

this man served in the ranks of the Empire's Ghost Squadron, in the year leading up to the Battle of Yavin. Santo was part of the platoon dispatched to subjugate Sulon and capture Morgan Katarn, and served under Lieutenant Brazack during the attack. It was Santo who disabled Morgan's droid, Weegee. (SFE)

Santor

this portly man was the leader of Shawken's government, during the last years of the New Order. He welcomed Luke Skywalker and Plif to Shawken shortly after the Battle of Endor, to discuss the future of the galaxy's government. (MC87)

Sanwiwood

the wood of this tree, native to the planet Ansion, was used to create wondrous sculptures by the Ansionian artists of the Old Republic. (APS)

Sanyassa

this star was the central body in the Sanyassa System, located in the Moddell Sector of the galaxy. (GMR9)

Sanyassa IV

this gloomy, storm-shrouded world was located in the Moddell Sector of the galaxy. It was known as the homeworld of the Sanyassan race. (UANT)

Sanyassan

this humanoid race of beings was native to the planet Sanyassa IV, located in the Moddell Sector of the galaxy. They were known as scavengers, and would readily attack any being who crossed their path. Tall and well-muscled, Sanyassans resembled walking skeletons, with lanky hair and greenish skin. Their history contained several eras of advanced thinking and technology, which were eventually wiped out by the current "might makes right" kleptocracy. The Sanyassan preferred to prey upon the Ewoks of the Forest Moon of Endor, hoping to eventually exterminate the small bipeds. A subspecies of Sanyassan, known as the Marauders, evolved on the Forest Moon of Endor after their ship crash-landed there. (SWI66, UANT)

Sanyassan

this was the spoken language of the Sanyassan race, punctuated by guttural snarls, shrieks, and growls. (UANT)

Sanza

this planet was the homeworld of the Krish race. A temperate world, Sanza's landmasses were dedicated to agriculture, manufacturing, or sports arenas and casinos. (AE, UANT)

Sapella

this planet, located in the Kathol Outback, is one of the most isolated worlds of Kathol Sector. It was located between Timbra Ott and Binaros, but was not as profitable a run as going to Jangelle and the Kathol Republic. The planet had entered an ice age during the last millennium of the Old Republic, and much of the planet was covered by the advancing polar ice caps. A band of temperate lowlands straddled the equator, and this fertile land was settled by a group of colonists. The colonists there grew fruits and grains for trade with Timbra Ott, and created a tasty wine from their grapes. This trade allowed the colonists to maintain a mutual defense pact with Timbra Ott, although the Sapellan navy was quite small and outdated. (KO)

Saper

this surname was common among human settlements found throughout in the galaxy. (GCG)

Saper

this was a common name among the Lepi people. (UANT)

Saper, Hallis

this woman was a sludgenews reporter from the planet Bonadan before she joined the New Republic as a documentarian. She had developed a way to interview her subjects without interfering with their actions, but implemented it in a strange way. She found that children disliked being recorded by beings with cameras and other equipment, but that they actually enjoyed the presence of a droid who served as the interviewer's assistant, but which could also record them. She thought that the best of both worlds would be to have a specially-made protocol droid head created, complete with recording instruments, which she could wear on her shoulder. The droid head, which she nicknamed Whitecap for its coloration, had specialized components that allowed it to follow her eye movements and record what she was looking at. However, the combination - which made Hallis resemble a two-headed lady - tended to cause more disruption than reduce apprehension. When she accepted the role of documenting the negotiations with the Adumari, she brought Whitecap along with her. Wedge Antilles, who served as the chief diplomat, Wes Janson, Tycho Celchu, and Hobbie Klivian all wondered at the effectiveness of Whitecap. They each had a part in developing a system which fit within an ornate hair clip to replace Whitecap's protocol droid head, allowing Hallis to record everything without the intrusive stares aimed at the "two-headed lady." During the negotiations with the Adumari, Hallis managed to record a secret conversation between Tomer Darpen and the perator of Cartann, Pekaelic ke Teldan, in which Darpen accused Wedge of being a rogue and acting on his own behalf instead of that of the New Republic. This evidence exposed Darpen's own treacherous plans to bring the planet Adumar into the Republic. She managed to get copies of this recording into the hands of the New Republic Intelligence agency, which arrested Darpen and allowed Wedge to complete the negotiations. After the Adumari agreed to join the Republic, Hallis returned to her regular duties. She later accepted a position within the New Republic Intelligence agency, and spent the early part of her career investigating the Yuuzhan Vong. (SOA, BP)

Sapha

this red-furred Ryn was part of the group, led by Melisma and Gaph, who was on Gyndine searching for Droma. Sapha was separated from her sister Melisma when the Yuuzahn Vong attacked Gyndine before the refugees could be evacuated. Sapha was part of a group captured by the Vong and enslaved aboard the Creche', tending to the needs of an immature yammusk. When the priest Moorsh arrived on the ship, he summoned the Sapha and the other Ryn to have them tell his fortune. (JE)

Sapir

this fragrant plant was grown for its leaves, which were dried for use in steeping tea. The tea made from

sapir leaves was a subtle green in color, and was equally as fragrant as the leaves themselves. Many beings drank sapir tea because they believed it had soothing qualities. (SOJ)

Sapith

this was one of the many crystals used by the ancient Jedi Knights in the construction of a lightsaber. It was believed to have given the wielder better control of the lightsaber, thereby increasing the ability to cause more energy damage to an opponent. Each sapith crystal was formed from the excretions of the volice worm, which only created the crystals once every eleven years. (KOTOR)

Sapor

this bartender assisted the New Republic's Sector Rangers in capturing the Karazak slaver Iquar by getting the man extremely drunk and asking him to relate the story of the capture of Janissa Locrin. (GG11)

Sapper

this was the slang term used to describe those individuals who performed hard labor for the Balawai, on the planet Haruun Kal, during the height of the Clone Wars. (SHPT)

Sapphire

this strikingly beautiful woman was a courier and smuggler working for the Alliance during the Galactic Civil War. She grew up as a Navy brat, since both of her parents worked as TIE Fighter maintenance techs for the Empire. Sapphire was going to join the Imperial Academy when an explosion in a fighter bay killed her parents. The cause of the explosion was discovered to be the carelessness of Lieutenant Tizzin, the new officer at the base, but his family ties kept him in command. Sapphire's parents were blamed for the explosion, and she has hated the Empire ever since. She vowed to hunt down Tizzin and exact revenge on him. She joined the Alliance short after the deaths of her parents, and ran several smuggling runs with Kevan Startron. When she completed a major run for him, but kept her role in the job a secret, he bequeathed her his starship, the *New Cov Quasar*. She later renamed the ship to be the *Sapphire's Gem*. (CRO)

Sapphire Lake

this artificial lake was formed in Hollowtown, on Centerpoint Station, as a kind of nature preserve. (CCW)

Sapphire's Gem

formerly known as the *New Cov Quasar*, this smuggling ship was owned by the Alliance courier known as Sapphire. A Hyrotil *Crescent*-class transport, it was equipped with an array of passive sensors and stealth equipment. Sapphire armed it with a pair of fire-linked concussion missile launchers, claiming that these were easier to shield than conventional energy weapons. (CRO)

Sappire

located near Dentaal, the planet Sappire was a strong supporter of the Alliance. (SWJ5)

Sapra

this Corellian smuggler played a game of sabacca with Tere Metallo on Sarahwiee, while the Riileb was helping Gil Crosear and Alex Winger rescue Carl Barzon. (SWJ6)

Saprah

this was the name used by the Troig people to describe the left head on their body. (SWDB)

Saprin

this was the name used by the Troig people to describe the right head on their body. (SWDB)

Saqc'or

this elderly Svivreni was a noted metallurgist and miner who worked for many years on Ovis III before retiring with his personal fortune to the planet Thonner. During the early years of the New Republic, he established his own venture prospecting company, searching for hidden pockets of resources beneath

Thonner's shallow seas. It was rumored that Saqc'or had once been a slave of the Empire, placed on Thonner to help search for raw materials during the construction of the second Death Star. (GMR9)

Sar Agorn

this ancient Jedi Master was a member of a race which resembled an amorphous blob, suspended in a greenish mixture of gases. His personality was placed into one of the few surviving Jedi Holocrons, from which Master Agorn provided education and historical insight on Jedi traditions and philosophy. (PJSB)

Sar Galva

this small mining outpost was located in the Murul Trench, on Calamari. (SWJ10)

Sar Labooda

this Chalactan Jedi Knight served the order as a contemporary of Depa Billaba, during the years leading up to the Clone Wars. (HNN5)

Sar X

the Sullustan Lambda-class shuttle dispatched from the *Cosuf* transports, it carried the Sullustan diplomats to their rendezvous with Alliance personnel, just prior to the Battle of Yavin. (XW)

Sarab Mullo

this was the name of a noted member of Nimbanese society. (UANT)

Saraban City

this was one of the largest cities found on the planet Sibusime. (GMR10)

Sarafur

this desert world was the third planet in orbit around the star known as Kuna's Tail, and was often referred to as Kuna's Tail III. At one point in its distant history, Sarafur rotated about its axis like most other planets, and supported an indigenous form of sentient life. Over the millennia, however, it stopped rotating, and the ancient race soon died out. Sarafur remained tidelocked from that point forward, and much of its landscape was either scoured by heat or frozen. Among the ruins found along the terminus, lawless communities arose, founded by prospectors, treasure hunters, and fugitives. Many of the planet's inhabitants told stories of the artifact known as the Tessent being hidden somewhere on Sarafur, either in the tomb of an ancient alien king or in the horde of a long-lost crimelord. (GMR9)

Sarahwiee

this Mid Rim world is located in the Bseto System, but was unknown to the Old Republic. It was discovered shortly after the birth of the Empire, and Palpatine kept its location a secret in order to create a research base there. Following the Battle of Endor, some of the remaining fleet captains continued to make stops there, and the facility continued to run. However, after the Battle of Bilbringi, the supply runs were contracted out. On one of these runs, Luke Skywalker and a group of Alliance agents infiltrated the base and liberated some of the scientists. Sarahwiee is a frigid, rocky world which has a day of 28 standard hours and a year of 398 local days. (SWJ6)

Saran Vydek

this was the name of a noted Vodran individual. (UANT)

Sarapin

this planet was known as the homeworld of the vaapad. A volcanic world, Sarapin was considered inhospitable to most forms of life. The Old Republic tapped into the fathomless energy of the lava hidden beneath the planet's surface by erecting collection facilities that bored into the volcanic rock to draw heat and other forms of energy. Although the Energy Collection Repository was protected by a dense energy grid, it was overrun shortly before the Battle of Yavin. (NEGC, GBC)

Saras Krenin

this female Rodian was a bounty hunter with a burning desire to capture Han Solo. A member of House Benelex, Saras was known as an individual who would turn in her best friend, if the bounty was high

enough. Once on a case, she made every effort to make her target aware of the fact that she was coming to get him, a practice which helped her spook many a bounty into a stupid move. However, she was known to have broken off several hunts on word that Solo was in the vicinity. (GG10)

Sarconian Green Flea

an insect with little intelligence of any kind. (DMSH)

Sarcophagus

Saccoria's single moon, Sarcophagus was a source of pride among the native Sacorrians. The natives of Sacorria buried all their dead on the moon, in order to help preserve the natural beauty of their world. This also allowed them to look up into the night sky and think of the billions of bodies buried there. Many superstitions arose around the moon, most of them associating the full moon with a period of an increased number of deaths. Also, it was illegal to focus a telescope on the moon, out of reverence for the dead and tradition. (AC, CCW)

Sardis

this Imperial warship was stationed near the Obsidian research platform as protection. However, the Alliance's assault on the station was too powerful for the *Sardis* to repel, and the Imperial facility was destroyed. The *Sardis* was also destroyed in the battle. (XWA)

Sardoran

a planet. (AIR)

Sardu Sallowe

this being - it was believed that he was human - was one of the galaxy's best trackers, during the height of the New Order. Sardu's face was hidden beneath a heavy cloak, and was covered with a complex respirator that allowed him to discover the underlying scents of his surroundings. It was rumored that Sardu was the son of moisture farmers who were attacked by Tusken Raiders. Left to die, Sardu was taken in by a clan of Jawas and raised to adulthood. He developed his clothing to mimic the appearance of a Jawa, complete with glowing, yellow eyes and the respirator unit. This device allowed him to track his quarry by scent. Sardu was attended by a swarm of Jawa assistants, who served as information scouts to assist in his searches. He even traveled the deserts of Tatooine in a TaggeCo Survey-class crawler, a smaller version of the huge Sandcrawlers used by the Jawas. Sardu Sallowe was hired by Embra the Hutt to assist Zuckuss and 4-LOM locate the Yavin Vassilika, shortly before the Battle of Yavin. (UYV, GMR6)

Sareet System

this planetary system is the home of the Sareeta race of humanoids. (SWJ8)

Sareeta

this race of humanoids is native to the Sareet System. They have mottled pink skin and large, lidless eyes. (SWJ8)

Sarell Harmion

one of the three Harmion brothers employed by Sarlim Gastess, Sarell was just as ruthless and cunning as his siblings. In the Gastess' Finance system, the Harmions were installed as upper-level managers in newly-acquired corporations, where they removed management and employees much like a surgery removing a growth. The Harmions seemed to relish their work, enjoying the destruction of corporations and the anguish caused to their employees. (GG9)

Sarella

this Drall female served as the Duchess of her family during the height of the New Order. A heavysset individual with graying fur and intricate earrings, Sarella was known for her ties to both the government and the corporations of the planet Drall. Much of this information came from her close relative, Drusa. (CCW)

Saresh, Guun Han

this ancient Jedi Knight was dispatched to Korriban, with Duron Qel-Droma and Shaela Nuur, during the period of history known as the Great Hunt. Their mission was to hunt down any rogue terentateks that had escaped from the Sith fortress on Korriban. He was jealous of the love shared by Shaela and Duron, and made no effort to hide his feelings. Rather than accept it, Guun Han railed at them, claiming that their relationship was leading them all down a path to the Dark Side of the Force. He left their group in anger, refusing to work with them. He took a ship and traveled to Kashyyyk, confident that he could destroy the terentatek that was terrorizing the planet all by himself. His skills, however, proved inadequate to the task, and he was killed and eaten by the terentatek. The only record of his demise was found in the remains of the terentatek that had eaten him, after it was finally killed by another team of Jedi Knights. (KOTOR)

Sareth, Owen

this Alliance agent was responsible for recruiting Devon Fuller. (GG9)

Saretti, Ephin

this young man served as the Imperial Moff of the planet Bastion, shortly after Admiral Pellaeon signed a peace accord with the New Republic. Unlike his older counterparts, Saretti had never been in the presence of Emperor Palpatine, and held no ties to the old Empire. Saretti grew up on Coruscant during the Galactic Civil War, and his family fled to Bastion when Coruscant fell during the early years of the New Republic. He was, nevertheless, much wiser than the older Moffs, and advocated the support of the New Republic during the Yuuzhan Vong invasion of the galaxy. Saretti was also one of Admiral Pellaeon's strongest supporters, and offered to accompany Pellaeon during his discussion with Leia Organa Solo in regards to joining the fight against the Yuuzhan Vong. Pellaeon, however, requested that Saretti remain on Bastion to help the other Moffs understand the situation. Later, after the Imperial Remnant joined the New Republic in combatting the Yuuzhan Vong, Saretti opened up the Imperial archives to the Astrographic Survey Institute, in an effort to provide them data on the Outbound Flight Project. The hope was that the data would provide information on the origins of the Yuuzhan Vong. While this took some time, Saretti continued to support Pellaeon's efforts. After the fall of Bastion and the successful defense of Borosk, it was Saretti who spoke loudest to the Moff Council, demanding that they band together and join the Galactic Alliance, lest the individual Moffs retreat into their own systems and become easy targets for the Yuuzhan Vong. (DTR, HT, FH1)

Sargheet

this hardy grain was grown on the planet Dagro. For many years, it was a staple in the diets of many worlds in the vicinity of Dagro, but the market suddenly dropped during the height of the Clone Wars. Many of the farmers on Dagro found themselves with acres and acres of a crop that couldn't quite keep up with the cost to grow it, and turned many of them against the Old Republic. The most usable part of the sargheet plant was the upper stalk, but the lower part - known as crop stubble - could be stripped of its blue bristles and used as feed for livestock. The bristles, which were easy to remove but impossible to digest, had to be removed because they built up in the digestive tract and caused blockages that could lead to death. However, when simmered in water, the bristles released flavors that created a tasty soup stock. (SWI76)

Sargonian Behemoth Tick

this immense, blood-sucking insect was known for its tenacious hold on its host. (LTA2)

Sarhah Yad

this female Gran and her sister, Moree, were noted smugglers who worked from a base on the planet Malastare during the years leading up to the Battle of Naboo. (BH)

Sarhl, Fenris

this Imperial Major was known for his skills and success in quelling rebellious activity. He was placed in command of the Demnadi Relief Operation, and was the sole member of the team dispatched to the planet. This was because Governor Cathers only requested help with a single riot, not a planet covered with rebellion. (HR)

Saricia

this Devaronian was Lai Nootka's gunner aboard the *Star's Delight*. (TFE, SWJ7)

Sarin Sector

this area of the galaxy is located in the Outer Rim Territories, adjacent to Parmel Sector. (GG9, SWJ15)

Saris Uli

this being served as the Director of University of Sanbra's Biological Research center, during the years leading up the Clone Wars. Professor Uli discovered that the stone mite infestations which plagued many Mid Rim and Colonies planets appeared to be non-random, and more than likely a series of terrorist actions. (HNN5)

Sariss

one of the Dark Jedi working with Jerec, Sariss was physically and mentally stronger than her companions. She was of near-human stock, and was known to be quiet and reserved. *Note that the Wizards of the Coast website indicates that Sariss was human.* Sariss was raised by the Prophets of the Dark Side, and might have been sired by one of their members. Regardless of her lineage, Sariss grew up in a world that was consumed by the Dark Side of the Force, and was tortured and raped by the Prophets for many years until she was sent of missions for the Church of the Dark Side. She was known by the codename Prophetess, and worked for Tour Aryon on Tatooine before being taken in by the Dark Jedi Jerec and trained as one of Emperor Palpatine's Dark Jedi. Under the tutelage of Jerec, Sariss became skilled and dangerous with a lightsaber, and eventually earned enough of his trust to become his second-in-command. In the wake of the Battle of Endor, Sariss abandoned her connections to the Empire and joined Jerec in his quest to reform the Dark Side Elite. It was during this time that she discovered the abilities of the Epicanthrix youth Yun, and insinuated herself into his father's life. Sariss led Yun to believe that she loved him, twisting him to the Dark Side until he killed his father out of love for her. Sariss then seized his father's assets and took them to Jerec, along with Yun. Sariss then committed herself to assisting Jerec in reaching the Valley of the Jedi. After locating the Valley on Ruusan, she was defeated by Kyle Katarn while protecting Jerec. During the fight, she was prevented from killing Katarn outright when Yun blocked her killing blow. Reflexively, Sariss struck out at the lightsaber, killing Yun instantly. This brief moment allowed Katarn to take up Yun's lightsaber and stab her through the heart. (DF2, RAG, WOTC)

Sark, Dagnian

this Imperial Security Bureau agent was dispatched to Sirpar, shortly after the Battle of Yavin, to search out any potential Alliance sympathizers. While loyal to the Emperor, Sark hoped to gain power and prestige by locating rebels and bringing them to justice. (SWJ2)

Sarka

this planet was a New Republic supply center attacked by Grand Admiral Thrawn some five years after the Battle of Endor. It was the homeworld of the Sarkan race, and was known for its abundance of nova rubies and other gemstones. (DFR, CCG9, AE)

Sarkan

this race of humanoid lizards was native to the planet Sarka. They had short, pointed snouts and large eyes, and were often brightly colored. They walked upright, and used their thick tails to balance themselves. Many xenobiologists believed that the Sarkans shared a common ancestry with the Barabels. Their clothing was often adorned with gemstones, and they preferred to travel in groups of three. They had their own version of protocols, and anyone who didn't adhere to them was considered a barbarian. Their standard greeting had its own protocol, and had to include the life history of each individual, the number of battles each had won, the number and value of all gemstones each had mined, and the various mates each had acquired over time. Obviously, these greetings often lasted for hours, and any greeting of less than an hour greatly diminished the giver's worth. Many fine arts experts considered Sarkan ballet to be among the most beautiful in the galaxy. (CCG9, TTSB, AE, SWJ15, GMR7)

Sarkanian Jelly

a fruit spread created on the planet Sarka. (GOF4)

Sarken

this name, which meant "smiling", was common among Gungan males. (GCG)

Sarken Rimk

this Force-sensitive Gungan worked as a diving instructor on the moon of Dorumaa, during the era of the Battle of Naboo. He lived on Whitesand Island, and operated his diving school from the coast. He was not a patient being, and often forgot that non-Gungan species took more time to adapt to diving beneath the surface of the ocean. He sometimes used his ability with the Force to leave his customers with the impression that they had a wonderful time, regardless of their experience, and they often tipped generously because of it. (LFC)

Sarkese

this was the spoken language of the Sarkan race. It consisted of a complex collection of words and subtle body gestures. For written and other communications, most Sarkans use Basic. (UANT)

Sark-I

an Imperial shuttle which was commandeered by an assassin droid and purposely crashed into the Imperiak palace on Weerden. The droid performed this action in order to kill the Grand Inquisitor, Lord Torbin. (SWSB)

Sarkin

this surname was common among human settlements found throughout in the galaxy. (GCG)

Sarkin, Doran

this young boy was the son of Kell and Tyria Sarkin, and was gifted with his mother's connection to the Force. He traveled with his mother during the Yuuzhan Vong invasion of the galaxy, as she searched for her own true calling. Doran and his family were among the handful of Jedi Knights and their supporters who ultimately survived the conflict with the Yuuzhan Vong. (UF)

Sarkin, Tyria

this blonde-haired woman, a native of the planet Toprawa, was member of the Antarian Rangers and was one of the first pilots to serve in Wraith Squadron. All members of her family were killed when the Empire subjugated Toprawa, after it was discovered that the plans for the first Death Star were transmitted from there, and she survived using her ranger skills until the New Republic rescued her. She had a small sensitivity to the Force, although a short series of training sessions with Luke Skywalker led her to believe she didn't have the depth of ability to become a Jedi Knight. This shattered one of her dreams, because she longed to gain more strength with the Force. However, the New Republic wanted her to train as a pilot, hoping that her sensitivity to the Force would make her a better pilot. By her initial scores, she wasn't cut out to be a pilot. She was approached by her commanding officer, Colonel Repness, who had altered her failing grades to make them passable, then threatened to blackmail her if she didn't assist him in stealing an X-Wing. She refused, and Repness had her thrown out of the training program, citing "gross insubordination." However, her scores were good enough to attract the attention of Wedge Antilles, and she became part of the Wraiths. Her training with the Antarian Rangers allowed her to become the squadron's scout. It was Tyria who came up with the name "Wraith Squadron." She soon fell in love with Kell Tainer, and their relationship continued to grow with Wedge's quiet assent. Her tiny sensitivity to the Force helped the Wraiths during their attempt to infiltrate the Binning Biomedical facility on Saffalore, as she could feel the residual pain and anguish of the creatures that were tested there. Tyria spent some time training with the Jedi *praxeum* on Yavin 4, before she and Kell were married. Tyria eventually attained the rank of Jedi Knight, and event which continued to elate her as the years went by and the New Republic fell into disrepair. While Kell remained a member of the Wraiths and fought against the Yuuzhan Vong, Tyria began travelling the galaxy with their young son, Doran, teaching him about the Force and expanding his - and her own - horizons. Tyria and her family were among the handful of Jedi Knights and their supporters who ultimately survived the conflict with the Yuuzhan Vong. (WS, IF, SOC, EL1, UF)

Sarkli

this Imperial officer was known as a fearless spy who would work through virtually any assignment. A nephew of Admiral Piett, Sarkli was once granted a personal audience with Emperor Palpatine, and was on the fast track to promotion. Sometime after the Battle of Yavin, he set out to join the Alliance, and eventually earned a place as a pilot on the newly-commissioned Rogue Squadron, serving under Luke Skywalker and Wedge Antilles. Despite having a large role in saving the group that rescued General Jan Dodonna from Yavin 4, Sarkli received very little in the way of recognition or trust. In an effort to establish himself, he set up an ambush that took the lives of several Rogue Squadron pilot, but returned to the Alliance with the claim that he was the sole survivor. His "heroism" went unrewarded, however, and he decided to "defect" to the Empire, a series of actions that allowed him to return to his true masters. The information he brought back to the Empire was well-received, and it was believed that he was given command of an Escort Carrier for his actions. He was later assigned to the team protecting the shield generator on the Forest Moon of Yavin, in order to ensure that the construction of the second Death Star went as planned. However, Han Solo and his strike team managed to infiltrate the bunker and place a series of explosives. Sarkli apprehended the rebel band as they exited the bunker, but Solo managed to shoot him in the chest. The armor he was wearing buckled under the assault, and he was killed when a bolt pierced the armor and his heart. (CCG11, RSG3)

Sarko

this man was the leader of the bounty hunters who tried to capture Quinlan Vos on Ord Mantell, some years after the Battle of Naboo. (ROP)

Sarko VI

this planet was believed to have been the site of an Alliance cell, during the years leading up to the Battle of Hoth. Imperial forces under the command of Captain Korvellen attacked the supposed cell's location, destroying buildings and communities in an effort to eliminate the rebels. Unfortunately for the natives of Sarko VI, there was never an Alliance presence on the planet. Korvellen later justified the slaughter of innocent beings by claiming that the natives were "...poor and without hope, potential rebel scum waiting to turn against the Empire." (RESB)

Sarlacc

a great beast which buries itself in the ground and waits for food to wander nearby. Only the Sarlacc's mouth remains visible, with inward-curving teeth covering its entire surface. A number of long, prehensile tongue-tentacles are connected to the inner mouth, and are used to grab its food and pull it into the lower sections of its body. The Sarlacc's body is apparently divided into two sections. The first is a large chamber where the prey is initially deposited. Branching off from this chamber are many smaller digestive chambers. Once prey has been dragged into the main chamber, the Sarlacc's internal musculature - which is connected to thousands of whip-like tentacles - moves it along the sticky inner walls to a holding place. There, its prey is stuck to the inner walls with various tendrils while the Sarlacc's internal fluids begin to flow around the prey. This allows the Sarlacc, which has no natural digestive system, to physically assimilate its prey. The theory is that the Sarlacc latches onto its prey, pumping its own caustic blood into the prey's system. The blood breaks down the prey slowly, picking up nutrients before passing back into the Sarlacc. The Sarlacc's blood also provided a minimal sustenance for its prey, so they are kept alive inside the beast for a long time. The Sarlacc's prey eventually becomes part of a huge network of consciousnesses created from all of its victims. Thus, it is believed that many of the Sarlacc's victims go mad before they die. Many theories exist on the reproduction of the Sarlacci, but it is known that they Sarlacc can regenerate lost flesh, especially the long tongue-tentacles. One theory is that the full-grown Sarlacc can send out spores, when conditions are right, that are capable of surviving the hard vacuum of space. Those spores that survive long enough to reach solid ground then attempt to bury themselves. Another theory held that there were two distinct sexes, with the female being the larger of the two. The male Sarlacc was actually a parasite, which would grow over time to devour its mate. When an offspring is produced, this theory claimed that a male and female would pair up and emerge as a single, nomadic entity. Most Sarlacc prefer dirt and damp earth; the female spore that landed on Tatooine is one of the few that managed to survive in the desert. *Note that Wedge's Gamble indicates that Sarlaccs like the sand.* The Tusken Raiders who live on Tatooine have a legend that says the Sarlacc gave birth to itself in the core of the planet, in the days before the twin suns had split apart from a single star. The Sarlacc,

according to the legend, would continue to eat everything until it was forced to consume itself, thereby perpetuating a cycle of death and rebirth. The bounty hunter Dengar once told a drinking buddy that, after he pulled Boba Fett from the Sarlacc on Tatooine, he found that Fett's DNA had been mingled with that of a number of smugglers and lowlifes who had disappeared while in Jabba's service. It was surmised that they had been fed to the Sarlacc as punishment, and that through the pseudo-digestive process, the Sarlacc's blood had carried them into Fett's body. It is believed that the lifespan of a Sarlacc can measure 20,000 years or more. (ROTJ, DESB, MTS, TJP, WG, MA, WSW)

Sarlacc Gardens

this was one of many deep-desert locations found on the planet Tatooine. It was located near Monk's Well. (TG)

Sarlain Star Press

an anti-Imperial publisher which released *Heroes of the Republic*. (GG9)

Sarlim Gastess

this "blind" Gotal is the founder and Chief Executive of Gastess' Finance. Sarlim is blind because he has no sensitivity to the Force, unlike most others of the Gotal species. This has not proven to be a disadvantage, however, for his is a ruthless and domineering businessperson. Among other Gotals, Gastess is considered a clinical psychopath, but he functions well with other species. In general Sarlim is ill-tempered, ill-mannered, brash, and manipulative. He runs Gastess' and the corporations it consumes with an iron fist, uncaring about the work he does as long as the profits are good. (GG9)

Sarma

this hulking, battle-scarred Dubravan was a bounty hunter during the Galactic Civil War. He controlled many of the locals in his home village by extorting money from them. Nevana tried to get Sarma to wipe clean her father's debt by leading him to Luke Skywalker. Unfortunately, she was mistaken in believing that Jal Te Gniev knew Luke's whereabouts. Sarma contacted the local Imperial garrison and arranged to capture Jal, but scared Nevana into running. The Imperial troops followed her, and shot her in the back. (VQ)

Sarn

this given name was common human males across the galaxy. (GCG)

Sarn

this Imperial Admiral was in command of the Super-class Star Destroyer *Terror*, as part of Darth Vader's V38 development plan following the Battle of Yavin. Sarn spearheaded several weapons-research efforts, in hopes of winning the Emperor's favor. When Sarn's crews failed to apprehend Rookie One and Ru Murleen, Vader used the Force to crush Sarn's windpipe before leaving the *Terror*. (RA2)

Sarna

this woman was a member of the Sith warriors who subjugated the planet Taris, during the height of the Great Sith War. (KOTOR)

Sarna

this woman was the Queen of the planet Drogheda, during the height of the Galactic Civil War. Queen Sarna did everything she could to thwart her sister, Princess Danu, and her efforts to free the people. Sarna was one of Lando Calrissian's lady-friends, and invited him to Drogheda shortly after the Battle of Endor. She hoped that Lando could help her defeat the rebels who were trying to overthrow her, outwardly fearing that the rebels were being backed by the Empire. In reality, Sarna and Danu were using Calrissian as a way to rid themselves of the insurgents, thereby ensuring their continued rule of Drogheda. However, Danu was actually a rebel at heart, and exiled Sarna to any planet that Calrissian cared to drop her on. Lando, however, struck up a business relationship with Sarna. (LTA6, MC83)

Sarne, Kentor

this Imperial Moff was in command of Kathol Sector during the height of Emperor Palpatine's New Order. He had been a young Navy officer when Emperor Palpatine took control of the galaxy, and became a

loyal Imperial officer and a member of the Imperial Survey Corps. During the advent of the New Order, he claimed to have been the sole survivor of a navigational mishap in Kathol Sector. The accident took the life of the entire crew, and only Sarne survived. It was during this time that Sarne discovered the existence of DarkStryder, and made a deal with the creature to provide it with hyperdrive technology in exchange for its own technology. Upon returning to Coruscant, Sarne was reassigned to a posting as the Captain of the Renegade as part of the 15th Deep Core Reserve Fleet, but eventually made his way back to Kathol Sector with a fleet of ships, including the Renegade. He established a base of power on Kal'Shebbol, and continued to exploit DarkStryder's technology while keeping the bio-engineered creature stranded on Kathol. Sarne most wanted to re-establish the launch gates of the ancient Kathol, which he planned to use in conquering the galaxy. After the Battle of Endor, Sarne was flushed from Kal'Shebbol by New Republic strike teams, and he fled the sector capital and hid in the Marcol Void. He took with him as much firepower as possible, including a sizable portion of his fleet, and hoped to refit the warships before the Republic could get much of a hold on the sector. He began negotiations with the Qektoth Confederation, trading several starships and their crews for certain biochemical weapons technology. After the crew of the FarStar began tracking him down, Sarne maneuvered them into position to be the bait in an elaborate trap to capture the New Republic and further utilize the DarkStryder technology. Unfortunately for Sarne, he underestimated the desires of the native races of Kathol to free the Precursors from the Lifewell and defeat DarkStryder. He tried to protect himself by hiding in DarkStryder's fortress, but was unable to defeat the crew of the FarStar and their companions. He tried to flee Kathol and reach the Bastion, but the Republic forces were tipped off to Sarne's escape and managed to shoot down the shuttle. Sarne was killed in the explosion. (DARK, KO, KR, E)

Sarne-One

this was DarkStryder's designation for Imperial Moff Kentor Sarne. (E)

Sarnikken Asteroid Belt

this dangerous belt of planetoids was located in Fakir Sector. Its asteroids contained a wealth of heavy metals, and mining operations struggled for control of them. The Empire tried to take control of the Belt for its own use, but the resident miners proved to be quite tenacious in their holdings. Imperial officers and bureaucrats had the tendency to disappear during trips to the Sarnikken Belt. The attempts by the Empire to take over the Belt only served to push the miners toward an agreement with the Alliance, and the Alliance received a wealth of raw materials from the Belt for the construction of its starships and weapons. The Alliance was often provided the assistance of Reekeene's Roughnecks to protect transports into and out of the Belt. (SWCP)

Sarnizak

this was the name of a noted member of the ZeHethbra race. (UANT)

Sarno Technologies

this corporation produced a vareity of personal-use sporting simulators, during the height of the New Order. One of their most popular items was a home Spheroids simulator, allowing beings to practice the sport in the safety and comfort of their own homes. (GFT)

Sarpazian Rose

this was the name of Bera Kazan's battered starship. (TCW)

Sarrah

this Togorian's mosgoth was attacked and injured by a liphon shortly before the Battle of Ylesia. Although considered short for a Togorian, he stood nearly two meters tall. His sleek, black fur barely concealed the taut muscles of his well-trained body. He joined the Togorian team which assisted the Alliance at the Battle of Ylesia. (RD)

Sarrahban System

a planetary system which remained neutral throughout the Galactic Civil War, although the Empire tried more than once to force the system to submit to the New Order. (RPG)

Sarranket

this planet is located in Rayter Sector. (TA)

Sarrelon

this orange star is the central body of the Sarrelon System. (WBC)

Sarrelon I

this searing ball of rock is the first planet in the Sarrelon System. It has two small moons. (WBC)

Sarrelon II

this searing ball of rock is the second planet in the Sarrelon System. It has three small moons. (WBC)

Sarrelon III

this gas giant is the third planet in the Sarrelon System. It has five moons. (WBC)

Sarrelon IV

this gas giant is the fourth planet in the Sarrelon System. It has eight moons. (WBC)

Sarrelon V

this gas giant is the fifth planet in the Sarrelon System. It has twelve moons. (WBC)

Sarrelon VI

this frozen ball of rock is the sixth planet in the Sarrelon System. It has two small moons. (WBC)

Sarrh'Tais

this was the Coynite word used to describe the various nations of the planet Coyn. Literally translated, the word Sarrh'Tais means "law-land." Each Sarrh'Tais was ruled by an Ag'Tra. (AE)

Sarrish

this planet was the homeworld of an imposing race of red-skinned humanoids, distinguished by their twin-lobed skulls and pointed teeth. (VD3)

Sartar

this Imperial Moff was placed in charge of the development of Fire-Rain 3. He secretly commandeered space at supply depot I-389 on Tatooine, and planned to test the efficacy of Fire-Rain 3 on the populations of Anchorhead and Mos Eisley. Unfortunately, Sartar's lab was discovered by the Bothan SpyNet, which relayed evidence of its existence to the Alliance. A strike team eliminated Sartar and his labs, saving the population of the two settlements. (RESB)

Sartinaynian System

the probe droid dispatched from the Ubiquitorate station, carrying data of an unknown ship falsified by Han Solo and Carib Devist, launched itself in the direction of this system, on its way to Bastion. (VOF)

Sartorifex

this Cybot Galactica robo-valet model was common in the Corporate Sector during the height of the New Order. (CSA)

Sartoy

this planet was the site of an Alliance weapons plant during the Galactic Civil War. (RASB)

Sartran Corporation

this corporation was nationalized and disbanded by the Empire, and many of its personnel were imprisoned as traitors to the Empire. Many died in prisons, never knowing what it was that they had done. (SWCP)

Sarus-Dor

this was one of the twin cities, along with Ith-Dor, that served as the capital of the planet Typha-Dor. (JQ7)

Sarvchi

this was one of the many Chiss colony worlds, controlled by the Chaf family during the height of the New Republic. (SQ)

Sarvin

this sticky, glue-like substance is created naturally by the Jiivahar of Carest 1. It is secreted through the pores of the hands and feet, providing them additional grip when swinging through the thykar trees. Sarvin would stick to the smoothest of surfaces, and was dissolved by controlled perspiration. (AE)

Saryana

this was a common name used by the Qwohog race. (UANT)

Sarylcorp

manufacturers of starship reactant agitator injectors. (SWSB, HTSB)

Sasal Center

this huge, residential building was located on the planet Coruscant during the early years of the New Republic. It was distinguished by its forty individual spires, which ringed an open-air mezzanine. (AFA)

Sasalea

this flowering plant produces a brilliant white bloom from a bulb. (TT)

Sasan

this terrestrial world was the second planet found in the New Plympto System. It was orbited by two moons. (CCW)

Sasana

this woman was a sales representative of the Kontag corporation, more that 50 years before the Battle of Geonosis. It was Sasan who met Jedi Master Dooku and his apprentice, Qui-Gon Jinn, when they traveled to Pirin's corporate facilities on Pirin to investigate the attack on Senator Blix Annon. (LOJ)

SaSassis Bar

located in the Verena starport on the planet Kirima, the SaSassis Bar was where Lazarus Armand made his connections during Project Second Chance. (TSK)

Sash

this archaic name was given to female Zabrak, and meant "dancer" - or, more literally "dust dancer", in reference to ancient Zabrak courting rituals. (GCG)

Sasha

this young girl was the daughter of wealthy settlers who traveled to Dantooine more than 4,000 years before the Galactic Civil War. During the Mandalorian Wars, Sasha was kidnapped by Mandalorian soldiers and taken away. However, she managed to escape the Mandalorian and stowed away aboard the *Ebon Hawk*. The Jedi Knights who were traveling in the ship made a detour back to Dantooine, to reunite Sasha with her family. (KOTOR)

Sashasa

this was one of the largest cities found on the planet Ukio. (HNN5)

Sasho Gem

a valuable stone. (FOP)

Saskapeg

this was the capital city of the planet Cadinth. (HNN5)

Sasnaq Toxis

this decorated Alliance undercover agent was known by the codename Hctagsas, and was the son of Colonel Caleb Hctagsas. (CRO, SWJ10)

Sassan Sareeta

this Sareeta is one of the many mercenaries which were hired by Executive Results. Sassan is well-known for his escape from an Imperial blockade along the Harrin Trade Corridor. He was ambushed by a TIE Fighter picket line in the Lazerian System, and jury-rigged his ship's shields to force all power to the forward shields. The ship, known as *Moondrake*, plowed into the picket line, punching through several TIE Fighters in order to flee the blockade. After being hired by Executive Results, Sassan became the coordinator of the transport of weapons from Syndicate One's operations on Valgauth. He was also responsible for calculating hyperspace routes for its transport ships. *Note that the Ultimate Alien Anthology indicates that Sassan Sareeta was a Sullustan.* (SWJ8, UANT)

Sassich

this Inspector with the Corellian Security Force was a contemporary of Iella Wessiri and Corran Horn, before they joined the New Republic. She was named as CorSec chief at the young age of forty, ditched her husband, and started taking personal training lessons from a pair of twin brothers who were half her age. (IJ)

Sasso

this Rodian worked as a guide on the planet Caluula, when he wasn't serving as an resistance operative for the New Republic. During the height of the Yuuzhan Vong invasion of the galaxy, Sasso and his Ryn partner, Ferfer, assisted Team Meloque in destroying the yammosk which had been installed on Caluula. During the mission, the team felt that it was being led into a trap, but their fears weren't borne out until they reached the location where the yammosk was kept. After Ferfer was killed by a hidden group of Yuuzhan Vong Slayers, Sasso was stabbed in the back by a warrior's coufee and died shortly afterward. (UF)

Sasyru, Remart

a vain man who wore a goatee and long, flowing moustaches that flared out like wings from his face, Sasyru was one of the pilots in Bolt Squadron, serving under Jacob Nive for the Khuiumin Survivors. Sasyru was a bully and a coward, and beat Caet Shrovl when she rejected his false friendship. This got Sasyru kicked out of Rock Squadron and moved to Bolt Squadron. However, his looks attracted the whimsy of Leonia Tavira, and Corran Horn's flying ability did as well. Sasyru was demoted from Bolt Lead, but was considered Tavira's next plaything. He and Corran - under the alias of Jenos Idanian - were constantly at odds. Their rivalry came to blows on Kerilt, after Sasyru tried to have his with a young Caamasi female. Corran, using a little of the Force to anticipate the larger man's attacks, managed to soundly defeat Sasyru. Corran stunned him for transport back to the Invidious, but Tavira had him executed for insubordination. (IJ)

Sata'ak

this Yuuzhan Vong subaltern was escalated by Nas Choka for his brave work during the Battle of Ithor. (JE)

Satab

this was the title used by the tyrant who controlled the planet Ventooine, during the early years of the New Order. The Satab maintained his position through the use of the Shadeshine stone, and when a Satab was eventually driven mad by the device, he was placed in suspended animation until a cure for the stone's powers could be discovered. The Satab also controlled all the sansanna that was collected on the planet, earning the hatred of the natives of the planet. When Han Solo arrived on Ventooine to obtain some sansanna spice, the Satab tabbed Solo to become the next ruler of the planet. (LTA5, MCA2)

Satchel Charge

this military term refers to any timed or remotely-operated explosive which can be used against a repulsortank. A shaped, detonite charge is attached to the detonation device, and then must be thrown into, or placed on, the hull of the tank. (SWJ9)

Sate

this was one of the most common male names among the Corellian population. (GMR9)

Sate

this given name was common human males across the galaxy. (GCG)

Satellite Liberator

this Bendine XR12 was scrapped, and later purchased by Watto. (IWE1)

Sath

a creature known for its hit-and-run tactics when harassing much larger prey. (ISB)

Satikan

this large city, found on the Gree world of Asation, was home to a dozen Gree craft halls. These guilds were responsible for the creation of new Gree technologies. Satikan was also the location of the greatest concentration of sevarks in the Enclave, primarily because they gathered to meet non-Gree visitors to the Enclave. (SWJ8)

Satina

this is a fine, silky fabric. (SWJ8)

Satna-chakka

this was the Myneyrsh word used to describe the "bond of peace", an offering that signified there would be no hostilities while two or more enemies met to discuss their issues. Often, the *satna-chakka* was an animal that had been killed and stuffed. (TLC)

Sato, Del

this employee of the Core Courier Service served as Taryn Clancy's co-pilot aboard the *Messenger*. He had been a pilot with CCS for more than thirty years, and retired after they evaded capture by the Imperial cruiser *Requital* after escaping from Coruscant. They were captured because he and Taryn were conscripted to help Jak Bremen reach the cruiser *Hope* with information vital to the New Republic, despite their own misgivings. Del was especially inconvenienced by Bremen's presence aboard the ship, as Bremen's military ego rubbed him the wrong way. After surviving the run to Coriallis, Bremen offered them a chance to join the Republic, but they declined. (TFE, SWJ7)

Satomi

an Alliance YT-1300 operative during the Galactic Civil War. (TIE)

Sa'tosin

this was the Tarasin word used to describe the quills which lined the back of the Tarasin forearm. The word *sa'tosin* was unheard of until just after the Battle of Naboo, when the recorded memoirs of Dariana were discovered. (LFCW)

Satrank

this Godling worked for Trisstan the Godking during the era of the New Order. He pretended to be attempting to overthrow Trisstan when the crew of the *Long Shot* arrived on Masterhome, in an attempt to see what the Alliance agents wanted. (SWCP)

Sat'Skar

this planet, the second in the Coyn System, is the sister-world to Coyn itself. Sat'Skar's atmosphere is very dense, and has set up a greenhouse effect across the face of the planet. Thus, the only life there is microbes and primitive bacteria. The planet was named for the ritual sword used in Coynite combat. (PG3, OE)

Sat'skar

this was the name of the traditional Coynite sword. (OE)

Sat'skars Fas'Ba

this Coynite greeting translated into Basic as "Swords ended in battle." This was not a happy greeting, and indicated that unresolved conflicts remain between two Coynites which will not be forgotten. (PG3)

Sat'skars Fas'Tawws'Rattar

this Coynite greeting translated into Basic as "Swords ended in honor and friendship." It was used whenever two Coynites met with the intention of ending all conflicts and forming a friendship. (PG3)

Sat'skars Kabar'Ba

this Coynite greeting translated into Basic as "Swords together, joined in battle." This greeting was used when meeting an adversary, and was essentially a challenge to battle. (PG3)

Sat'skars Kabar'Rattar

this Coynite greeting translated into Basic as "Swords together, blunted in friendship." (PG3)

Satunda

this was the third day of the Tapani local calendar's week. (PGT)

Saturation Bombing

this technique of orbital or aerial attack uses a dense carpet of bombs to cover a large area with destructive force. Several runs by the attacking ships continue to pelt the target with bombs, effectively saturating the target with explosions. This technique is often used when a target is believed to be hiding underground, as the successive bombing runs often set up seismic disturbances and reduce the geological structure of the surrounding land. (MA)

Satyn

a stylish fabric used in men's clothing. (LCM)

Sau, Nardo

this xenoarchaeologist was one of the new breed which sprang up during the early years of the New Order. Unlike historians such as his chief rival, Angrail Ryhl, Sau was in the business to sell his discoveries to the highest bidder. Sau developed ties to several major corporations, and obtained a great deal of corporate sponsorship, something he used to get past the Imperial bureaucracy to obtain licenses before Ryhl could. Most of Sau's largest customers were on the planet Coruscant, and were private citizens or corporations with Imperial ties. (HR)

Saujutta-Ok-Topii

this female Pan-preneur was Director of Marketing for Trigdale Metallurgy until the corporation downsized following the Battle of Endor. She had been one of the few aliens to have established business relationships with the Empire, and was allowed to mingle within Imperial society. However, this did not save the division from being cut off by Trigdale. She took control of the defunct division and used her own money to build it back up in her own image. Moving the division's headquarters to Valgauth, she established Syndicate One as a weapons manufacturing facility. She used many of the business relationships she had developed over the years to gain suppliers and outlets, and formed Executive Results as a front for the weapons the Syndicate produced. (SWJ8)

Saul Moegantz

this diminutive humanoid being was a passenger aboard the *Aurorient Express*, during its last voyage some six years before the Battle of Naboo. A tan-skinned being with black hair going gray at the temples, Saul was unaware that his cargo - supposedly medicinal-grade survapierre, had been switched with a cargo of *Fastlach*-class defense droids. At the time, Clode Rhoden owed Saul a fairly substantial debt from poor gambling, a fact that allowed the alien the chance to transport the illegal survapierre without fear of repercussion. However, when Madam Rhoden was targetted for execution by her own husband, Saul offered to join forces with her to strike back at Clode. Madam Rhoden reluctantly agreed, seeing that a partnership with Moegantz was the lesser of several evils, including her own death. They planned to sue Clode for divorce, on the grounds that he tried to have her killed, then take all of Clode's wealth and split it between them. (TAE)

Saurian

this beast, of which there are several species, is native to the planet Eiattu. Many species are hunted for sport, while others have been domesticated. (XWWP)

Saurian Hornet

an extremely quick-tempered insect. (SE)

Saurin

a race of reptilian humanoids from the planet Durkteel, characterized by their long, tooth-filled snouts and their large, sunken eyes. Many xenobiologists believed that the Saurin race was a subspecies of the Trandoshan race, differentiated by their human-like hands. (CCG2, IWS)

Sauro, Sano

a native of the planet Telos, Sano Sauro was a friend of the Chun family. He was distinguished by his black eyes and stern gaze, and represented the Chuns as a legal counsel and prosecutor during the inquest into the events surrounding the death of Bruck Chun in the Jedi Temple on Coruscant. He was ruthless in his questioning of Obi-Wan Kenobi and Bant, and twisted their words to meet his needs. However, in the end, Obi-Wan was acquitted of any wrongdoing in Bruck's death. Sauro later moved his residence to the refueling world of Eeropha, where he swiftly gained enough power to be voted the planet's Senator to the Old Republic. He discovered the brilliant mind of Granta Omega, and sponsored his education at the All Sciences Research Academy on Yerphonia. As the Old Republic began to crumble from within, Senator Sauro began to gather more and more power to himself. When Granta Omega was implicated in several attempts to kill Jedi Knights - most notably, Obi-Wan Kenobi - Senator Sauro openly refused to cooperate with the investigation, despite his ties to Omega. Later, after Bog Divinian was elected Senator from Nuralee, they began stirring up anti-Jedi sentiments in the Senate, as part of a larger plan devised by Granta Omega to discredit the Jedi and cut off their Senate support. He invoked several subcommittee bylaws - some of which he had amended himself - to convene a panel of Senators with little or no love of the Jedi, much to the chagrin of Bail Organa and Mace Windu. Obi-Wan later discovered the scope of the plans being hatched by Granta Omega, when he set out to stop the theft of vertex crystals from the All Planet Relief Fund dedication. After capturing Valadon and Roper Slam, Obi-Wan realized that much of the activity the Jedi had uncovered was a ruse, meant to throw them off the true path. In reality, the group was planning to assassinate Chancellor Palpatine, then discredit the Jedi Order for failing to protect his life. Then, with the Senate in chaos, Bog Divinian would step forward and nominate Sano Sauro to succeed Palpatine, thereby allowing Granta Omega to secretly assume control of the galaxy. The plan was ultimately foiled, when Granta and Jenna Zan Arbor were forced to flee Coruscant under the pursuit of the Jedi. When Bog Divinian's proposal to eliminate Senate funding for the Jedi Order came to a vote shortly afterward, Senator Sauro was among the majority of Senators who voted against it. It was later learned that Senator Sauro had been offered the position of Deputy Chancellor by Palpatine himself. Palpatine explained to Anakin Skywalker that, by luring Sauro with power, Palpatine had made an ally out of an enemy. Because of this, Palpatine was able to monitor Sauro's every move. (JAD, JQ4, JQ5, JQ9)

Sauropoda

this was a species of huge, lumbering reptile that moved about on four legs, seemingly oblivious to the fact that they were crushing everything in their paths. (MBS)

Sauropteroid

see Swimming People of Dellalt. (HSL)

Saurton

this yellow star was the primary body in the Saurton System. (PG1)

Saurton

an alien race native to the planet Essowyn, the Saurton were thin-bodied, bipedal reptiles with golden scales and long snouts filled with sharp teeth. They were warm-blooded creatures whose advanced immune systems helped them avoid a wide range of diseases and infections. They had evolved enough to realize that their planet was continually bombarded with asteroids, and built their cities underground to protect them from impacts. As a society, they were perfectionists, with no tolerance for failure. Workers who failed to do their jobs were beaten or executed by their co-workers and managers. (PG1)

Sauvax

this was the native language of the Sauvax people, made up from a simple set of vocalizations. (GMR10, UANT)

Sauvax

this was a race of stout, crab-like beings which was native to the planet Leritor. The average Sauvax was amphibious, and moved about on six spindly legs. The arms of a Sauvax ended in heavy claws, and their entire body was covered with chitinous armor. This natural armor was flexible enough to allow a wide range of movement for the Sauvax's limbs and neck. Each hand-claw ended in five fingers: two large pincers and three opposable digits for finer manipulation. Despite their fearsome appearance, the average Sauvax was not warlike in nature, preferring to resolve disputes through discussion and negotiation. (GMR10, UANT)

SAV

the short name for a surface assault vehicle. Juggernauts, mobile command bases, and compact assault vehicles (CAVs) are all forms of SAVs. SAVs, in turn, are categorized as ground assault vehicles (GAVs). (SWJ9)

Savage Pleasure

Mael Sidras was assassinated by Imperial forces while vacationing aboard this luxury liner. The action also killed scores of other passengers, including all but two members of the Khzrry family of Xi'Dec. (CRO)

Savage Squadron

this was one of the two fighter squadrons created from pilots who were on Dubrillion when the planet was attacked by the Yuuzhan Vong. It was made up of Ugly-style starships piloted by non-military personnel, but they impressed Rogue Squadron with their tenacious will to survive. The Rogue Squadron pilots had referred to them as Salvage Squadron, but quickly dropped that moniker when the pilots proved their skills. They supported the Republic's defense of Dantooine from Yuuzhan Vong invasion, but took heavy losses in the fighting. (DTO, NJOSB)

Savan

this Falleen female was Xizor's niece, who survived the devastation on her homeworld and rose to power shortly after Xizor's death. Savan hoped to re-establish the glory of Black Sun, in the wake of Xizor's death. She used prosthetics to outwit her foes, making herself into the antiques dealer Azool as well as one of the remaining vigos of Black Sun. She instigated a civil war among the rest of Xizor's lieutenants shortly after his death, hoping to eliminate them without much effort. She used a meeting with Han Solo and Princess Leia Organa as bait, and staged an attack that she blamed on Vekker, Sprax, and Clezo. She tracked Guri to Hurd's Moon, hoping to obtain the services of the human replica droid for herself. Once she made contact with Guri, Savan used a hidden code phrase to activate specialized programming Xizor had installed in Guri's brain. The droid, however, had been reprogrammed by Doctor Thrumble, and pretended to accede to Savan's command. Instead, Guri whirled and knocked Savan unconscious with a single punch. Savan was imprisoned and eventually brought to trial. (SEE)

Savant Missile

developed by MerrSonn, the savant missile is known as a "surprise attack" weapon. They appear to be dumb bombs to their targets, used only to establish line-of-sight and not dangerous. When a pilot moves to avoid the seemingly dumb bomb, the savant's internal computer system kicks in after a short delay. The computer then re-establishes its target lock and slams into the target from behind, well before the pilot can react to the new threat. (TTSB)

Savareen Brandy

this brandy is created with arcane procedures, and is well worth the time and expense. (GG9)

Savareen Brandy Stinger

an alcoholic drink favored by Tribune Challer, Ysanne Isard's agent put a lethal dose of poison in one for him. Challer was killed almost instantly by the poison. (XWMR)

Savareen Dancer

this moderately-priced cruiser liner took passengers on a tour of the Outer Rim Territories. (GG9)

Savax

this male Ubese was the leader and war-master of the Vorsazg clan, and ruled the Southern Wastes of Uba IV during the early years of the New Order. Disgusted with the *yrak pootzck* Ubese who fled to Ubertica, Savax gathered up a huge force and set out to destroy Ubertica. Savax's forces nearly succeeded in wiping out the Ubese population on Ubertica, but their bombardment was halted by the appearance of an Imperial fleet. The fleet destroyed Savax and his fleet in short order, but not before much of Ubertica was destroyed. (SESB)

Save the Stohl

this public relations campaign was started after Shantee Ree's attack stohl bit an overzealous admirer during an autograph session. The fan grabbed her arm, and the stohl - Needla - responded as she was trained. The media immediately portrayed the attack stohls as vicious, and hunters began killing them for no reason. Shantee responded quickly, first explaining Needla's reaction, then launching the "Save the Stohl" campaign to halt the slaughter of the creatures. (COG)

Save, Whimper

this dark-haired woman was a frequent patron of the Outlander Club, during the time of the Battle of Geonosis. She stood out somewhat from other patrons in that she wore a hood, covering up most of her upper body. (OWS, SWI75)

Saveen, Jog

this woman was a Jedi Knight who succumbed to the Dark Side of the Force when she began using the Force for evil deeds. (DSSB)

Savich, Moranda

before this woman worked as a courier for Talon Karrde, she was a freelance pick-pocket and information broker. She became wrapped up in the Alliance when she lifted the plans to the first Death Star from the courier who was in the Continuum Void tapcafe waiting for Garm Bel Iblis. Once she figured out that the datacards were Imperial property, she tried to get rid of them. Later, she and Bel Iblis were able to recover the plans, with the help of Hal Horn. Horn had been chasing Moranda to arrest her, but ended up helping them all escape the presence of Ysanne Isard, who had come to recover the plans. Following the death of Grand Admiral Thrawn, she was protected on her runs by the Noghri Plakhmirakh. They met Luke Skywalker on Cejansij, when he helped break up an attack directed at them. She later re-appeared on Bothawui, when Wedge Antilles and Corran Horn were trying to see if anyone was going to attack the Drev'starn shield generator. She managed to re-steal their wallets, after a pair of Bothans lifted them. They worked together to narrow down the list of possible suspects until Wedge and Corran were recalled to Rogue Squadron, to accompany Garm Bel Iblis on the raid on Yaga Minor. Working alone from that point, Moranda proved to be quite a thorn in the sides of Klif and Drend Navett, nearly stopping them from successfully taking out the generator with her subtle yet terrorist-like attacks. Once she finally discovered their identities, she broke into the Exoticalia Pet Emporium and ransacked the shop. Moranda then called the Bothan police force to investigate. She followed this up by starting a small fire in the shop, which essentially broke their cover. They were forced to kill the Bothans, but still managed to take out Drev'starn's shields. (SOP, VOF, TFNR)

Savielk Trey'dra

this Bothan was the leader of the Bothan Council, and the de facto ruler of the Bothan people, at the height of the New Order. Savielk owned a rare copy of *The Way* by Golm Fervse'dra, and modeled his life and his philosophies after the ancient Bothan Way. (SPG)

Savill, Vaskel

this roughly handsome young man was a high-ranking lord within House Melantha at the height of the New Order. He was generally considered the mastermind behind House Melantha's plan to destroy the Imperial torpedo sphere which was stationed near Tallaan shortly before the Battle of Endor. He proposed that plan to Annora Calandra and House Melantha during a Vor-cal hunt, using the event as a

cover for their meetings. Vaskel's cocky, self-assured confidence helped push the idea through to its implementation. Shortly after the Vor-cal held on Vilhon, Savill hired Lord Sef Falken to assassinate Calandra, and then hired Lord Barleos to execute High Lord Bal Jaset on Procopia. Both attempts were thwarted by a team of Alliance agents hired by House Cadriaan to discover Savill's plans, and Savill's political career was ruined. Ultimately, the torpedo sphere was destroyed, but it resulted in the almost complete subjugation of Tapani Sector by the Empire. (LOE)

Saving the Universe (again)

this song, written and played by the band Deeply Religious, first appeared on the compilation *Deeply Religious*. It was banned by the Imperial Board of Culture. (GG9)

Savorium

this herb was discovered by Klorr Vilia about ten years before the Battle of Yavin. Vilia was looking to create an herb that would appeal to a wide variety of species and palates. What he created was a large, tree-like plant with leaves which, when consumed, produce the illusion of rapture. Vilia became the first victim of the plant's effects when he used it to prove to Zorneth that he had created the wide-appeal herb he had set out to create. Vilia was suddenly locked in a blissful state, and Zorneth was struck with the realization that savorium, in the wrong hands, could be used as a devastating weapon. The users of the drug, known as Smilers, are locked in a perpetual state of bliss, and often require protection. Zorneth created the Caretaker virus to covertly use droids to protect them. (DRO)

Savrant

this gas giant was the fifth and outermost planet in the Bacrana System, and was orbited by six moons. (FBS)

Savrip

this hulking race of humanoids, native to Ord Mantell, was strongly muscled and massively built. To much of the galaxy, savrips were simply predatory creatures. A savrip was often portrayed as one of the creatures in a dejarik game. However, savrips are fully sentient. They were forced into the wilderness when the Old Republic first colonized Ord Mantell, and they chose to maintain a low profile in order to retain their civilization. However, their combative nature and unusual language led to a deeper sense of the savrips' unintelligence, and many were hunted or exported. Thus, very few savrips remain on Ord Mantell. The average savrip individual can live to be over 500 years in age, provided that it survived that long. (CCG, ANT)

Savrip

this was the name given to the guttural language of the Savrip species. (ANT)

Savrip

this was the first Imperial *Vindicator*-class Heavy Cruiser, assigned to patrol the Mid Rim during the height of the New Order. The *Savrip* was also one of the first *Vindicator*-class ships that was not later converted to an Immobilizer 418 *Interdictor*-class cruiser. The *Savrip* was later captured by the Alliance and renamed the *Molator*. (SOG)

Savrip Clan

this was one of the many "clans" formed by the Jedi Council to facilitate the training of young individuals, during the last decades of the Old Republic. Like other such groups, the Savrip Clan was made up of children of varying species between the ages of four and eight standard years. They trained in these groups until they were thirteen years old, at which time they were either chosen by a Jedi Master as a Padawan learner or given other duties outside the Jedi Order. (PJSB)

Sav-ro

this was one of the many Eickarie clans that made up the Hu-shi-crive tribe on the planet Kariak, during the height of the New Republic. (FB)

Sav'ruuchi

this being was a noted fashion designer, who produced wondrous pantsuits and casual attire during the years leading up to the Clone Wars. (HNN5)

Savvam Lake

like most bodies of water on the planet Coruscant, Savvam Lake was an artificial lake built for the enjoyment of those living near it. Constructed for the pleasure of the rich and famous, Savvam Lake was lined with trees and flowers which had been genetically bred for their year-round blooms and wondrous fragrances. Also like other bodies of water, Savvam Lake was constructed more than 200 stories above the actual surface of Coruscant, atop the interlocking roofs of several buildings. (APS)

Savvlock's School of Big Business

this well-hidden, though widely publicized, educational institution prepared underhanded businessmen with the know-how to operate in the various underworld activities of the modern galaxy. (WSV)

Sawkee

an alias used by Ponda Baba. (SWR, OWS)

Sawrtin, Thi

this smuggler captain plied the Essien Run during the early years of the New Order. He was summarily executed after trying to bribe Captain Gresia Vleen, after the *Tory's Catcher* intercepted his vessel. (AIR)

Saw-toothed Grank

this species of large, predatory feline was native to the planet Naboo. The grank's jaws were filled with huge, serrated teeth which it used to capture and tear at its favorite prey, the shiro. The meat of the grank was considered a delicacy by the Gungans, and its hard toenails were machined for use in the engines of bongo submarines. In the wild, granks were solitary predators that hunted with acute senses of hearing and touch. The latter sense was obtained by the hairs that ran along the creature's sides, which could detect vibrations in the air and ground. A few specimens of saw-toothed grank were exported from Naboo as pets or guardbeasts, but these usually became too feral to manage and were set loose. These wild granks quickly dominated their ecosystem, and often preyed upon sentient beings before being destroyed. (GF, WSW, WOTC)

Sayblohn

primary planet in the Sayblohn system, it is the homeworld of the Okfili race. (RPG)

Saychel

this Doctor worked at the New Republic's Meridian Sector medical facility on Nim Drovis, during the Yuuzhan Vong invasion of the galaxy. Saychel was Major Showolter's primary contact on the planet, and the two were old friends from time they had spent on Coruscant during the early years of the New Republic. Saychel's team was in charge of learning everything they could from the Yuuzhan Vong priestess Elan, after the priestess was captured near Exodo II. (HT)

Sayings

this ancient manuscript was written by the scribes of Uueg Tching, who sought to write down his parables, analogies, and military instructions. The document was kept in the Atrisian Imperial Historical Library on Kitel Phard for 3,000 years before it was removed to be copied. The copies were distributed to all living members of the Tching royalty some 1,500 years before the fall of the Old Republic. Later, at the height of the New Order, Emperor Palpatine demanded that the original manuscript be brought to Coruscant, where it disappeared into his private collection. Following the Battle of Endor, the exact location of the manuscript was unknown. (SWJ14)

Sayl

this was one of the most common female names among the Corellians. (GMR9)

Sayla

this name was common among the Feeorin race. (UANT)

Sayla Voth

this was the name of a noted Zabrak individual. (UANT)

Sayn Ta

this female Kaminoan was one of the Master Cloners who were assigned to the development of clone troopers for the Army of the Republic. In the wake of the Battle of Geonosis, Sayn Ta and her assistant were tasked with enhancing the already excellent combat skills of the clone troopers. When the troopers suddenly started dying from an internal nano-virus, Sayn Ta was called upon by Aayla Secura and Kit Fisto to investigate the problem. It was discovered that her assistant had been bribed by the Separatists to infect the clones, as revenge for toiling under Sayn Ta without receiving any of the accolades. The assistant used the virus to kill Sayn Ta, hoping that an antidote would not be created. The assistant then threatened to inject the virus into Aayla Secura, but he accidentally injected himself. The assistant also died, but the virus was used to create an antidote and vaccinate the clones. (T14)

Saz

this being served as a Captain in the New Republic military, during the height of the Yuuzhan Vong invasion of the galaxy. Captain Saz was eventually placed in command of the Blackmoon Squadron of E-Wings, following the Battle of Ebaq. (UF)

SB1

Imperial slang for a battalion's captain, second-in-command to the battalion's major. SB1 is responsible for the unit's intel. (ISB)

SB-109

this was one of two GAT-12h Skipray blastboats assigned to the small fleet used by Captain Vocis Kenit during his search for the *Far Orbit*. (FOP)

SB2

Imperial slang for a battalion's logistics officer. (ISB)

SB-20

this was a series of security breach droids. It was an espionage droid created from an R2 shell. (SOP)

SB-20

this was a series of computer-slicing droids produced by Illicit Electronics during the Galactic Civil War. Resembling a standard R2 unit, this droid could enter virtually any computer system solely upon its appearance. Underneath the basic R-series shell was a sophisticated package of espionage software and encryption/decryption gear which allowed the SB-20 to access and collect all manner of sensitive data. (FOP, GFT)

SB3

Imperial slang for a battalion's medical officer. (ISB)

SB-32

this was one of two GAT-12h Skipray blastboats assigned to the small fleet used by Captain Vocis Kenit during his search for the *Far Orbit*. (FOP)

SB4

Imperial slang for a battalion's technical officer. (ISB)

SB5

Imperial slang for a battalion's headquarters officer. This designation has no counterpart at the company level; SB5 is responsible for coordinating the battalion's support, security, and order. (ISB)

SB-9

a shutterbug droid designed to take pictures. Lando Calrissian had one at the Hologram Fun World theme park. They have cameras built into their chests, and their eyes act as strobe flashes. (QE)

S'Basso

this was a common name used by the H'nemthean race. (UANT)

SBP-200

this blaster pistol was produced by Elmainin Armaments during the height of the New Order. It was considered by many to be an ineffective knock-off of other, better-made weapons. Its housing was fragile, and its focusing crystals were substandard and poorly tuned to the weapon's power capabilities. (GFT, AEG)

SC1

Imperial slang for a company's lieutenant, the second in command. (ISB)

SC2

Imperial slang for a company's logistics officer. (ISB)

SC3

Imperial slang for a company's medical officer. (ISB)

SC4

this model of Taim & Bak heavy blaster cannon was used on the Explorer submergible. (CFG)

SC4

Imperial slang for a company's technical officer. (ISB)

SC-4

this blaster pistol was produced by Imperial Munitions from plans provided by SoroSuub, and was noted for the unusual design of its internal mechanisms. The SC-4's power packs and handle were given unique codes that could be tracked by Imperial computer systems. This allowed law enforcement officers to quickly locate any being who used an SC-4 in committing a crime. Using specially-coded transmissions, Imperial officers could also detonate the power pack of an SC-4 from a remote location, rendering the weapon - and, quite often, the user - badly damaged. (IA, GUN)

SC-401

this was the model number of a pair of stun cuffs developed by Locris Syndicated Securities. Like other such devices, the SC-401 automatically adjusted its cuffs to the size of the being in custody, and continued to tighten if the being tried to struggle out of the cuffs. The cuffs could only be removed by entering a seven-digit code into the keypad. (EGW, AEG)

SC-4X

this was a security droid which was manumitted and given its independence. (MB)

Scabwit

a derisive term used by the Gamorreans. (SWJ14)

Scale Dust

this was a mild poison created by Amira Nasrabi, from natural materials collected from the sea life of Vaynai's shallow oceans. It caused wild hallucinations in those beings who inhaled it. (GMR8)

Scale-10 Battery

a small battery used in emergency kits. (COJ)

Scale-20 Battery

a medium-sized battery used to power portable bases. (COJ)

Scale-5 Syrup

a sugary syrup. (COJ)

Scale-50 Battery

a large battery, capable of powering older models of TIE Fighters. (COJ)

Scalefish

this is the generic name given to a wide range of shiny, scaled fish native to the oceans of Naboo. (IG1)

Scalpel Grass

this form of grass was bio-engineered by the Yuuzhan Vong to have thick, sturdy blades. Each individual blade of scalpel grass had razor-sharp edges, and grew to the height of a Yuuzhan Vong knee. Because of its sturdy blades, scalpel grass could cut into exposed flesh with realtive easy, making it the perfect plant for growing outside slave compounds and prison camps. (UF)

Scalp-Hunter

this experimental weapon design was developed by the Trade Federation and Merr-Sonn Munitions several years before the Battle of Naboo. The Scalp-Hunter was slow to production, especially after a cargo of the weapons were stolen by Nym and his crew. The Scalp-Hunter was fully automatic, with a collapsible stock and a cortosis alloy barrel. It was produced during a time when mercenaries and other criminal organizations were wary of fighting against the Jedi Knights. (T7, NEGW)

Scaly Tauntaun

this unusual variation on the standard tauntaun evolved on Hoth as a hairless species, despite the obvious advantages of a layer of fur. Unlike its surface-dwelling cousins, though, the scaly tauntaun lived in small herds well below the surface, where they sought out geothermal vents and bubbling hot springs. They seemed to be able to follow the slightly sulfur atmosphere produced by the springs and upwellings, burrowing tunnels where necessary to reach a new cave. These traits made the scaly tauntaun a target of scientific investigation for two reasons: research didn't have to be done in the bitter cold of Hoth's surface, and scaly tauntauns provided an example of a highly-efficient energy processor. They used very little heat in their daily activities, trapping as much as possible within their bodies. This may have allowed them to keep their underground lairs warmer than usual. Scaly tauntauns were extremely skittish creatures, and bolted for the safety of their lairs whenever a wampa appeared. (WOTC)

Scamp

this red-haired youth tried to steal Luke Skywalker's lightsaber, while Luke was on the planet to help it become a member of the New Republic. When Imperial forces retok the planet, Scamp made his move. Luke caught him in the act, however, and Scamp agreed to help Luke look for Raggold's killer in exchange for Luke's protection from looters. Shortly afterward, Scamp revealed to Luke that he only stole things to keep his father from beating him. Scamp then took Luke to meet with Braxas. (MC89)

Scan grid

a device used to measure the properties of metals. Darth Vader used one to torture Han Solo on Cloud City. (ESBN)

Scandium Team

this group of Alliance operatives was led by Dutra Zeneta, and Harovan Toth but was soundly defeated at the Wellte-ir Massacre and later disbanded when only six of its original twenty-eight members survived. It was formed in the early days of the Alliance, and was based in Tharin Sector. However, their influence was felt throughout the galaxy. (SWJ10, SWJ11)

Scandoc

the official form of communication between Imperial Intelligence agents, a scandoc is intelligible upon receipt. Immediately following its receipt, a scandoc is coded to begin mutating some time later. The mutations begin with a few message packets out of every thousand. If the document is reproduced, further mutations occur until the document is no longer understandable. (ISB)

Scanoven

this food preparation unit is found in many starship galleys. (OS)

Scapio

this was ostensibly the capital city of the planet Recopia. One of many city-states that existed on the planet's high plateaus, Scapio gained prominence simply because the Thoren Spaceport was located within its boundaries. It was made up from islands that formed a long chain, each of which was linked by bridges that spanned the acid seas. (CCW)

Scar of Remembrance

this red facepaint was used by the rulers of Naboo's human population in times of crisis. The paint was applied to the lower lip in a thick line, and signifies the intense struggles the Naboo faces in the war-filled era preceding the Great Time of Peace. Queen Amidala wore the Scar of Remembrance during the Trade Federation's blockade of her planet. (IG1)

Scarab

this Trade Federation starship participated in the Battle of Naboo. (OWS, SFT)

Scarab Droid

a small, beetle-shaped droid developed for Emperor Palpatine by Sienar Intelligence Systems, a scarab droid could infiltrate most places like a normal insect. The Scarab was produced in order to avoid any legal hassle involved with hiring trained assassins to eliminate Palpatine's enemies. These palm-sized, arachnoid automatons could be programmed to seek out specific targets and deliver a venomous bite. There were some eighteen distinct versions of the Scarab Droid produced, with spines, claws, and shredders serving as the primary weapon on each version. (DE2, EGD)

Scarab Mark VI

this sixth version of Scarab Droid produced by Sienar Intelligence Systems, the Mark VI posted the best kill-ratio among all eighteen versions of the Scarab. These droids had a pair of hard injection fangs mounted on their heads, which could deliver a wide range of poisons. (EGD)

Scarab-class Fighter

this flat-bodied starfighter design was produced during the years leading up to the Battle of Naboo. The design featured two outrigger-like wings, each connected to the fuselage by a pair of heavy struts. (STF)

Scardia Station

a cube-shaped space station that served as a base of operations for the Prophets of the Dark Side, it patrolled the Null Zone until it was destroyed by Grand Admiral Makati several years after the Battle of Endor. (LCJ, SWI66)

Scardia Voyager

the private starship used by the Prophets of the Dark Side. (MMY)

Scarlet

this term was used by the Imperial Board of Culture to indicate those songs which were artistically worthless or offensive. (GG9)

Scarlet Pirate, The

this was the nickname of Reddjak, the pirate who was the leading character in the holo-series *Space Pirates of the Galaxy*, which was popular during the early years of the New Order. (MDCAR)

Scarlet Thranta

this Old Republic corvette was under the command of Captain Zozridor Slayke, serving the Judicial Branch of the Republic during the years leading up to the Clone Wars. As the crisis with the Separatists reached a fevered pitch, Captain Slayke and his crew defected from the Old Republic, vowing to take the fight to the Separatists until the Republic decided whether or not to get involved militarily. Although Jedi Master Nejaa Halcyon and an entire task force was to Bpfassh to intercept him, Slayke managed to escape. He also managed to steal Halcyon's starship, the *Plooriod Bodkin*, which led to the Jedi Master being temporarily relieved of any command duties. (HNN5, JT)

Scarlet Vertha

this Ghtroc Class 720 freighter was owned and operated by Nabrun Leids. It was armed with a double laser cannon. The ship's life-support systems were modified provide a methane-only atmosphere, allowing Leids to travel without the heavy breather mask he had to wear on methane-poor worlds. (SSR)

Scarns

a Sullustan slang word referring to an unknown part of their anatomy. (XW)

Scat

this man was a member of the Garosian underground resistance, during the early years of the New Republic. Scat was held prisoner at the Imperial garrison in Ariana, but was freed from the facility by Alex Winger and her strike team. (SWJ1)

Scatalpen

this predator was native to the planet Aleen, and was known to attack prey that was much larger than itself. The scatalpen would slash open the belly of its prey during a hunt. When the prey tripped over its own entrails, the scatalpen killed it. (NEGC)

Scatalpen

this was the name of Ratts Tyerell's Vokoff-Strood Titan 215 podracer. It was named after the scatalpen predator of Aleen. (NEGC)

Scatter, The

this shallow valley was located on the planet Iego, and it was here that the Diathim - also known as the Angels - dragged wayward starships and crashed them. It seemed to be covered with a sheet of ice, but the shiny surface was actually formed by the reflection of light off starship hulls. The Scatter was surrounded by the wreckage of thousands of starships, and the twisted wreckage made access to the valley floor difficult and dangerous. The survivors who managed to eke out an existence on Iego made their homes along the Scatter, using the hulls of starships as shelter. (WOTC)

Scattergun

this old form of weapon uses expanding gas as its propellant. Pellets of stone or metal are loaded into a chamber, and are expelled at high velocity by the release of a certain amount of the expanding gas. (POT)

Scaur, Dif

this man was the Director of the New Republic Intelligence agency during the Yuuzhan Vong invasion of the galaxy. Prior to heading up the NRI, he had been an Admiral with the Republic's Fourth Fleet. He was distinguished by pale blue eyes and pronounced widow's peak, although many wondered how the frail-looking man could command such power and respect. Scaur and his forces worked in concert with the Chiss, Hapans and Bothans, gathering a wealth of information about Yuuzhan Vong culture and physiology under the auspices of the Alpha Red operation. Scaur was more than angry when Cal Omas and the leaders of the New Republic chose not to employ the Alpha Red virus, based on the concerns of the Jedi Knights. He harbored a deep-seated resentment toward the Jedi, but continued to work toward what he believed were the best interests of the galaxy. Years later, Scaur was placed in charge of organizing the missions to destroy the yammosks on Caluula and Toong'L, just prior to the anticipated Yuuzhan Vong attack on Mon Calamari. His posting as organizer was secondary to his true mission, which was to deploy a new strain of the Alpha Red virus at Caluula. When the virus worked too well, killing not only the Yuuzhan Vong and their biotechnology but also flitnats and winged-stars, the Alpha Red project was once again put on hold. With the surrender of the Yuuzhan Vong at Coruscant shortly afterward, Dif Scaur was quietly forced to resign his position by Cal Omas. (HT, DW, UF)

Scavenger Hawk

these great birds are native to the planet Corellia. They are much like vultures, waiting for an animal to die or be killed. They then consume the leftover flesh. (AS)

Scavenger Moth

this carnivorous moth was native to the planet Drongar, and fed on the decaying bodies of all manner of creatures. (MBS)

Scavenger of the Galaxy

see Redkihl Rokk (T8)

Scavenger Rat

see Corellian Scavenge Rat (GQRG)

Scavenger Squadron

led by Commander Gennad Rozhdenst, this Alliance Y-Wing squadron was dispatched by Mon Montha to guard Kuat Drive Yards against Imperial attack during the Battle of Endor. Its ranks were filled with pilots who had been orphaned from their original squadron as a result of the losses taken in previous battles, and it had proved itself almost from its inception. (HM)

Scavenger Young

this was the name used by those members of The Young who lived in the wilderness outside the city of Zehava, during the height of its civil war between the Daan and the Melida. (DOD)

Scavenger-series Labor and Recycling Droid

this series of droids, developed in an unusual joint project among several groups of outlaw techs and criminal organizations, was designed to salvage the scrap left behind during the Galactic Civil War and recycle it. The various groups who designed and used the Scavengers quickly turned a profit, selling recycled metals and plastics back to the corporations that were manufacturing war materiel. The Scavenger moved about on two heavy treads, and was equipped with a pair of heavy-duty lifting arms. Six small tractor beam projectors ringed the main refuse chute, into which the arms dumped whatever refuse the droid located. Once inside, the materials were broken down and compacted for later storage. (SWJ10)

Scavs

junk traders on Coruscant, these social castaways loot battlefields for armor and weapons. (DA)

Scavs

scavengers who roam the spaceports of the galaxy in search of cheap parts and materials. (DE2)

Scelli

this female Meri worked as a speedercab driver on Derilyn, during the height of the Imperial occupation of the planet. (OE)

Sceltor

this was one of the many *Victory*-class Star Destroyers which were still active, as part of the Imperial Navy, during the height of the Galactic Civil War. (TIE)

Scenic Replicator

this entertainment device places the user into a simulated remote environment. Ranging in size from a one-person booth to an entire dance floor, scenic replicators provide detailed reproductions of alien worlds. (SWJ9)

Scent of Fear

this Taloron Prey Chaser was owned and operated by Crutag, during the height of the New Order. He and a group of bounty hunters flew in the ship to Trinta, in an effort to capture a group of Alliance agents. It was stolen by Halagad Vantor, in order to ensure Crutag remained on the planet. After the deaths of Crutag and Vantor, the Alliance agents took possession of the ship and fled Trinta. (DOE)

Scenter

this small device was created by those Toydarians who traveled away from their homeworld. The scenter

would regularly emit a spray of algae-mat into the atmosphere, recreating the natural environment of the swamps of Toydaria. (SWK)

Scentwood

a wood which has a unique fragrance when cured and finished. (HSE)

Scepter of Entreaty

this Yuuzhan Vong staff was carried by any individual who wished to discuss matters of grave urgency with the Supreme Overlord. (UF)

Scepter of Power

this large amphistaff was controlled by Supreme Overlord Shimrra, as a symbol of his leadership of the Yuuzhan Vong race. (UF)

Scepter of Ragnos

this ancient Sith artifact was believed to have been lost on Yavin 4 during the Great Sith War. It was recovered by the Disciples of Ragnos some ten years after the Battle of Endor, and used by Tavion to drain the Force energy from many locations across the galaxy. The Dark Jedi then planned to utilize the stored power in the scepter to resurrect Marka Ragnos. Although Tavion reached Korriban and was able to transfer the power from the Scepter to Ragnos' tomb, she was killed in combat by Jaden Korr before Ragnos was able to possess her body. Korr then destroyed the Scepter with a slash of his lightsaber, forcing Ragnos back into his tomb. (JKA)

Schaum/Yfarg/Welbig/Fabrico and Associates

known as SchaumAssoc, this Twi'leki advertising agency pioneered media and public relations for the Corporate Sector. They were one of the Corporate Sector Authority's original voting sponsors. (CSA)

SchaumAssoc

See Schaum/Yfarg/Welbig/Fabrico and Associates (CCW)

Schenor

also known as schenor sapiens, this near-human race remained neutral in the Galactic Civil War until Luke Skywalker helped persuade them to join the Alliance. The schenor are native to the planet Rhamsis Callo. They average about eight feet in height, and resemble upright cats. These feline-humans are extremely skilled in the martial arts. They have a deep-seated code of honor and family, and follow a strict social casting system. (RPG)

Scherkil Hla

this squat, flightless bird was raised by the Yuuzhan Vong as a source of protein. (FH3)

Schickele

a game of chance played in many casinos. (TME)

Schifil

this man was a security officer working at the Bakuran Senate Complex during the height of the Yuuzhan Vong invasion of the galaxy. (FH2)

Schinga

this was the generic name of several species of huge snakes that were native to the deserts of Makem Te. Among the many subspecies were the schinga equa, the schinga klaug, and the schinga shikou, which was known as the "pride of Makem Te." (WOTC)

Schinga Equa

this was one of the many species of schinga, native to the planet Makem Te, that proved to be easily domesticated by the Swokes Swokes. The schinga equa was also the most obedient and strongest of the various schingas. (WOTC)

Schinga Ikkow

this was one of the many venomous subspecies of schinga, which were native to the planet Makem Te. The schinga ikkow's fangs literally dripped venom when it opened its mouth to attack. (WOTC)

Schinga Klaug

this was a subterranean species of schinga, native to the planet Makem Te. (WOTC)

Schinga Picai

this was one of the smallest subspecies of schinga that was native to the planet Makem Te. (WOTC)

Schinga Shikou

this was the most noble of all the schinga subspecies native to the planet Makem Te, and was domesticated by the Swokes Swokes for use as a mount. These serpent-stallions were often referred to as "the pride of Makem Te" because of their strong bodies and regal demeanor. (WOTC)

Schmood

this Yuzzum was a member of Grappa the Hutt's court. After Mirith Sinn locked the Hutt in a holding cell, Schmood discovered him and released him. Grappa was thankful for the split second it took Schmood to unlock the door, then blamed his imprisonment on the small creature. (CE2)

Schnil Hakoon

this Kubaz crime lord rose to power in the city of Kinkosa, shortly after the Battle of Yavin. He employed the Ebon Coursers as his personal band of mercenaries. Hakoon originally left his homeworld of Kubindi for Kirtania, after hearing that Kirtania's biosphere was teeming with insects. He then turned to criminal activity to fund his schemes for cornering the market on insect farming. He also set his sights on taking control of the insecticulture on Kubindi, but he realized that he needed a great deal of financial backing in order to accomplish this. (SWJ1)

School For The Learning, The

this was formal name of the Keganite educational facility for The Learning. (TTW)

School of Hidden Widsom

this was the only known dueling academy to survive the Clone Wars and the rise of Emperor Palpatine. Founded by Ephaan Kenzon on his homeworld of Baltimn, the School of Hidden Wisdom was outwardly a quaint reminder of the chivalrous fighting styles of the Old Republic. What few beings knew was that the School served primarily to train Jedi Knights and other Force-sensitive individuals in the fight against the Empire. The irony of this situation was that virtually every other dueling academy of the Old Republic failed when popular opinion of the Jedi Order plummeted during the Clone Wars. However, this was the very reason the School of Hidden Wisdom was able to survive. Coupled with Baltimn's remote location, the School had never been heavily attended. When other academies died out, school officials decided to lay low, fading from the public consciousness. Then, as the atrocities of the Empire were revealed, Kenzon began to accept Jedi Knights who were fleeing the Emperor's Purge. He continued to train his students in combat arts as well as in the use of the Force, although Kenzon had abandoned the Jedi Order before becoming a Knight himself. Nevertheless, his maintenance of the School of Hidden Wisdom allowed a great many Jedi to survive and fight against the Empire which tried to destroy them. After the Battle of Endor, Kenzon realized that he had begun to attract the attention of the dying Empire. However, the emergence of the New Republic and the re-establishment of the Jedi under Master Luke Skywalker, gave Kenzon a reason to finally rest. He disbanded the School of Hidden Wisdom, especially after several of his students were accepted for further training at Skywalker's Jedi *praxeum* on Yavin 4. (PJSB)

School of Public Policy

this branch of the Imperial University specialized in educating people on the ways in which a citizen should behave as a member of the Human High Culture. (SWJ7)

School of the Arts

based on the planet Reena, this educational institution taught the finer points of acting and theater. The school put on a series of free performances across the planet. (LOE)

School of Torturers

a specialized training facility set up by Emperor Palpatine on Coruscant. Its students learned the fine art of torture. (COJ)

School, The

this was the term used by the Iskalonians to describe the seventeen distinct races that made up their civilization. The exact origins of The School were lost over time, although environmental upheavals on many of the original homeworlds of the Iskalonians occurred in close temporal proximity, many millennia before the Galactic Civil War. These events were followed by several rescue missions, and many of the devastated races were relocated to the planet Iskalon, due to its similarity to their homeworlds. Mammon Hoole later led an expedition to the ruined planets to further investigate the origins of The School. (GMR1)

Schoolpad

this was a specialized form of datapad, used to transport schoolwork to and from the classroom. (HNN4)

Schoon

this was another Huttese word for "fool," or any foolish being. It was less common than the term *stoopa*. (TF)

Schostri

this was a species of vicious, stinging insect native to the Geroon homeworld. They were raised by the Geroon as a form of biological weapon, and they delivered a deadly poison with their stingers. Entire colonies of schostri could be grown in small, lumpy sacs that could be attached to a Geroon's arm, allowing the diminutive alien to pass most sensor scans and deliver the schostri into the target area. The schostri colony was genetically altered to accept the Geroon host as its queen or hive, and remained close by even when the Geroon moved around. (SQ)

Schutta

this weasel-like creature was native to the planet Ryloth. (JQ)

Schutta

this was a Twi'leki swear word, used to indicate a being of poor repute. It was derived from the name of a weasel-like creature native to Ryloth. (JQ)

Schwa

an Alliance freighter charged with recovering the supplies that were captured from the Star Destroyer *Kotiate*. (XW)

Science of Darkness

developed by Mage Lord Cronal, the Science of Darkness was a combination of Dark Side energy and high-technology that could be used to identify an individual's sensitivity to the Force. (OWS)

Science Service

this was one of the many branches of the Corulag Academy. Boonda the Hutt's application for entry into the Science Service was not accepted, and his father Groodo tried to destroy the Academy to exact retribution. The plan was thwarted by the Jedi Knights, who discovered that the Hutts had employed Bartokk assassins to do the job. (E1A4)

Scientific Galactica

this was a journal of science which was published during the last decades of the Old Republic. (DMSH)

Scientific Information Packet

this was a special form of datadisk that had high encryption and security features that protected its contents. Developed during the last decades of the Old Republic, an SIP was often used to carry important plans or operational details between members of the same workgroup. Only members of the

group could open the SIP and read its contents. These devices were also referred to as scientific instrument packages, depending on their usage. (SWI77, RAR)

Scientific Instrument Package

see Scientific Information Packet (RAR)

Scillal

this planet was the site of the Centrality's largest and most prosperous shipyards, managed by Scillal Designs. (GMR5)

Scillal Designs

this was the largest shipwright based in the Centrality, and was based on the planet Scillal. (GMR5)

Sciltra Rega

this was a noted Ishi Tib individual in the history of the planet Tibrin. (UANT)

Scimitar

this was the name used by Darth Sidious to describe the Sith Infiltrator used by his apprentice, Darth Maul. After the Battle of Naboo, the *Scimitar* disappeared, and its whereabouts were never discovered. (DSSB, NEGV)

Scimitar Assault Bomber

one of the first new starfighters commissioned by Grand Admiral Thrawn, the Scimitar was developed by Captain Tomax Bren. It had the maneuverability of the TIE Interceptor or the X-Wing, the armament of a TIE bomber, and the ability to fly in an atmosphere. It was a dedicated bomber designed with the help of the Scimitar Assault Wing, from which it obtained its name. It had a long, central tube for a hull, and was the first TIE-like craft to be a two-man ship. The pilot and bomber sat in the forward section of the hull, which could be jettisoned in emergencies. This forward section was situated in front of the wings, providing enhanced visibility over most TIE designs. The middle section of the hull contained the power generators, sensors, and targetting computers. The rear section contained the bomb bays and engine. The Scimitar was different from the TIE Bomber in that it had only a single ion engine - paired with two interlocked repulsorlift engines - to propel it. It was armed with two racks of eight concussion missiles and two laser cannons. Proton grenades and free-falling thermal detonators can also be carried for deployment via the bomb bays. Roughly 13.8 meters in length, the Scimitar bomber has been rated at speeds of 850 kilometers per hour in atmospheric conditions. By introducing thrust from the repulsorlift engines, speeds of 1,000 kilometers per hour can be sustained during bombing runs. *Note that the Star Wars Databank indicates that the Scimitar could attain speeds of 1,150 kilometers per hour in atmosphere, and 1,250 kilometers per hour on bombing runs.* The Scimitar was protected by additional hull plating and the introduction of shields. The Scimitar was manufactured by Seinar Fleet Systems for several years after Thrawn's death, but it was eventually phased out of production. (HTTE, DFRSB, EGV, SWJ15, SWDB)

Scimitar Assault Wing

known as the White Death because of the light-colored bodies of their starfighters and bombers, this subgroup of the Qeimet fleet consisted of three TIE Bomber squadrons, two TIE Fighter squadrons, and a recon/drop ship squadron. Under the command of Tomax Bren, the White Death squadrons bombarded key enemy emplacements, taking care not to destroy potentially useful locations. The squadron lent its name to the new Scimitar Assault Bomber, which was a much more accurate and devastating craft than the TIE Bomber. In the wake of the death of Grand Admiral Thrawn, Captain Bren and the Scimitar Assault Wing went into hiding. (ISB, SWJ15, SWDB)

Scimitar Mark II Assault Bomber

this second generation of the Scimitar Assault Bomber was released shortly after the death and defeat of Grand Admiral Thrawn. It has improved repulsorlift and ion engines, compared to the original Scimitar bombers. This allowed for cruising speeds of 1,150 kilometers and hour, and bombing-run speeds of 1,250 kilometers an hour. Weapons and hull protection consistent with the original design. (EGV)

Scimitar Squadron

this Imperial TIE Bomber squadron flew regular missions in defense of the shield generator emplacement on the forest moon of Endor, in defense of the second Death Star during its construction. (CCG11)

Scimitar Squadron

this New Republic A-Wing squadron was commanded by Colonel Ijix Harona, during the height of the struggle against the Yuuzhan Vong. Scimitar Squadron was paired with the Twin Suns Squadron in the wake of the Battle of Coruscant. (DW)

Scintillant Orb

this was a name used to describe the planet Coruscant during the last decades of the Old Republic. (COD)

Scitrok

this bronze weapon was used almost exclusively by the Scitrok Warriors. It resembles an eight-foot-long scimitar with barbed spikes lining the inside curve. (GG8)

Scitrok Warriors

this is a sect of warrior monks which live in the barren hills of the planet Vengler. The monks must complete religious training before taking up training in the use of the Scitrok blade. Once they complete their weapons training, they are sent out into the world to sell their services as mercenaries. Any credits they earn are returned to the monastery. The religious training allows the monks to obtain some ability to use the Force, although they don't understand what it is, and are not Jedi. (GG8)

Scizzic

this Ugnaught was typical of his species in that he loved to tinker with machines and tools, but cared little for the mining life of his people. So, when he met Talandro Starlyte on Cloud City, Scizzic jumped at the chance to work for the rogue. Scizzic's first assignment - and many say it will be his only assignment - was to get Starlyte Stationup and running, after years of neglect. Once the Station was more or less self-sufficient, Scizzic went to work establishing the Graveyard repair facility. Scizzic developed a knack for modifying starships, and many independent owners sought him out for repairs. (WSV)

Sclipune

this large mollusk was one of the Yuuzhan Vong's bio-engineered devices, and was developed as a form of safe used to transport villips and other delicate pieces of technology. The heavy shell was parted when the Yuuzhan Vong caressed a fleshy patch near the hinge of the shell. (DTR)

SCM-22

this was the designation of PowerPost's stenographic droid, produced with components designed by Industrial Automaton. The SCM-22 could fit in the palm of a being's hand, providing an ease of use not capable in administrative droids like the CZ series. the SCM-22 could record dictations and conversations, then could be dispatched to store the information in a remote computer system. Two small treads allowed the SCM-22 to move about, and a specialized jack allowed it to communicate with a host computer. The SCM-22 was originally designed for the New Republic military, but PowerPost eventually expanded its product line with civilian models. (SOL, EGD)

Scod

this man was a member of the cleaning crew known as the Tripod, working on Bakura during the height of the Yuuzhan Vong invasion of the galaxy. (FH2)

Scohar

this is the capital city of the planet Storinal. It is connected to nearby Revos via a featureless tunnelway that occasionally rose above ground. A number of large, repulsor-powered railcars travelled along the tunnels between the two cities. When the tunnels rose above ground, it gave the passengers spectacular views of Storinal's wonderful landscaping. (WS)

Scohar Xenohealth Institute

this educational facility was the primary center for disease control, and was located in the capital city of Scohar, on Storinal. Wraith Squadron infiltrated this facility to steal a disease which they could use to help avoid an inspection from the Hawkbat while they commanded the Night Caller. (WS)

Scomp Link

any one of the standardized droid access ports, a scomp link allows a droid to access a central computer system. The scomp link is a circular port into which the droid inserts an access probe. (CCG)

Scomp-spiker

this device is attached to a standard scomp link, and is used to destroy the computer system attached to the link. Once inserted into the scomp link, a power pack is then attached to the scomp-spiker. Once the scomp-spike is charged, it emitted a high-voltage spike of energy into the computer system, destroying the local computer substation and several downstream components. (SWJ13)

Sconn, Davith

this Imperial Navy Lieutenant was an executive officer on the Forger when it attacked Gra Ploven. He was later captured by the New Republic and imprisoned at the Jagg Island Detention facility. It was discovered, during the Yevethan Purge, that Sconn had spent time on N'zoth while part of the crew of the Moff Weblin. He was questioned by Leia Organa-Solo, and was able to provide valuable information about the Yevethan people to the New Republic. (SOL)

Sconn, Sienn

a native of the planet Ryvella, Sconn's parents were killed during an Imperial retaliatory strike on V'eldalv. Sienn was raised by his uncle, Cryle Cavv, who gave the orphan love and attention, and also taught him the finery points of being a thief. He turned to a life of crime, becoming a master thief by the time he was 23. He limits his work to obtaining wealth from former Imperials, crimelords, and the obnoxious rich beings of the galaxy. He has the uncanny ability to fall into the middle of trouble, and the equally uncanny ability to escape from it unharmed. He once stole a prototype weapon from Rythani Products and Moff Caerbellak, but this was part of a larger plot by Caerbellak to discover New Republic research facilities and command positions. (SWJ5, SWJ9)

Scoop Miner

this term describes any starship designed to mine interstellar gas and rock by simply travelling through space. Scoop miners have a specially-designed bow which collects the tiny debris and passes it into a processing center inside the ship. (SOL)

Scoopball

this was a small ball that was thrown about by players using long, scoop-like baskets. (RCHC)

Scooptrooper

armed forces jargon for a stormtrooper who travels on a swoop, rather than a speeder bike. (SSE)

Scooter

a small, personal repulsorlift vehicle, it is basically a bucket chair with a control panel and an engine attached. (HSR)

Scorch

this clone commando, designated RC-1262, was among the first members of the original Delta Squad. Scorch was known as a competent soldier and a demolitions expert, and his ability to overstate the obvious irony of a situation made him the squad's resident wisecracker. He earned his nickname when an ordnance accident burned off his eyebrows. (LAWS)

Scorch Stick

this material was used to assist larger explosives to cause more damage, or to control the damage of an explosion. Made from an acid-based paste, which could withstand high temperatures, an individual could

trace a pattern with the scorch stick. When ignited, the paste would burn a shallow score mark into the material, weakening it and allowing a larger explosive to crack it open. (SQ)

Scorch Zanales

this chubby, equine Daimlo was one of the galaxy's best podracers, some ten years after the Battle of Naboo. He survived for many years, and later participated in the illegal races held on Euceron during the Galactic Games. (RACR, JQ3)

Scorekeeper

this Trandoshan deity is responsible for judging each of the reptiloids upon its death. The Scorekeeper tallies the number of jagnannath points a Trandoshan collects, and determines the proper place for it in the afterlife. A female deity, the Scorekeeper is reptilian, with lidless eyes and a bloodthirsty temperament. If she felt the whim, she could double a Trandoshan's jagannath points for a particularly brave and daring kill. She could also, as a point of pride, reduce a Trandoshan's count to zero for being captured or shamed. (TBH)

Scorn, Datoro

this mercenary was employed by Begas Tok as a bodyguard, during the time that Tok tried to sell the Shard of Alderaan. Unknown to Tok, Scorn was also under orders from Jabba himself to kill Tok if the auction ended before Tok's debts could be paid off. Scorn was easily distinguished by the scars of his face, the reminders of a shoot-out battle with Lex Kempo. He was also noticeable by the cybernetic eye which replaced the real one lost in the battle. Scorn spent much of the rest of his career as a mercenary and hired gun, hoping for a chance to exact a painful revenge against Kempo. They met up on the *Dune Princess*, during Tok's auction of the Shard of Alderaan. (LAA)

Scorp Club

located on the *Kuari Princess*, this nightclub is more sedate than Xerrol's Place. (RM)

Scorpion IV

one of four Corellian CR90 Corvettes under the command of Lumiya, following the Battle of Endor. (SWG3)

Scorpion-rat

this denizen of the spice mines of Kessel is a deadly, insect-like rodent with a stinger-topped tail. (CCR)

Scorylance

this was a noted individual from Frozian history. (UANT)

Scoryn

this outlaw was part of the crew of the New Republic starship *FarStar*, working directly for Gorak Khzam. A former slave who fought her way out of indentured servitude, Scoryn found work as a security officer for a minor crimelord. She organized a mutiny against him, destroying his palace and most of its inhabitants. The crimelord put a bounty on her head, and Scoryn fled the sector. She hid out on Kal'Shebbol, and decided that crewing on the *FarStar* would help keep her location a secret. She was hired to keep order in the ship's close quarters, serving as Khzam's second-in-command. After the Rodian defected, Kaiya Adrimetrum promoted Scoryn into his place. She used her new position to resolve the conflict between herself and Thanis Gul-Rah, who had tried to bring her to justice many years before. She had been "saved" from capture by Imperial Captain Brannij, but held no loyalty to the Empire. Despite her freedom, Scoryn still had a deathmark on her head. She knew, though, that Gul-Rah was part of the team which murdered Kaiya Adrimetrum's husband, and kept this knowledge secret even after she joined the *FarStar*'s crew. After the *FarStar* escaped from Q'Maere, Scoryn rallied against Captain Kaiya Adrimetrum's plans to continue their mission, citing a mutiny was being discussed among the rest of the crew. After she promoted him to her second-in-command, Scoryn's fears were realized when Lowen Chase actually instigated a mutiny. The ship was plunged into chaos, and despite their differences, Scoryn and Adrimetrum worked together to put the rebellion down. Once control of the *FarStar* was restored to her crew, Scoryn was placed in charge of investigating any deaths and convening court-martials where necessary. (DARK, KR)

Scotian, Will

this Alliance starfighter pilot was a veteran of Rogue Squadron, and served the Alliance during the attempt to rescue Han Solo from Boba Fett on the moon Gall. Will was a brash, young pilot from the planet Brentaal, and his service record at Oracle Base in Brak Sector caught Wedge Antilles' attention enough to recruit him. His X-Wing was damaged in the battle, and he actually spent very little time with the squadron. He was part of the Alliance assault team which rescued a group of slaves from mercenaries who were supporting the Empire. Among the slaves was a Chev humanoid named Pedna. She was so thankful that she adopted the surname Scotian as her own, in honor of Will's part in the rescue. (WS, SE, SESB)

Scott, Franklin

known as "Shorty" to his friends, Franklin was the only member of the Farns to have a repulsor craft. However, despite the fact that the Farns called themselves a swoop gang, Franklin owned a highly-modified Starhawk speeder bike. Franklin joined the Farns because of their good-natured approach to being a swoop gang, for he is scared of the authorities in Mos Eisley. (GG7)

Scourge

this experimental Qektoth Attack Cruiser was owned by the Qektoth Confederation. It measured about 103 meters in length, and was crewed by 30 officers and 10 gunners. It was hyperspace-capable, and was armed with some of the Confederations bioweapons. The primary armament was four plasma cannons and a single bio-energy array. The power requirements of the prototype bio-energy array drained much of the ship's power, so the Scourge was only effective against a single ship, and only if it had the element of surprise. After the initial blast, the Scourge was defenseless until the bio-weapon was recharged. This allowed the crew of the FarStar to defeat the Scourge in combat near Qu'mock Station. (KO, KR)

Scourge

this *Victory*-class Star Destroyer patrolled Darpa Sector during the height of the Galactic Civil War. (FOP)

Scourge

this yacht was Atlee Thanda's personal starship. To protect himself while traveling, Atlee also maintained a flight of twelve Z-95 headhunters to escort the ship. (WOA26)

Scourge One

an Imperial Hunter assigned to Sedriss and Operation Shadow Hand, Scourge One tracked Luke Skywalker and Kam Solusar to Ossus and followed them to the surface. (DE2)

Scourge Squadron

this was the primary fleet of Star Destroyers established to protect the Pentastar Alignment. It was under the direct command of Moff Ardus Kaine, and was led by the *Super*-class Star Destroyer *Reaper*. (SWJ3)

Scourge, The

this gang of pirates tried to claim the planet Alluuvia as their own, shortly after Radell Mining Corporation established their own claim. The Scourge then captured the Gray Griffins, an Alliance scout team dispatched to explore the planet. In reality, the Scourge had been employed by Imperial Mining, Limited, to guard the planet Alluuvia, after Chalmer Trillili made a deal with the Empire. These actions forced the Alliance to send out a team of soldiers to recover the Gray Griffins. The Scourge was defeated in the assault, and the planet was returned to Radell. (OE)

Scouring, The

this was the Basic name of the Se'Lenti, which was the term used by the Gorohtites to describe the ecological and environmental destruction wrought on the planet Goroht Prime during the Aqualish-Corellian War. The offworlders, who each paid handsomely to the P'Dar'Ken for limited and conflicting mining rights, had grown fed up with the manipulations of the Rel'Kan, J'Kek D'rith Kalama. Since neither side could control the planet, they decided that no one would control it. They sent waves of asteroids on a collision course with Goroht Prime, and the resulting impacts wreaked incredible amounts of damage. It was estimated that nearly five billion Gorohtites died in the resulting cataclysm, with barely two million

survivors going underground to escape the destruction. Because of this event, hyperbarides which had been locked into the crust of the planet were vaporized, becoming part of the atmosphere and altering the Gorothe physiology over many generations to accept its presence. The resulting atmospheric conditions had one unique side-effect: repulsorlift engines failed to work on Gorothe Prime. (GSE, AE)

Scout

see [Enwandung-Esterhazy](#), [Tallisibeth](#) (YDR)

Scout Collector

this was the name used to describe any automated scout vehicle which could move into a hostile or unknown environment and retrieve biological samples for later investigation. (JE)

Scout Collector Unit

this droid, essentially a floating dumpster, was used in conjunction with several scout survey units to collect specimens and samples from a planet or moon under exploration. (SWJ2)

Scout Craft

lightly-armed, 100-meter-long ships used by the Empire to quickly reconnoiter an area and report back to its base. They are armed with only 3 turbolasers, but are well-shielded (150 SBD shields protecting a 60-RU hull). They are fast for a large ship, having been rated at a top speed of 80 MGLT. (TIE)

Scout Soldier

this is the name given to any member of the New Republic Scout Service who maintains their military training, rather than actively exploring the galaxy. Like all Service Scouts, the Scout Soldier receives military training from the New Republic, but serves to ensure that newly discovered planets are protected from claim jumpers and other hostile forces. They can also be called in to quell native uprisings. (GG8)

Scout Survey Unit

this model of ancient exploration droid resembled a large, mechanical spider. Moved about on eight articulated legs, the spherical body of the scout survey unit bristled with sensors, probes, and grasping claws. Small groups of these droids worked in coordination with a scout collector unit, collecting specimens and samples for later analysis. (SWJ2)

Scout Troopers

lightly-armored stormtroopers assigned to guard Imperial garrisons. (HTTE, ISB)

Scout Walker

see [AT-ST](#) (ESBN)

Scouter

an Alliance transport ship destroyed during the Galactic Civil War. (TIE)

SCr-114

this droid was a member of the computer crew aboard the *Malka'an Eternal* when the ship was abandoned to crash on Edonaaris. Realizing that he was stranded on the planet, SCr-114's programming caused him to resent the organic life that left him there. When a salvage crew came to recover the wreckage, SCr-114 killed them and took their ship. He later became a notorious Outer Rim smuggler, going by the alias Skar to cover his identity as a droid. SCr-114 modified a variety of droids to serve as his crew aboard the *Efficient*, removing their inhibitors and creating a loyal crew. (SWJ5)

Scraf

this surname was common among human settlements found throughout in the galaxy. (GCG)

Scraf, Arvid

this settler was one of the first residents of Nam Chorios to greet Luke Skywalker, after the Jedi's B-wing was shot down by Theran forces. He befriended Luke (who used the alias Owen Lars) and helped him

get into Hweg Shul during Luke's search for Callista. It as Scarf, using his out-dated and heavily-modified 74-Z speeder, who helped Luke recover his belongings and get a job in Hweg Shul. (POT)

Scrag-end

this was a crude term used by criminals and other seedy beings, during the last years of the Old Republic, to indicate any being who made the criminal angry or upset. (RCHC)

Scramball

this was a team sport that was popular during the last years of the Old Republic. (E3N)

Scrambas, Pello

this 20-year veteran of service to the Royal House of Alderaan's homeguard was one of the first troopers killed when stormtroopers from the *Devastator* boarded the *Tantive IV*. (CCG2)

Scramble 9

this was the code phrase used to highlight urgent messages for the New Republic's Chief of State. Although this is the highest level of urgency that can be attached to a message, it can also be color-coded to indicate how urgent it is. A scramble 9 message that has been given the color purple is generally regarded as the utmost of urgency. (POT)

Scramble Code Five

this was a high-priority encryption code used by the Jedi Knights of the Old Republic. It was used whenever a transmission needed to reach Coruscant from a remote location, with utmost speed and maximum security. (AOTCC)

Scrambler

this device is similar to a caller, except that it scrambles the programming of the droid it is aimed at. (TNR)

Scramjet

this is an air intake system that force-feeds air into the drive system, boosting the power output of existing engine systems. (EGV)

Scrange

this was a species of crustacean-like amphibians native to the planet Dagobah. These creatures moved about on six crab-like legs, and had a pair of heavily-muscled arms for grasping and crawling. A collection of bio-luminescent patches dotted the dorsal surface of the scrange's body, used for attracting prey or providing light in dark locations. In order to incapacitate its prey, the scrange lashed out with its tusked tail, stunning or badly injuring any creature that came within its reach. (WSW, IWSW)

Scranton Toon

this Rodian was a noted pilot who worked for Plook Hartar during the height of the Galactic Civil War. Scranton Toon was chosen to participate in a race, devised by Hartar and his rival, Servid Norn, to prove which of the two had the best pilots working in their respective pirate gangs. Norn, in order to ensure that his pilot won the race, posted a bounty for the capture of Scranton Toon. The bounty requested that Toon be brought in alive, so as to maintain any semblance of a working relationship between the rival pirate gangs. Scranton Toon was known as a laid-back mercenary who was arrogant and skilled. He lost his left eye in a swoop wreck, and had it replaced with a cybernetic photoreceptor. (GMR6)

Scrap Heap, The

this is the derogatory name given to the area of the River, found on Off-worlders' Quarter, where droid congregate while their owners imbibe at the River. The droids which are left in the Scrap Heap are fitted with a special restraining bolt of Ropagu design. This bolt overrides the droids' original programming, installing a subroutine which is unique in the sector. If an attempt is made to steal a droid from the Scrap Heap, the programming in the bolt compels the remaining droids to attack the thief and prevent the theft. (TSK)

Scrap Mouse

this small rodent was native to the planet Coruscant, where it lived in trash piles and back alleys. (YDR)

Scraper

this Imperial stormtrooper was one of many that were dispatched to Golrath, under the command of Lieutenant Giel, to search for information on the Alliance's location. Scraper and a friend were shirking their duties when they discovered that the native rock of Golrath had the strange ability to replay images of light it captured when it was hot. (MC65)

Scrapper

this was the nickname of the Aqualish bounty hunter Negollup. (GMK)

Scrappier's Run

this was one of the many podraces which meandered through the cloud-cities of the planet Ord Ibanna during the last decades of the Old Republic. (RAC)

Scrapyard

this was the name of the largest junkyard found on the planet Belgaroth. Filled with all manner of debris and toxic waste from the Imperial occupation of the planet, the Scrapyard was avoided by virtually every Belgarian. Its existence gave rise to the phrase "living in the Scrapyard", which was used to describe any being who had died recently. (CCW)

Scrat

a small scavenger. (JTH)

Scratch

this was the term used by many Cestians to indicate an existence in which an individual or family made enough credits to feed themselves, with a little left over to barter with. Usually, it referred to farming communities that eked out sustenance, but never enough to sell for a profit. (TCD)

Scratchback

this term, used in the city of Talos on Atzerri and on most of the Free Trader Worlds, describes the practice of setting up progressively intense areas of merchants in the vicinity of spaceports. The initial area surrounding Free Trader spaceports is set up to fleece unsuspecting travelers of their credits through the use of illusory taxes and shoddy merchandise. Most experienced travellers are detected by these merchants, and are expertly routed to more intense sales areas farther from the spaceport. If the travellers still didn't part with their credits, chances are their funds will be stolen as they move further from the law enforcement present at the starport. The "scratchback" occurs when the more intense salesbeings pay a "referral fee" to those businesses close to the spaceport who pass on the more experienced travellers. (SOL)

Scratcher

this beast, native to the planet Ansion, was named for the way it rubbed its belly against the stones, in an effort to satisfy an itch or remove unwanted parasites. (APS)

Sc'rath

this was the name of the traditional Togorian scimitar. They were rarely seen off Togoria, and commanded a high price among collectors and weapons aficionados because of their high-quality materials and excellent craftsmanship. (AIR)

Screamer

this was the name of Bertrik's active jamming system. It was used to disguise a starship's ion drive emissions to prevent long-range detection as well as missile and targeting locks. (EGW)

Screamer

this Aratech jumper jet pack is based on a fiberlight chassis, to which are attached a pair of thrust cones. Propulsion is created through the ignition of solid and liquid fuels, and is capable of carrying the user 100

meters horizontally. The Screamer can also propel the user 70 meters vertically. Each pack can make about 10 jumps before it requires refueling. (CFG)

Screamer

this was the Imperial name for the teezl, used by the line officers and soldiers who served under Admiral Giel. (MC61)

Screamer Gong

this type of musical cymbal was used in conjunction with a drumheller harp. (VD)

Screamer Squadron

this New Republic squadron of X-Wings was hastily formed in the wake of the Battle of Coruscant, and assigned to the *Ralroost*. Virtually every member of the Screammers was a rookie, with their commander being barely twenty-three years old when the squadron was launched into battle over Ylesia. (Y)

Screaming Jawas

this band often played in the Arcade Omicron, where their alternately thunderous and screeching music has found an audience. (SWJ9)

Screaming Kroobles

this phrase is used to describe a sensation of fear or loathing. (CSWDW)

Screaming Wookiees

this was the name of the training squadron commanded by Atton Repness, before his blackmarket starfighter schemes were exposed. They were based on the starship *Tedevium*. (IF)

Screed, Terrinald

an Imperial Admiral, Screed was Palpatine's right-hand-man during the early years of the Empire and the New Order. Originally trained at the Caridan Military Academy, Screed was a no-nonsense military expert, and wore an electronic eye-patch. During the years leading up to the Clone Wars, Screed was a Judiciary for the Old Republic, and was one of the loudest supporters of Chancellor Palpatine's Military Creation Act. When Duro fell to the Separatists during the height of the Clone Wars, Screed was placed in command of the Coruscant Planetary Defense forces, as it was feared that the Separatists would use Duro as a staging point for striking at the Core Worlds. Years later, after a distinguished career in the military, Screed was assigned to take control of the fuel refineries on Biitu. While he managed to capture Mungo Baobab and install the Great Heep on Biitu, he was unprepared for the efforts of R2-D2, C-3PO, and the young boy named Fidge. This unlikely trio rescued Mungo and destroyed the Great Heep, leaving Screed with nothing to show for his efforts. This was only a temporary setback for Screed, who later survived the Battle of Endor and established a relationship with Warlord Zsinj. The relationship didn't last long, however, as Zsinj ultimately executed Screed for an undisclosed reason. (TGH, DCAR, HNN4, HNN5, FH1, SWI75, SWDB)

Screel'sara

this is the name of the Adarian caste system, which is very rigid and inflexible. (GG12)

Screw Maggot

this was one of the many carnivorous insects which were native to the jungles of Haruun Kal. (SHPT)

Screwworm

this long, thin annelid was named for the corkscrew-shape it obtained as it grew. (T)

Scrimpi

this tasty dish was served at many tapcafes, often with a glockaw sauce. (BP)

Scrin

this was the name of a noted Vuvrian individual. (UANT)

Scrivininir

this was the name given to the supreme representative of the Centrality. The name was derived from the High Trammic word for "head writer." (GMR5)

Scrivner's Revenge

this long-running holo-drama chronicled the exploits of Carma Dame. It was popular during the last decades of the Old Republic. (SWJ5)

Scrobb

this Hutt slang term is used to indicate a small denomination of money. (JTH)

Scrub Lizard

one of the most predominant forms of life on the planet Korbin, the scrub lizard grows to be three meters in length. The scrub lizard is a carnivorous reptile, and lives near cities and the LastCall. Scrub lizards crawl flush to the ground, and are often mistaken for snakes. They are attracted to the kyrf that grows on Korbin, but seem to be immune to its intoxicating effects. The scrub lizard is armed with spiky scales and a tooth-filled maw. When they capture their prey, scrub lizards hold it in their mouths while they shake it violently until it dies. They are ill-tempered beasts. (PG2)

Scrubber Droid

produced by Industrial Automaton, this series of droids was designed to clean up hazardous materials from spaceports and hangar areas. The scrubber, which resembled a squat box, moved about in search of fuel spills and other areas where potentially dangerous chemicals pooled. The scrubber was effective at its work, collecting as much of the hazardous material as possible without any sort of fear of its dangerous situation. In those situations where a fire broke out before the scrubber could clean up a spill, the droid was equipped with a fire extinguisher to put out a variety of fire types. (AEG)

Scrub-loak

this variety of the common loak is a small, compact plant that is more adapted to survival in desert environments. (POT)

Scrubwort

a plant native to the planet Endor. (AT)

Scrumma Jawbone

this was a broad, shallow arm of Lake Paonga, located on the planet Naboo. (NEGW)

Scrup

a species of small fish native to Calamari. (IDC)

Scruts

this man, a native of Edan II, led a small group of guerrilla fighters which opposed the Imperial occupation of the planet during the period leading up to the Battle of Yavin. Later, he joined his forces with those of the Alliance during the liberation of Edan II. (IAG)

Scry-mint

this sweet-tasting herb was used in the creation of many desserts. (BF4)

SCS-19 Sentinel

manufactured by TaggeCo, this personal landspeeder provided a measure of security and defense for beings who worried for their own safety. Armed with a twin laser cannon and protected by heavy armor and shields, the 12-meter-long SCS-19 could transport a pilot and two passengers through a number of hostile environments. *Note that the Arms and Equipment Guide indicates that the SCS-19 can accommodate up to four passengers and fifty kilograms of cargo.* (GFT, AEG)

SCT-1000

this Bith hiding cube was produced by Veretrex Securities. Resembling a small cube, the SCT-1000 was

formed from a unique material that distorted light which encountered it. When placed in a niche or on a small shelf, the SCT-1000 appeared to blend into the surrounding wall, producing the visual sensation of a continuous wall panel. (GFT)

Scufflemug

this Gran Lord was one of the political cronies installed by Vosdia Nooma, in the Rodian drama *The Trickery of Vosdia Nooma*. Lord Scufflemug was meant to represent one side of the debate on the Military Creation Act, and was couterpointed by Lady Puffdove. Although critics generally hailed *The Trickery of Vosdia Nooma* as entertaining, they political allegory and heavy-handed mimicry of the Galactic Senate - represented by Scufflemug and Puffdove - was panned and often described as being in poor taste. (HNN5)

Scum-scrubber

this specialized droid was created by environmental and sanitation engineers on the planet Coruscant, as an automated way to ensure that algae and other natural pollutants didn't foul up Coruscant's fresh water supplies. (CCW)

Scuppa

this humanoid was, at one time, Jabba the Hutt's pilot. Before that, they were partners in crime. Jabba ensured Scuppa's loyalty by implanting a vial of xenoboric acid in his skull following a head-wound sustained during a battle. Jabba held a control stud that could open the vial and release the acid into Scuppa's system. Scuppa was eaten by Princess Nampi, after she had captured Jabba's starship. (JTH)

Scupper Bantoo

this aging CorelliSpace Gymsnor-2 freighter was owned and operated by Maddie Macatten. It was outfitted with obsolete parts and maintained with a loving hand, but barely made it through its travels. The *Scupper Bantoo* had a slow hyperdrive system, minimal shielding, and was armed with a single heavy blaster cannon. (KO)

Scur

this creature inhabits the forests of Kashyyyk, travelling in large groups. (TT)

Scurrg H-6

this experimental bomber design was developed by Nubian starshipwrights during the years leading up to the Battle of Naboo. At twenty-two meters in length, the Scurrg H-6 resembled a flattened square, with the center spine raised slightly to provide room for the cockpit and shipboard systems. The ship was developed by the Bith engineer Jenkins, who was working for the Nubian Design Collective at the time, and was proposed for sale to the government of Naboo as a defensive craft. The original design was armed with six wing-mounted laser cannons, a turret-mounted double laser cannon, and a proton bomb launcher. A crew of five was required to fly the ship, consisting of a pilot, navigator, and three weapons officers. However, when the Naboo rejected the design as excessively armed, the Nubians scrapped the project, much to the consternation of Jenkins. The Bith then sought out Nym and arranged to steal the prototype. The ship was eventually refitted with a number of new and enhanced systems, and was renamed *Havoc*. (SWDB, NEGV)

Scurrier

this four-legged, insectoid creature was the only indigenous form of life found on the planet Artus Prime. Living in the tunnels and caverns that riddled the planet's crust, these creatures were essentially blind, but used their other senses to track down their prey. When settlers began mining the planet, the scurriers discovered a new source of food. Many miners lost their lives to scurriers, a fate that also awaited the Imperial stormtroopers who later arrived on the planet. (JK2)

Scurrier

this small, rodent-like creature inhabited the urban areas of the planet Tatooine. Resembling a large, kangaroo-like mouse, the scurriers jumped along on their powerful hind legs. The males were easily distinguished from the females by the prominent curved horns on each side of thier heads. Most females had short, straight horns. Scurriers congregated in the outlying areas of cities like Mos Eisley, hunting for

the insects which come to feed on the rubbish of civilization. The scurrier could also scavenge on the garbage it finds. When cornered or surprised, the scurrier could attack with a vicious bite. Large specimens of scurriers have been known to reach twelve meters in overall length. (SWSE, CCG9, WSW)

Scurrier Disease

this unusual disease, believed to be carried by wild scurriers, was sometimes contracted on the planet Tatooine. (SWRPG2)

Scurry

this ferbil was kept as a pet by V-Davi, in defiance of the rules of the Learning Circle. (FFT)

Scute

this was the Yuuzhan Vong name for the living scales taken from a dora-mu and used to create living armor on one of their bio-organic vessels. A scute resembled a long, chitinous scale, and could be grown in groups that overlapped their bodies to provide protection on vessels such as the vangaak. (NEGV)

Scuttle Grazer

this big-eyed creature inhabits the third level of the Kashyyyk forests. They are quick and elusive, moving on several legs across the jungle. (TT)

Scutz

an Alliance shuttle that was captured in the Javin Sector, following the Battle of Hoth. (TIE)

Scuz

this bounty hunter worked with Gyran during the Galactic Civil War. (SSR)

Scylla

this was one of the many *Strike*-class cruisers that made up the front lines of the Imperial Naval fleet. (XVT)

Scylla

this warship was commanded by Daala during the years surrounding the Black Fleet Crisis. Having come out of retirement to help the New Republic win the Battle of Nam Chorios, Daala returned to the Deep Core and tried to establish a new Imperial fleet. The *Scylla* served as her flagship, and led her brief charge into New Republic territory against Garm Bel Iblis. Unfortunately, Bel Iblis was able to trap Daala's fleet using a pair of CC-7700 frigates. In order to escape, Daala rammed one of the frigates with the *Scylla* before limping into hyperspace. Due to damage to the ship's navigational systems, the *Scylla*'s jump was blind, and Daala was not seen again. (NEGC)

Scythe

the Alliance ambushed a convoy which was led by this *Strike*-class cruiser, shortly before the Battle of Enodor. (XWA)

Scythe Squadron

this Imperial TIE Fighter group was assigned to defend the second Death Star during the Battle of Endor. Their primary mission was to identify and eliminate any Alliance starfighters which attempted to destroy the battle station from within. The fighters of this group were given P-w702 upgraded maneuvering thrusters to give them more control during flight within the superstructure of the Death Star. (CCG11)

Scythe-class Bomber

this is an Adumari assault craft. (SOA)

Scythis

an Imperial system patrol craft operative during the Galactic Civil War. (TIE)

SD-1

this was the earliest of the SD-series war droid produced by Balmorran Arms. It was extremely well-armed, but lacked the tactical programming needed to prioritize and eliminate multiple targets. (EGD)

SD-10

a war droid produced by Balmorran Arms for the New Republic, it was the follow-on to the SD-9 and was used by the Balmorrans to battle the Executor Sedriss. Sedriss eventually received some of the droids in a bargain he struck with Beltane. The original design of the droid was done by Umak Leth, and incorporated heavier weaponry and more intelligent programming. The SD-10 was armed with a repeating blaster, a concussion missile launcher, and a plasma-burst cannon. It was also given advanced servomotors and gyrobalancing systems, in part to keep its massive bulk from toppling in combat. (DE2, EGD)

SD-2

this was the second SD-series war droid produced by Balmorran Arms. Like the SD-1, it was extremely well-armed, but lacked the tactical programming needed to prioritize and eliminate multiple targets. (EGD)

SD-3

this was the third SD-series war droid produced by Balmorran Arms. Like its predecessors, it was extremely well-armed, but lacked the tactical programming needed to prioritize and eliminate multiple targets. (EGD)

SD-4

this was the first Balmorran Arms war droid to take advantage of enhanced programming to prioritize multiple targets. It accomplished this by integrating programming which had been stolen from the defunct Darktrooper program. (EGD)

SD-47

this model of servodriver was produced by the Corellian Engineering Corporation. (PSG)

SD-489

the New Republic registry number of the Star Destroyer *Gnisnal*. (BTS)

SD-5

this was the second Balmorran Arms SD war droid prototype produced which took advantage of enhanced programming stolen from the defunct Darktrooper program to improve its targeting systems. It improved on the SD-4 design, but was eventually replaced by the SD-6. (EGD)

SD-6

this was the sixth Balmorran Arms war droid prototype produced in the SD series, before mass-production began on the SD-9. Like its predecessors, the SD-8 took advantage of enhanced programming stolen from the defunct Darktrooper program to improve its targeting systems. (EGD)

SD-7

this small, squat droid used by the Empire as an assistant to IMP-22, performing the more menial tasks while IMP-22 interfaced with human officers. SD-7 had no legs, treads, or wheels, but sat in position to monitor military activity. It had six manipulator arms, used to perform computer-related activities. (REB)

SD-7

this was the seventh Balmorran Arms war droid prototype produced in the SD series, before mass-production began on the SD-9. Like its predecessors, the SD-8 took advantage of enhanced programming stolen from the defunct Darktrooper program to improve its targeting systems. (EGD)

SD-77

this was the model number of Pacnorval Defense Systems' sonic pistol. Like the SG-82 sonic rifle, the SD-77 fired a wide pattern of high-intensity sound waves which could shatter solid objects or stun a living being into submission. (EGW)

Sd-77

see SD-77 (AEG)

SD-8

this was the last Balmorran Arms war droid prototype produced in the SD series, before mass-production began on the SD-9. Like its predecessors, the SD-8 took advantage of enhanced programming stolen from the defunct Darktrooper program to improve its targeting systems. (EGD)

SD-9

a war droid produced on Balmorra for the Empire. It was built during the period of the reborn Emperor's reign on Byss. The original design of the war droid was done by Umak Leth and was basically a three-meter-tall, humanoid automaton armed with a plasma-burst cannon and a heavy repeating blaster, and protected by laser-reflective armor plating and an ionization shield system. Parts of the SD-9's programming and technology was borrowed from the Empire's Dark Trooper project, although this information was not initially released to the new Republic. Balmorran Arms failed to keep development costs down during the design of the SD-9, hoping to overcome the problems it had with earlier models. Thus, the SD-9 proved to be prohibitively expensive to anything smaller than a planetary government. Most SD-9s were conscripted by the Empire. (DE2, EGD, AEG)

S'denSta

this Mrlssti was considered an expert in droid programming, during the height of the New Order. (FTD)

S'diawae

this former Jedi Master was honored by Bisquit Baron for his contributions, with a commemorative holocube that documented his history being included in many QuickSnack and QuickSnackLite meals. The meals and holocubes were available shortly before the onset of the Clone Wars. (HNN4)

SDS-632

this Dalabar Micro-Electronics surveillance detection system was manufactured for use by private individuals and small corporations. It used a variety of sensors and detectors to identify and track any outgoing transmissions which it encountered. While the Empire chafed at the availability of this type of device, it allowed consumers to purchase them on the understanding that military technologies existed that could bypass the abilities of the SDS-632. (GFT, AEG)

SD-series Infantry Droid

this series of combat droids, produced by Balmorran Arms, was first designed during the last years of the New Order. Actual production didn't begin until after the Battle of Endor, so Balmorran Arms decided to sell the technology to the New Republic. The Empire's forces managed to capture Balmorra and taken control of the SD-9 droids, but Balmorran Arms provided the prototype SD-10 to the New Republic during the planet's liberation. (AEG)

SE-14

this was a basic blaster produced by BlasTech during the height of the New Order. It was nothing more than a tube with a grip, and had a small energy pack mounted below the barrel. (JKG)

SE-14C

this was an upgraded model of the basic SE-14 blaster from BlasTech. Ponda Baba used one of these weapons. (JKG)

SE-14r

this upgrade to the standard BlasTech SE-14 was produced for use by the stormtroopers of the Empire. It was considered a back-up weapon to the E-11 blaster rifle. It was considered a light repeating weapon, with a semi-automatic action. (LAWS)

SE2 Service Droid

this droid was built in the centuries before the Clone Wars, and was designed to act as receptionists and gatekeepers. The remnants of the Empire used SE2 droids to maintain their databanks, such as the one on Bastion. (VOF)

SE-2-4

this SE-4 series servant droid was owned by Lord Vaskel Savill. (LOE)

SE4

a series of servant droids manufactured by Industrial Automaton, the 1.6-meter-tall SE4 was the first major series of droids produced by Industrial Automaton, and helped them grow into the huge corporation they are today. One of the oldest known droid lines, the SE4 resembled the humanoid 3PO protocol droid in shape, and can be equipped with various personality modules. They are used throughout the galaxy in cantinas, messhalls, and tapcafes. (RASB, ROE, FTD)

SE-4

see SE4 (DFR)

SE4-10

this droid, along with its partner, SE4-12, were modified from their original servant droid programming to act as bodyguards to Eelien Kirat. Both droids had been owned by Ral Nalmar, but in the wake of his assassination, Kirat needed an added layer of protection from Qual'om Soach. SE4-10 and SE4-12 were armed with an internal blaster rifle. (FBS)

SE4-12

this droid, along with its partner, SE4-10, were modified from their original servant droid programming to act as bodyguards to Eelien Kirat. Both droids had been owned by Ral Nalmar, but in the wake of his assassination, Kirat needed an added layer of protection from Qual'om Soach. SE4-10 and SE4-12 were armed with an internal blaster rifle. (FBS)

SE-4-I7

this SE-4 servant droid served aboard the New Republic corvette *FarStar*, acting as the chief assistant to DD-19 in the droid repair bay. SE-4-I7 was easily distinguished by its matte-black paint, giving the droid an ominous appearance. (DARK)

SE-4-LQ3

this SE-4 servant droid served aboard the New Republic corvette *FarStar*, working with R-97 to ensure that the ship's stores and supplies were well-stocked and in good order. SE-4-LQ3 discovered that nearly a quarter of the ship's food supply was contaminated, shortly after it entered the Kathol Rift in search of Moff Sarne. (KR)

SE4-T25

this servant droid worked for Radell Mining Corporation shortly after the Battle of Yavin. (OE)

SE-4-TQ5

this was one of the many SE-4 servant droids which were part of the droid pool aboard the *FarStar*. SE-4-TQ5 was known for its ability to create wondrous meals from simple fruits, and was assigned to the mess hall. (DARK)

SE-5

this is a series of service droids used in restaurants and cantinas. (SOP)

SE-6

this series of domestic droids was first produced shortly before the Yuuzhan Vong invasion of the galaxy. (EVR)

Sea Cabbage

a plant grown in the oceans of Drexel One, sea cabbage was a basic food consumed by the natives of the planet. (MC12)

Sea Dew

this beverage was created by the Quarren, and was popular in many bars. (SWJ11)

Sea Eel

this long fish was native to the planet Kamino, where it was often caught and kept as an unusual pet. Sea eels fed primarily on sea-mice, but were often eaten themselves by larger predators. The narrow eyes of the sea eel sat upon a head that was dominated by a huge mouth, which was used to swallow its prey whole. (BF1)

Sea Flea

this small, aquatic insect was native to the planet Calamari. (UYV)

Sea Hog

a creature native to the planet Toola, hunted for sport and food by the Whiphids. (TJP)

Sea Killer

this modified B'zabuu-class Transport was owned and operated by the Gungan Toba, shortly before the Battle of Naboo. Just over twelve years old at the time, the *Sea Killer* had seen many owners before being purchased by Toba. Toba had the craft painted to resemble a huge opee sea killer, and added a Getaway missile launcher to its armament. (WOTC)

Sea Legacy

this Old Republic assault ship was dispatched to the planet Pengalan IV during the early stages of the Clone Wars. (SWI65)

Sea of Graves

this was the second-largest ocean found on the planet Veron. (PG1)

Sea of Hope

this was one of the oceans on Ylesia, and separated the primary slave colonies from Colony Five. (RD)

Sea of Jarad

located on the planet Tralus, this storm-tossed sea was located far from the warmer climate of the planet's equatorial regions. The natives who lived along its shores were a hardier breed of beings, hunting styanax for food and other products. (CCW)

Sea of Jarad

this was one of the largest bodies of water found on the planet Tralus. (WOTC)

Sea of Memory

according to the Anzati, the Sea of Memory was the collection of life forces that was created from the life energies of dead Anzati. When an Anzati died, their life energies - later referred to simply as "soup" - left their bodies and ascended to the stars. Individual energies created the lights known as the Silent Voices. (RT)

Sea of Sponges

this unusual body of water, named for the abundance of sea sponges that filled it, was located on the planet Drongar, about 1,000 kilometers north of the Qarohan Steppes. (MJH)

Sea of Translucency

this wondrous body of water was located on the planet Dremulae, and was named for the way in which its waters absorbed the ambient light and reflected it back in patterns of muted color. (JQ9)

Sea of Veruna

this was the name given to a large area of dead, empty space located near the Naboo System. Many local hyperspace travel lanes passed through the Sea of Veruna, since it provided an obstacle-free approach to Naboo. During the height of the Galactic Civil War, the Imperial forces controlling Naboo "secured" the Sea of Veruna, patrolling it on a regular basis. (SWGAL)

Sea Shrike

an oceanic bird native to the planet Coruscant. (BTS)

Sea Sprite

this repulsorlift aquaculture harvester was purchased by Tirgee Benyalle for use on Kaal. It was part of a fleet of ten such vehicles owned by Benyalle, as she harvested as much as she could from Kaal's oceans in order to make a profit. (SWJ7)

Seaan

this alien race was subjugated by the Empire. (RD)

Seabed Lodge

this hotel was located within the Fathoms restaurant complex, situated in the Glitter Cay Tower of Wildwater City on Calamari. A wide variety of leisure activities was regularly scheduled for its guests, and there were a number of different decors a visitor could choose from. (WSV)

Sea-Breaker

this old Mon Calamari light freighter was owned and operated by Basz Maliyu. (PSG)

Seabreeze

this was the brand name of one of the scent tablets produced for use in an Orfite Scent Mask. (PG3)

Sea-dragon

a large, dragon-like creature inhabiting the waters of Drexel One, a planet in the Drexel System. They are intelligent creatures that communicate over ultra-sonic frequencies. The sea-dragons accepted and even welcomed the Dragon Lords when the humans were first exiled, and agreed to help them overthrow Quarg. The baby dragons were used as spies. Quarg used a sonic jammer to injure the sensitive hearing of the sea-dragons, but Han Solo managed to destroy the weapon before it could do serious harm. (MC12)

Seafah

this microscopic creature inhabited the oceans of Pydyr. Their small shells were highly valued as jewels in the Almanian System, and were quite expensive. Their value was due in part to their small size as well as the fact that only Pydyrians seemed to be able to locate them. The Pydyrian government once tried to manufacture droids to search for the shells, but the droids were unable to match native Pydyrian abilities. Seafah shells come in a rainbow of pearlescent colors. (TNR)

Seafern

a oceanic plant native to Spira. (SWJ5)

Seaflowers

carnivorous plants that inhabit the oceans of Calamari. (DA)

Seahorse Casino

this casino was located on Pavo Prime, until Han Solo managed to break the bank. The casino was forced into bankruptcy, and never re-opened. The Seahorse had been owned by the family of Ludlo Lebauer, who never forgot Solo's actions. (SWI67)

SEAL

Serridge's capital ship shield generation system. (SCRE)

Sealman

a derogatory term used to describe the Sedrians. (BGS)

Seameadow

located along the Tsilor Sea, just north of New Plympto's capital city of Phemiss, this open grassland stood in stark contrast to the decay of the Drowned Chase, (CCW)

Seamote

this small crustacean inhabits the seas of the planet Rathalay. It protects itself by forming a shell around

its soft body. The shell has a jewel-like sheen, and it considered by some to have minimal value as a gem. (SOL)

Sea-mouse

this small creature was native to the stormy, ocean-covered world of Kamino. These creatures evolved as small, furry rodents with paws, living on the ground during their infancy. However, when they were placed in the water, their paws began to change into flippers, allowing the sea-mice to move about in the ocean. However, their small size meant that they could not swim very fast, and many sea-mice were consumed by the denizens of the planetary ocean. (BF1)

Sea-prig

this oceanic bird congregated in bustling nests, and their raucous calls could be heard for miles around. (TCD)

Search and Rescue Corps

this civilian agency was funded by the New Republic, during the early years of the Yuuzhan Vong invasion of the galaxy. The Search and Rescue Corps provided assistance to those worlds which were too remote for Republic rescue ships to reach in time to save their inhabitants. While Republic warships fought against the Yuuzhan Vong, operations like the Search and Rescue Corps helped transport beings from planets in the warzone to other worlds which had managed to avoid being attacked by the Yuuzhan Vong. (EOV, GMR8)

Search Team 102

a group of Imperial soldiers on board the *Chimaera* and assigned to locate Luke Skywalker and Mara Jade. They were killed when Luke, Mara, and Talon Kaarde escaped from the Star Destroyer. (DFR)

Search Team 207

a group of Imperial soldiers on board the *Chimaera* and assigned to locate Luke Skywalker and Mara Jade. They discovered the remains of Search Team 102. (DFR)

Searcher

this was Tash Arranda's ID whenever she scoured the Imperial HoloNet for information. *Note that Galaxy of Fear 5: Ghost of the Jedi claims Tash's ID is Searcher1.* (GOF1, GOF5)

Search-Scan 4

developed for military use by BlasTech, the Search-Scan 4 was a self-contained collection of scanners and sensors. It was moved about in a large crate, and contained probes and receptors that could penetrate some forms of shielding to reveal hidden details. (GUN)

Searous Hair

this wondrous fiber was woven to create exquisite necklaces and jewelry. (APS)

Seas of Mists

this was the term used by the Yvarema to describe the foggy coastlines of their homeworld of Yvara. (KR)

SeaScape

this small corporation produced a variety of underwater diving suits. (SWJ1)

Seascape Mountains

this was the name of a range of underwater peaks located in the seas of Calamari. (GDV)

Seaskimmers

repulsorlift watercraft used on Calamari. (DA)

Season Scepter

according to Ewok legend, this scepter was used by the gods of the weather to bring on the individual seasons. There were four beings who controlled the weather - the Flower Queen, the Sun King, the Leaf Queen, and the Snow King - and each could possess the scepter for a short time. During this time, the

being could bring their own, unique form of weather to the Forest Moon of Endor, resulting in the four seasons. The Snow King and his mistress, Oodra, once plotted to steal the Season Scepter and use it to obtain the Sunstar, in the hopes of taking control of the weather and of Endor itself. Their plans were thwarted by the Leaf Queen, who called upon the Ewoks and the other creatures of the moon to help defeat the Snow King. (ECAR)

Season-turn

this was the name given to the transition period between autumn and winter, on the planet Hargeeva. (SWJ10)

Seaspice Soup

this soup was a favorite of many Mon Calamari. (WSV)

Seasquid

native to the oceans of Mon Calamari, this cephalopod was desired for its tasty flesh. (WSV)

Seatrees

native to Calamari, these are underwater trees with supple, leather-like bark and leathery fronds shot through with bright blue and red veins. Air-filled fruit-like bladders keep the treetops afloat. The fronds of the trees form complex underwater networks used as homes by many forms of sealife. They are also used to store supplies. (DA, JASB)

Seatrooper

this specially-trained stormtrooper provided the Empire with soldiers who could operate underwater or in aquatic environments. They were modified combat armor that was based on the scoutrooper armor, with a two-piece body glove that protected the seatrooper against temperature extremes and toxic environments. These soldiers were also known as Aquatic Assault Troopers. (BGS, ISB, SWDB)

Seawatcher

this was one of the many clans of the Nosaurian race, which was native to the planet New Plympto. (CCW)

Sebairns

this man served the Old Republic as a shuttle pilot during the height of the Clone Wars. He was dispatched, along with Biggs Bogan, to serve aboard the *MedStar Nineteen* medical frigate on the planet Drongar. The two pilots took shifts as the pilot for the Admiral in charge of Drongar, allowing the Admiral to come and go when needed. He was known to have an allergy to certain legumes, a trait that was exploited by the assassin Kaird, who needed to steal a starship to escape from Drongar. Kaird slipped a powdered form of the legume into Sebairns' drink one night, (MJH)

Sebb

this Jazbinan was drinking in a bar with some friends when 3DVO was able to show live holovids of the execution of Prepedenko and its own destruction. Sebb suddenly didn't feel like drinking, and began to rethink his support of the Empire. He led a huge group of his buddies in a demonstration against Vader, and helped disrupt the Dark Lord's attempt to capture Luke Skywalker. When Jal destroyed Vader's starship, Sebb's rebels quickly disabled Vader's stormtroopers. (VQ)

Sebiri

this race of humanoids was native to the planet Sebiris. A primitive race of skilled hunters and trappers, the Sebiri were superstitious by nature. The skin of the Sebiri was covered with thick, greenish-brown scales, and their red, slit-pupiled eyes were equally adept at seeing in the light or the dark. (DARK)

Sebiris

this jungle planet was located on the edge of the Marcol Void near the galactic boundary, in the most remote area of Kathol Sector. It was the homeworld of the Sebiri people. (DARK, KO)

Sebiris Run

this hyperspace navigation lane is one of two that cut through the Marcol Void, linking the population centers of Kathol Sector with the Kathol Outback. It connects the world of Sebiris to the planets of the Pimbrellan League. (KO)

Seboca

this Dug, a popular holodrama star who moved from his homeworld of Malastare to Coruscant during the years following in the Battle of Naboo, was a frequent patron of Dex's Diner. Seboca was entertaining Bogg Tyrell with a night on the town in Galactic City when Anakin Skywalker and Obi-Wan Kenobi tried to chase down Zam Wesell. *Note that the final chapter of Star Wars: Episode III - The Making of Revenge of the Sith, as provided on the official Star Wars website, indicates that Seboca was a taxi driver.* (SWDB, IWE2, OWS)

Sebolto

this Dug was a known distributor of death sticks, who worked from a base on his homeworld of Malastare during the years following the Battle of Naboo. Jango Fett hoped to gain an audience with Sebolto after tracing the death sticks from Groff Haug back to Malastare, during his search for the Bando Gora cult. However, Fett knew that Sebolto wouldn't see him without a good reason. It was then that Rozatta mentioned to Fett that Sebolto had issued a bounty for the capture of Bendix Fust, who Fett quickly apprehended and brought to Malastare. Sebolto had issued the bounty after Fust provided information on his smuggling operation in the Gazzari System to the Republic Security Force. The Republic shut down Sebolto's operations in the Gazzari System, causing the loss of huge amounts of credits. Jango was forced to fight his way into Sebolto's compound on Malastare, along with help from Zam Wesell, and was able to confront the Dug crimelord. He explained that he received death sticks from Tatooine before exporting them to specific buyers, including Groff Haug. Sebolto tried to flee Jango out of fear for his life, but stumbled down a ramp and over a steep wall before plummeting to his death. Before leaving Malastare, however, Jango discovered that Sebolto had been working with both Komari Vosa and the Hutts. This led Jango to travel to Tatooine in his search for Komari Vosa and the Bando Gora. (BH)

Sebulba

this unusual creature was a member of the Dug race, and was generally regarded as one of the best pod racers on the planet Tatooine, during the final years of the Old Republic. A native of Pixelito, a village on the planet Malastare, Sebulba resembled a small, hairless horse, although he could walk on his thin hind legs. Sebulba could trace his roots back to the Black Shred Water clan, to the respected statesman Surdu, a fact that provided him with fodder to inflate his ego. He always wore his racing goggles, either over his eyes or on his forehead. While Sebulba was known as one of the best pod racers, he was also known as one of the dirtiest. It was once suspected that Sebulba caused more than three dozen crashes a year during pod races, many of them fatal. The Dug would stop at nothing to eliminate the competition, and kept a supply of old parts and junk in his pod. When an opponent would get too close, Sebulba would drop a piece of junk out of his pod, interfering with the other driver or - worse - causing massive damage to their pod. Sebulba's pod racer was also equipped with fire cutters, razor saws, and other illegal attachments that could be used to disable an opponent's pod racer. Unknown to many pod racing fans, Sebulba also ran a strong slaving operation on the side, using his travels to many worlds on the pod racing circuit to move large numbers of exotic slaves in his large freighter. When Anakin Skywalker challenged him to the Boonta Eve Classic on Tatooine, Sebulba could hardly contain his laughter. The human boy was good, but he didn't understand how to cheat in order to get ahead and stay there. The race featured several spectacular pod crashes, many of them the direct result of Sebulba's work. However, he had met his match that day in Anakin, who came from way back in the pack to challenge the Dug. Sebulba tried to disable Anakin's pod, but in doing so he only managed to tangle their Steelton cables together. Anakin was able to maneuver his pod in such a way to break them free, but Sebulba was unable to recover. The huge, X-shaped engines of his pod were sent flying, dragging the pod behind until the cable broke. Sebulba slid to a stop just outside the entrance to Jabba's main concourse. Shortly after the race, Sebulba bought Anakin's pod from Qui-Gon Jinn to replace his own. Because of his actions in the Boonta, Sebulba was forced to re-qualify himself for every major pod race on the professional circuit. Sebulba fathered many children and grandchildren during his lifetime, among them the equally-dangerous pod racer Pugwis. Fate, however, eventually caught up with Sebulba, who died in a fatal crash during his

"revenge tour" of podraces. *Sebulba as portrayed by Lewis MacLeod in Star Wars: Episode I - The Phantom Menace.* (SW1, TPM, SW1S, QGJ, E1A5, ETM, NEGC)

Sebulba's Legacy

this pod racing course was built on Malastare's southern continent several years before the Battle of Naboo. It was designed by the Dug pod racer, Sebulba, who chose to name it after himself. (NEGC)

Secciah

Isolder's aunt. Isolder believes that she murdered Elliar to help pave the way for her own daughter to rule Hapes. (CPL)

SecForces

not to be confused with SpecForces, SecForces were the individual sector forces used by the Alliance to maintain control of a sector of space. The SecForces were made up of regular troops. (ROE)

Secles Uslopos

this sniveling despot of a Sluissi was a member of Abdi-Badawzi's criminal organization. Originally the leader of a territorial gang on Socorro, Secles was recruited to join Abdi-Badawzi's organization as a chancellor and "morale officer." Always impeccably dressed and groomed, Secles maintained the loyalty and adherence of the Twi'lek's organization. (SWJ2, BSS)

Seclusion Braids

this was the term used to describe the many braids woven by Weequay males into their topknots, during their travels away from Sriluur. In general, a Weequay twisted one seclusion braid for each year they were away from their homeworld. (TG)

Second

an Alliance container group destroyed during the Galactic Civil War. (TIE)

Second Battle Group

also known as the Second Fleet, it was one of the New Republic's defensive starship fleets. It was recalled to Coruscant just before the Yevethan Great Purge. (BTS)

Second Battle of Calamari

Admiral Daala, trying to gain some momentum for the crumbling Empire, launched an attack on the homeworld of the Mon Calamari. She targetted the main floating cities, which the Mon Calamari were still in the process of repairing following the First Battle of Calamari. She quickly struck when the Mon Calamari were not expecting, and was able to severely disable the Mon Calamari cities. The Mon Calamari, however, were able to destroy one of her Star Destroyers and then send a distress signal to the New Republic. Daala's anger at losing the Star Destroyer drove her to reckless attack, which was quickly negated by the arrival of a New Republic fleet. Daala chose to flee rather than press the attack, and the battle was quickly ended. (DA)

Second Battle of Coruscant

this was the name used to describe the struggle to control the planet Coruscant, during the Yuuzhan Vong invasion of the galaxy. Under the guidance of Battle Plan Coruscant, the Yuuzhan Vong were to have two attack forces arrive at Coruscant in a classic pincer move: one force from Borleias and the other from Reecee. However, the Yuuzhan Vong force from Reecee was destroyed by the Republic forces fleeing Borleias, reducing the Yuuzhan Vong attack force by half. Despite the loss of a major part of his fleet, Warmaster Tsavong Lah continued with the planet. A portion of the remaining ships from Borleias entered the Coruscant System by hiding a wave of warships in the OboRin Comet Cluster. As the comets neared Coruscant, the alien warships launched the first wave of attacks on the planet. The New Republic's forces fought valiantly, and nearly defeated the first wave of ships before noticing another huge fleet of Yuuzhan Vong warships dropping out of hyperspace. Chief of State Borsk Fey'lya agreed that the Republic could not maintain control of the planet in the face of the overwhelming odds, and agreed to turn Coruscant over to Warmaster Tsavong Lah. Suspecting treachery, the Warmaster sent Romm Zqar, an aide, in his place. Chief of State Fey'lya, already under intense scrutiny from the

Republic, allowed the Yuuzhan Vong to take Coruscant, but not before setting off a large bomb while in the presence of Romm Zqar. The New Republic's forces scattered, left without a centralized government. (SBS, NJOSB)

Second Battle of Kashyyyk

this was the name given to the New Republic's effort to free the planet Kashyyyk from the control of the Second Imperium, after Brakiss and the forces of the Shadow Academy tried to steal Imperial technology from the planet. (JE)

Second Battle of Sernpidal

this was the name given by historians to the New Republic's attempt to destroy a shipwomb which was being grown by the Yuuzhan Vong in the rubble of the planet Sernpidal. The Republic decided to launch the attack after Kyp Durron provided the military leaders with evidence of a "superweapon" being constructed in the system. Kyp knew that the New Republic - and especially the Jedi Knights - would never condone an attack on a living ship that provided the growing medium for much of the Yuuzhan Vong's technology, so he used the superweapon threat to force the Republic to react. A gutted Interdictor Cruiser was sent into the Sernpidal System first, to set up its gravity wells as a way to get New Republic fighters directly into the combat zone. As the Yuuzhan Vong forces protecting the shipwomb tried to destroy the interdictor, arriving Republic forces quickly decimated the alien fleet and disabled the shipwomb. It then plunged into Sernpidal's sun and was destroyed. When she found out that Kyp had lied about the true nature of the shipwomb in order to get approval for the attack, Jaina Solo broke off any relationship she might have had with him. Many of the Republic's own fighter pilots also condemned Kyp's actions, claiming that he had dragged them all down to the level of their enemy. (NJOSB, EVR)

Second Battle of Yavin

this struggle for control of the fourth moon of Yavin occurred shortly after the Battle of Endor. The scattered forces of the Empire had been searching for a leader, and several Moffs put forward Trioculus as the true son of Emperor Palpatine. The fledgling New Republic had been trying to establish the location of the Lost City of the Jedi, with Luke Skywalker hoping to obtain more information on restoring the Jedi Order. Trioculus and the Imperials needed to destroy the Jedi and wipe out the leadership of the Republic, and the two sides met on Yavin 4. Trioculus ordered that much of the forest be burned to the ground, in an effort to destroy the Republic's forces. While the Imperials were defeated, the Lost City was shut down during the battle, and all access to the city was cut off. (GMR5, LCJ)

Second Birth, The

this is the Yevethan term for what the New Republic called the Yevethan Purge. It represented the resurgence of the Yevetha as the primary power in the Koornacht Cluster, as they extended their influence beyond the twelve Duskhan League worlds. (SOL)

Second Dawn

this was the term used by the natives of the planet Tatooine to describe that period of the day when the second sun rises above the horizon in the morning. It was at this time that most activity on Tatooine began. (SOT)

Second Death

this was the name used by Warlord Zsinj for the unusual warship created from the pieces of the destroyed *Razor's Kiss*. Nothing more than the spine, engines, and bow of the *Razor's Kiss*, the *Second Death* was used near Selaggis Six to help Zsinj feign the destruction of his flagship, the *Iron Fist*. All markings on the pieces were changed to those of the *Iron Fist*. A *Sentinel*-class shuttle was docked at each end, to allow the crew to escape its eventual destruction. The *Second Death* was left to be destroyed by the New Republic fleet under Han Solo's command, giving them the false impression of the *Iron Fist*'s demise. Zsinj placed the ship within a null-vision barrier comprised of Nightcloak satellites. He then flew the *Iron Fist* into the satellites' midst, and detonated the *Second Death*. To external viewers, it would appear that the *Iron Fist* was destroyed, and the physical evidence would back it up. However, Zsinj had actually leaped into hyperspace after emerging from the far end of the Nightcloak barrier and returned to Rancor Base on Dathomir. (SOC)

Second Droid Revolution

this was the codename of the revolution planned by Archa Sabis, during the height of the New Order. He longed to recreate the ancient Great Droid Revolution on the planet Coruscant, giving the planet's automaton population the freedom he felt they deserved. His plans were thwarted, however, when the construction droid he was using as his base of operations was disabled by special forces agents. (CCW)

Second Fleet

this was the name given to one of the secondary naval fleets of the Galactic Alliance, during the final stages of the war against the Yuuzhan Vong. The Second Fleet, comprised mainly of the surviving ships of the New Republic's Second Battle Group, was commanded by General Garm Bel Iblis from his flagship, the *Harbinger* (UF)

Second Hollastin Insurrection

this uprising of the underground resistance on the planet Hollast VII took place shortly before the Battle of Endor. (SWJ4)

Second Ilthmar Defense

a defensive strategy used in holochess. Blue Max suggested that Han Solo might have used it in a game against Chewbacca. (HSE)

Second Imperium

Brakiss' vision of the reborn Empire, the Second Imperium would hold to the ideals set up by Palpatine while taking advantage of the power of the Dark Side of the Force.. Brakiss was trying to train a group of Imperial Jedi to act as caretakers for the Second Imperium, just as Luke Skywalker's Jedi were to the New Republic. He was assisted in the creation of the Second Imperium by renegade Admiral Daala, who had been defeated in battle by Garm Bel Iblis and had retreated to the Deep Core. In the midst of Brakiss' work, four former Imperial Royal Guards began a ruse in which they claimed to be the reborn Emperor Palpatine. Three of them guarded a large meditation chamber, while the fourth used a vast collection of sound bites and holo-clips of Palpatine to create an illusion of his presence. Brakiss, as well as the entire crew of the Shadow Academy, were fooled by the ruse, until the Shadow Academy attacked Yavin 4 and the Jedi Academy. As Brakiss came to demand why Palpatine was ignoring him, he discovered the trickery of the four guards. He killed the three protectors in his anger, but the fourth escaped. He managed to activate the Shadow Academy's self-destruct systems before he fled, killing Brakiss in the explosion. (SA, JUS, ECH)

Second Jungle Zone

this was one of two areas of jungle terrain contained within the Zones of Territory C2, on the planet OM813. It followed the trek through the Turas Valley. (AIR)

Second Mistake

this was the name used by Ludlo Lebauer to describe an unusual piece of art: the carbonite-frozen body of the Squib, Grees. The Squibs had been passing information on Imperial activities to the Invisible Shell in exchange for rare artworks. The artworks were sold to the Empire in exchange for information. Grees, however, managed to convince his companions to start feeding Ludlo false information. In this way, they could get rich while Ludlo was discredited in the eyes of the New Republic Intelligence agency. Ludlo discovered that the information was bogus, and captured Grees. For his treachery, Grees was frozen in carbonite and hung on a wall in Lebauer's office. The Squibs, hoping to recover their friend, convinced Leia Organa Solo to include the *Second Mistake* in her negotiations with Ludlo for ten Alderaanian boasa statues. Leia managed to back Ludlo into a corner, forcing him to return the artworks in order to simply save face. Grees was eventually freed of the carbonite. (SWI67)

Second Twilight

this was the term used by the natives of Tatooine to describe the period of night after the second sun has finally set below the horizon. This is the time of darkest night, when the criminal underground of the planet did most of its business. (SOT)

Second Wind

this was the name of a cracian thumper which was raced at the Heatherdowns Hotel and Track, during the height of the Galactic Civil War. (TSIA)

Secrecy Act

this law was enacted on the planet Bakura during the height of the Yuuzhan Vong invasion of the galaxy, around the time that Prime Minister Mollierre Cundertol began his negotiations with the Ssi-ruuvi Imperium. Ostensibly, the Secrecy Act was created to ensure that Bakuran information remained on Bakura, and was not acquired or stolen by the New Republic, the Yuuzhan Vong, or the Ssi-ruuk. In reality, the Secrecy Act was meant to ensure that Cundertol's plans were not discovered. (FH2)

Secret Order of the Empire

the elite group of Imperial servants who are sworn to protect Emperor Palpatine at all costs, the Order consists of a number of people at varying stages of development and loyalty. The newest members of the Order are known as First Initiates. First Initiates move upward in the Order through the Second, Third, and Fourth Circles, then they can become members of the Inner Circle. Those individuals who are the most dedicated and trusted can reach the level of Emperor's Hand. (TIE)

Secret Treasure of the Jedi

Vilmarh Grahrk claimed to have been hired to locate this fabled, secret treasure and steal it from the Jedi Knights, shortly after the Battle of Naboo. He claimed that he was hired by Bobo - a codename for Darth Sidious - to retrieve the treasure. In order to do so, he "distracted" the Jedi by inciting the Yinchorri to start their conquest of several planets, including Mayvitch 7. This allowed Bobo to infiltrate the Jedi Temple and steal the treasure. However, Bobo left Villie and the Yinchorri to die, and tried to flee unscathed. Villie managed to track him down and take the Treasure for himself, in hopes of returning it to the Jedi for a huge reward. The Jedi Knights, according to Villie, were willing to pay anything for its return, and practically begged him to recover it. Villie later claimed that he lost the reward while betting on Sebulba during the Boonta Eve Classic podrace on Tatooine, when Anakin Skywalker beat the Dug on the final lap. Despite the amazing story, Vilmarh Grahrk never revealed what exactly the Treasure was. (TDV)

Secrets of Jedi Power, The

this sensationalistic account of the uses of the Force was purchased by Luke Skywalker at the Galactic Archives, on Atzerri. (SOL)

Secrets of The Dark Side

High Prophet Jedgar's hand-written volume, chronicling all of Kadann's dark prophecies. (MMY)

Sectempas

this was the Snivvian word for "dry." (HNN5)

Sector

originally designed to include up to 50 inhabited star systems, the wild expansion of the late Old Republic caused many sectors to grow larger and less structured. (ISB)

Sector 223

this song, written and played by the band The Emperor's New Clothes, first appeared on the compilation *Artistic Integrity*. (GG9)

Sector 5

this area of the galaxy is contained within the bounds of the Core, and contains the Prakith System. (SOL)

Sector Governance Decree

considered one of the many Security Acts passed by the Galactic Senate during the Clone Wars, the Sector Governance Decree was promoted by Chancellor Palpatine as a way to streamline and consolidate the defense and security of individual star systems. Under this Act, regional governors would be appointed to oversee the security and defenses of entire sectors, thereby eliminating redundancy and

removing the bureaucracy involved in maintaining defenses at the system level. Ultimately, the regional governors would report to the Senate, although the direction for consistent implementation and management came from Palpatine himself. Many Senators believed that this virtually eliminated the need for the Galactic Senate, since the decisions of the Senate were established on a system-by-system basis, with each Senator representing one or more systems. Over time, this fear became reality, when Palpatine dissolved the Senate and turned complete control of system defenses over to the regional governors. (E3N, SW)

Sector Ordnance/Supply

the branch of the New Republic that is responsible for keeping the various armed forces bases fully-stocked and ready for action. It is also responsible for peacetime supplies. (TLC)

Sector Patrol

this police and security outfit controlled a portion of the Outer Rim Territories during the early years of the New Republic. (TFNR)

Sector Performing Arts Center

known as a SecPAC, these edifices were one of the few used by Imperial officials for the performing arts. Located on the various sector capital worlds throughout the Empire, the SecPACs were often Old Republic arts centers reused for their intended purposes. (TA)

Sector Plexus

the central point of flow for all information moving through Imperial Intelligence, Sector Plexus maintained a huge database of all Intelligence officers, their aliases, and the connections implied by those aliases. (ISB)

Sector Ranger Database

this database was maintained by the Sector Rangers of the Old Republic, in an effort to track the activities of known criminals and suspected criminal agents. (SON)

Sector Rangers

a loose association of local system police forces which filled the gaps in the galactic law enforcement system, the Sector Rangers were created by the planetary governors of the Old Republic. The Senate authorized the formation of the Sector Rangers in an effort to bring law enforcement to newly colonized worlds quickly and efficiently. The Jedi Knights couldn't be everywhere, so the Sector Rangers held sway in their own systems. When the Empire overthrew the Old Republic, many of the larger forces were usurped into the Imperial machine as the Imperial Sector Rangers. Others simply fell through the cracks, and remained separate enforcement agencies. After the Battle of Endor, the Sector Rangers continued to bring Imperial law to the worlds of the Outer Rim. The motto of the Sector Rangers read, "What others abandon, we protect." (DESB, GG11)

Sector Squadron

a fleet of six *Imperial-I* class Star Destroyers. (SWSB)

Sector Trade Permit

this Imperial document was one of a number of documents required from any spacer who plied the spacelanes during the New Order. The procedures for obtaining the certification were documented in the Spacer's Information Manual. Known as an STP, this document proved that a spacer had been permitted to transport goods and provide travel services across interstellar distances. (SWJ9)

Sector Zero

see Imperial Center Oversector (CCW)

Secura

this was one of the most powerful Twi'lek clans, native to the planet Ryloth. The name meant "skilled" in the Twi'leki language. (ROP, GCG)

Secure A-3

see Secure-A3 (AEG)

Secure Blue

this was the Imperial code phrase which indicated a change in the modulation of communications equipment, especially after equipment was stolen or captured. Secure Blue indicated a heightened level of encryption, in order to prevent the enemy from using stormtrooper helmets to intercept transmissions. (TG)

Secure-A3

this was a top-of-the-line military comlink, produced by Naboo Technologies during the last decades of the Old Republic. The rod-shaped Secure-A3 had a large grip which housed the primary electronics and power cell, with a thin microphone extending from the top. (AEG)

SecuriCo

based in the Indellian System, this manufacturer produced security systems to major installations. They were best known for creating the seven security locks which protected the computer core of Cloud City. (CCC)

SecuriDex

this massive datafile contained information on those beings who were deemed to be working "against the interests and/or benefit of Alliance operations and/or security." (AIR)

SecuriTech

manufacturers of certain Corporate Sector Authority patrol vehicles, such as the Espo Walker. (CSA)

Security Acts

this was the generic term used to describe the various amendments to the Constitution of the Old Republic that were ratified during the Clone Wars. Ostensibly, all the Security Acts were meant to achieve was the consolidation of certain powers in the office of the Supreme Chancellor, and only for the duration of the war, in order to ensure the safety of the Republic and its citizens. The Core Worlds Security Act was the first of these actions, and was followed by a steady stream of amendments that many Loyalists feared were giving Chancellor Palpatine too much power. They also - correctly - feared that Palpatine would not relinquish these new powers once the war was over. (E3N)

Security and Enforcement Act

this was one of many pieces of legislation that were promoted during the height of the Clone Wars, and ultimately supported by Chancellor Palpatine. The Security and Enforcement Act was created to provide the Chancellor with the ability to restructure military forces to ensure the protection of those individuals deemed vital to the survival of the Republic, including the Chancellor himself. The Senate initially voted to table any discussion on the Act during the Battle of Jabiim, but a pirate attack on Bail Organa's transport ship prompted Chancellor Palpatine to restart negotiation on the Act. Organa vowed to fight against it, but found himself powerless to do so. The Act was eventually passed in the wake of the destruction of the *Star of Iskin* and the death of Finis Valorum, providing Palpatine with even more control. However, once it was enacted, the Security and Enforcement Act only served to embolden the pirates who had grown more prevalent. Because the Act allowed for the utter destruction of pirates and other criminals, it also gave these criminals the right and opportunity to fight back. Many Jedi Knights died in skirmishes with pirates who believed that they had every right to defend themselves. (RDE)

Security Case

a small, hard case that is attached to its holder's clothing, the security case cannot be forcefully removed without administering a neuromuscular charge to the individual trying to steal it. The case attaches to the clothing by a thin wire and a small clip. If the wire is broken or if special contacts in the clip are activated by its removal, the case delivers its neuromuscular charge. The case is also equipped with a locking mechanism, in case the felon is able to withstand the charge. The case also has a hidden safety mechanism that can be activated by its owner, disabling the charge. (HSR)

Security Collar

although ostensibly manufactured to police forces as a way to restrain prisoners, this Thalassian device was sold to slavers and other criminal organizations. It was similar in virtually every respect to a standard slaving collar, and was formed from a durasteel collar which was attached to a heavy chain and a magnalock. (AEG)

Security Council

this Senatorial council was one of the many branches of the New Republic government formed after the dissolution of the Provisional Council. (SOL)

Security Decryption Interface

this was the standard droid security-breaking system available during the decades leading up to the Great Sith War, until Toshan Gant began producing superior technology for the Old Republic. The use of the decryption interface required additional programming, and allowed a droid to bypass most security systems. (KOTOR)

Security Domination Interface

this device was developed by Toshan Gant as a superior replacement for the Security Decryption Interface that was available some 4,000 years before the Battle of Yavin. Like its predecessor, the Security Domination Interface required a droid with additional programming to work, and allowed the droid to break into computer-based security systems. (KOTOR)

Security Field

a defensive energy field used to enclose and protect an area from fire, or to limit the flight path of a starship. (COTF)

Security Guard

this division of the Royal Naboo Security Force was charged with protecting the citizens of Naboo. The 6,000 men and women of the Security Guard all had experience offplanet, and were sometimes charged with training members of the royal family and the Naboo government. (SON)

Security Guides

this branch of the Keganite Enforcement Guides was charged with maintaining civilian order in the Teaching Circle. (FFT)

Security I

this was one of three Nebulon-B escort frigates assigned by the Empire to protect the replenishment fleet which contained the *Black Ice*. (BI)

Security Interface Tool

this specialized computer interface device was developed for the Old Republic by Toshan Gant, more than 4,000 years before the Battle of Yavin. When attached to a droid with special programming, the interface tool provided a way to bypass security systems of all kinds. (KOTOR)

Security Management Control

this was the name of the guardian force established by Roy Teda to protect his dictatorship on the planet Romin, during the years leading up to the Clone Wars. (JQ8)

Security Officer Corps

this branch of the Royal Naboo Security Force was made up of the only full-time soldiers in the Naboo military. Roughly 1,000 men and women made up the Security Officer Corps, and they were responsible commanding the various soldiers and members of the military. (SON)

Security Police

the long arm of the law within the Corporate Sector, these police (Espo, for short) have no set laws to uphold, just the edicts of the Corporate Sector Authority. They wear distinctive brown uniforms, and act with impunity. (HSE)

Security Spike

this was a specialized tool used to defeat security systems. When connected to a locking mechanism or other security measure, the security spike created electronic interference in the lock. This interference essentially shorted the system, unlocking the system and allowing access. (KOTOR)

Security Tower

a detention area on Cloud City. (ESB)

Sedan Anang

this being was a Professor of xenobiology at the University of Sanbra, during the years elading up to the Clone Wars. Professor Anang was one of the first beings to witness an 80-meter-long space slug, living in the Borkeen Asteroid Belt. Professor Anang was working with Rogar Farnoster at the time, while Farnoster was researching his novel, *The Slug Named Grendel*. (HNN5, SWSB)

Sedesia

this harsh, tundra-covered world was located in the Mid Rim. Sedesia was noted for its 45-degree axial tilt, which caused wild weather patterns to sweep across its surface. Its heavy gravity prohibited the use of repulsorlift ground vehicles. The humans that inhabit the planet are tough and reclusive, but were not resistant to the Imperial-engineered plague that was led loose on the planet. There are rumors that the Empire poisoned the world to quell its pro-Alliance stance. Following the plague, the remaining humans swore their allegiance to the Alliance and openly defied the Empire. The average day on Sedesia lasts 20 standard hours. Its year lasts 220 local days. (SWJ6)

Sedeya, Reye

this young man was a native of the planet Stassia, during the height of the New Order. Known as a smalltime scam artist, Sedeya was targeted for investigation after a string of winning bets on the Ringer tournaments. Reye's mother died when he was a child, and his father plunged himself into his farming work, so Reye was raised by a nanny droid. He found that he had a gift for picking the winning bet in most gambling games, which was based on a level of Force sensitivity and helped him make a meager living. During one of the Sweepstakes Riner tournaments, Reye was followed by Zeck Tambell, who had a feeling that Reye was innocent, but wanted to link the young man to Aalia- Duu-lang. After Reye refused to help the crimelord out, she was arrested by Tambell. (SWJ6)

Sedi Fisk

one of the original settlers of the planet Tatooine, he used to live in a manor in the desert. He abandoned it sometime prior to the Battle of Hoth, and a pack of womp rats took up residence in his absence. (TM)

Sedratis City

this city was home base of the gladiator walker team known as Demelza's Destructors. (GFT)

Sedrellium

a valuable ore often found in the shells of Andoan mineral-fish. (COG)

Sedri

a planet which is home to the communal organism known as the Golden Sun, Sedri is completely covered by shallow oceans. It is also home to the Sedrian race, who have built wonderful underwater cities. The Empire researched gravity well projectors on this world, after an Imperial scout ship lost its hyperdrive inhibitor in the vicinity of the planet. The ship's systems were merely shorted out by the presence of the Golden Sun, and the scout limped home and recorded the existence of the planet. Shortly afterward, the Alliance managed to steal the plans and work on them with the Sedrians. The Golden Sun's glow filled the oceans with a soft glow, and the planet had a golden glow when viewed from space. The combination of the glow and the gravity anomalies caused by the Golden Sun force many shipboard navigation computers to register Sedri as a small star, forcing ships out of hyperspace in its vicinity. (GG4, DESB, BGS)

Sedrian

natives of the planet Sedri, the Sedrians are a race of sleek, aquatic mammals who worship the Golden

Sun. They are 3-meter long creatures with seal-like features, including a thick coat of slick fur. They appear humanoid from the torso up, but have the lower body and tail flukes of a seal. They prefer to live in the water, but must breathe air to survive. While they have gills, Sedrians also have lungs, and scientists aren't sure why one method of breathing hasn't been lost over the generations. They have constructed several underwater cities, like Fitsay, and appoint a high priest to guard the entrance to the cave of the Golden Sun. Very little is known about the Sedrians history or biology, because the energy shadow given off by the Golden Sun makes hyperspatial travel difficult near Sedri, so most ships simply don't get too near it. Their language is filled with barks and clicks, although they can master the Basic tongue with minimal problems. Their voices are quite loud, making it easy for Sedrians to hear each other underwater. (GG4, BGS)

SedriMotors Limited

a Sedrian company which manufactured various aquatic transports. They aligned themselves with the Alliance after Alliance agents saved the Sedrian race from extinction. They adopted the current technologies, and began creating their own designs. SedriMotors has since developed some of their own new technologies, such as water-driven drives and hover propulsion systems. (DESB, EGV)

Sedriss

Sedriss was an enhanced human who studied the Dark Side of the Force under Emperor Palpatine, and was later appointed one of the reborn Emperor's Executors. Before turning to the Dark Side, Sedriss had been recruited by the Imperial military but turned down because of his insolence and lack of respect for authority. Palpatine, however, sensed the innate evil in Sedriss, and gave Sedriss the chance to kill him if he could. Sedriss failed utterly, but Palpatine demanded his complete loyalty or else he would be killed. Sedriss agreed to become Palpatine's agent, realizing that the Emperor was a true superior. He was a massive human with spiked hair, and was unfailingly loyal to Palpatine. Even after the Emperor's death at Endor, Sedriss journeyed to Byss to await his master's return. His loyalty was rewarded years later when he became the first Executor, and the leader of the Dark Side Elite. In this capacity, Sedriss was the primary force behind restoring the Empire via Operation Shadow Hand. He gave the orders that launched the operation following the reborn Emperor's death. When Palpatine ordered him to detain Luke Skywalker on Ossus, Sedriss and Vill Goir both flew there in the Imperial Hunter *Scourge One*. Unfortunately for Sedriss, the ancient Jedi Master Ood Bnar captured him and reduced Sedriss to microscopic bits in an explosion of colliding Force energies. (DE2, DSSB, NEGC)

Seducer Plant

a carnivorous plant native to the planet F'tral, they use a sweet-smelling nectar to attract small animals to their location. A mass of vines and stems, the seducer plant waits until the animal is entangled before using the vines to strangle the animal. The seducer plant then draws the animal into its center and slowly digests it. (GG4)

See

this was a species of scalefish found in the waters of the planet Naboo. These fish were distinguished by their binocular vision, having both eyes located on the front of their blunt heads. Their long, thin bodies were dominated by their stomachs, which could distend to accommodate several large prey. Males and females of the species were distinguished by their unique coloration, with the males having darker yellows and greens while the females were lighter. (IG1, WSW)

Seebo Sauce

this was a favored food sauce of Corpo the Hutt. (T7)

Seed Machees

this male Gran was one of the many dealers of death stick who worked for Sebolto during the years surrounding the Battle of Naboo. A bounty was issued for his capture by the Coruscant police force, in connection with the rise in death stick distribution that occurred on the planet during the years following the Battle of Naboo. The bounty was claimed by Jango Fett, when the bounty hunter traveled to Malastare to meet with Sebolto. (BH)

Seed Pistol

this was an unusual weapon, produced on the planet Manda. (SWDB)

Seed World

this was a term used by the ancient Jedi Knights to describe a planet that was capable of supporting life. Seed worlds were divided into two types: life-giving, which included planets with oceanic, grassland, or arboreal environments; and death-giving, which included planets with desert, volcanic, or barren environments. (KOTOR)

Seedar Bomu

this Rodian soldier was a member of the Bomu clan, and worked for Vago the Hutt during the early years of the New Order. (TF)

Seedar, Genna

this woman served as a medical officer aboard the New Republic starship *FarStar* during its hunt for Moff Sarne. Genna was the last surviving member of the resistance on Kal'Shebbol, after Sarne wiped out any opposition to his rule. A shy woman, Genna was nonetheless brave and selfless in battle, traits which won her the respect of her former freedom fighters and the *FarStar's* crew. She was uncomfortable with the reactions of the crew to the prolonged search through the Kathol Rift, and her fears were realized when a mutiny ensued. (DARK, KR)

Seedcracker

this was a species of small bird, native to the planet Ansion. (APS)

Seed-disk

this was the second phase of life for a seed-partner, after it was forged by the Langhesi with sky fire lightning. The seed-partner, suddenly energized by the lightning, split open its casing and emerged as a flattened, disk-shaped version of itself. These seed-disks were then shaped around a metal framework and imbedded with various devices to form Sekotan technology. In this way, Sekotan starships were created. Sometimes, a seed-partner will not survive the forging into a seed-disk. In this case, the master to whom the seed-partner had bonded was sent away from Zonama Sekot. When they do survive, they reconnect with the mind of their master and present him with a virtual catalog of the shapes they could take during the annealing process. The buyer had but to envision a certain part or curve, and the shaping of the Jentari would do the rest. (RP)

Seed-partner

this was the name of the unusual creature which was later formed into a Sekotan starship. Seed-partners resembled large cockle-burrs, about the size of a child's head and covered with short, hooked spikes which it used to move about and cling to another being. In the Uniting Day ceremony, seed-partners are introduced to a prospective starship owner. If one or more seed-partners chooses the buyer, then a starship can be formed for them. If the buyer is rejected, he is no longer allowed to bond with a seed-partner. Until they are allowed to evolve, seed-partners live with their new masters day and night, attuning their biorythms to those of the buyer. It was rumored that seed-partners were formed from the Potentium. On average, one to three seed-partners joined with a buyer at any given time, then are physically melded together to form the starship. As they matured, the seed-partners split out of their husks, revealing whitish flesh beneath. Several groups of spikes merged with one another to form small three-fingered hands, and they elongated so that each seed-partner had four short legs. After the matured, seed-partners were taken with their masters to the forging pits of the Langhesi, where they were struck by sky fire lightning and quickened. This energized the seed-partners, and the Langhesi forged them into new shapes. These new shapes were known as seed-disks. (RP)

Seedship

this was the term used to describe a Yuuzhan Vong ship dedicated to carrying biological material to a new planet. Once at the planet, the seedship disgorged its cargo, initiating the terraformation of the planet into a world better suited to the Yuuzhan Vong physiology. After the Battle of Coruscant, the Yuuzhan Vong used a highly specialized seedship to transport several immature dhuryams to the planet. The interior of the seedship was reconfigured to allow the dhuryams to compete with each other in the

management of their environment. Once a dhuryam had defeated its brethren, it was allowed to take control of the seedship. It then began breaking the seedship up into a huge number of smaller seedships, which carried biological samples to all parts of the planet to be seeded. This gave the dhuryam a link to all the other seedships, allowing it to coordinate the dispersal of biological materials to specific locations, thereby ensuring a complete ecosystem would be formed on the planet. (EL2, T)

Seef

this Yuuzhan Vong female served aboard the Sunulok as Tsavong Lah's attendant during the aliens' invasion of the galaxy. (BP)

Seefor

this was the nickname used by the ARC trooper designated CT-12/74, during the height of the Clone Wars. Seefor helped Kit Fisto and Nate train the commandos of the Desert Wind terrorist group, and was among the survivors who managed to escape their lair when Asajj Ventress sent a group of infiltration droids to destroy them. When Nate's body was not recovered, they feared that Nate had been killed, or had broken the Code and betrayed them all in the first place. (TCD)

Seeg

this Rodian starship racer was a rival of Siro Simito. He was also Simito's friend, and their public rivalry was carefully cultivated to enhance the popularity of their sport. Their staged fights always boosted their ratings. (CRO)

Seeing Without Looking

this was one of the many surveillance skills that was taught to the Jedi Knights of the Old Republic. The idea behind *seeing without looking* was to acquire knowledge about one's surroundings without allowing observers to notice that one was actually doing it. Thus, a Jedi could appear to be taking a simple walk down a street, but their senses were busy gathering in details and facts about the people and locations they saw. (JQ8)

Seek

a native of the planet Tatooine, Seek was one of young Anakin Skywalker's friends. A ten-year-old boy, Seek was something of a pessimist, and believed that Anakin would never get his homemade podrace to fly. *Seek was portrayed by Oliver Walpole in Star Wars: Episode I - The Phantom Menace.* (SW1, IS1)

Seeker

a type of remote used for surveillance activities, seekers were developed to assist law enforcement agencies in tracking down criminals. A seeker could be programmed to search out and immobilize a specific target, but in general they were only moderately successful in their missions. Widespread use of seekers diminished during the New Order, although many backwater law enforcement agencies embraced them. (SW, GG11)

Seeker

this was the brand name of Arakyd's AS-M12 messenger droid. (SESB)

Seeker

this Twi'lek operated the Junkard scrap and salvage caverns at the Kala'uun Starport, during the height of the Galactic Civil War. He had been cast out of his own clan because he lacked the instincts to become a warrior, instead preferring to tinker with all sorts of machinery. After being befriended by Lo'baan while wandering the warrens of Kala'uun, Seeker helped the old Twi'lek establish the Junkard. Seeker inherited the Junkard upon Lo'baan's death. (PSPG)

Seeker Cub

this was the name of Captain Stitar's scout ship. In reality, Stitar was the smuggler known as Starter, and the *Seeker Cub* was a false identity for Starter's beat-up X-Wing. (SWJ4)

Seeker Droid

see Prowler 1000 (OWS, SWI81)

Seeker Sea

this was the smaller of two seas found on the planet Bacrana. (FBS)

Seeker Torpedo

any self-propelled detonation device which can be targetted ahead of time and, when released, will track its target until it can impact with it. (TOJ)

Seeker Transport

this was the name used by Arakyd for its civilian hyperspace message pod, designed to transport the AS-M12 Seeker messenger droid. It was based on the hyperspace pod used for the Viper series of military probe droids. Because they were available on the open market, and because the interference with a Seeker Transport was punishable by law, many crimelords used these vehicles to transport illegal goods. (FTD)

Seeker, The

this was another name for the Lesser Mark of Illumination. (SHPT)

Seekerbot

this was another name for a remote surveillance droid. Small seekerbot were often used to watch over doors and hallways. (MJEH)

Seeking Rail Detonator

this weapon was similar to a standard rail detonator, except that it was capable of firing projectiles that could home in on a target. This allowed the user to fire quite rapidly with minimal aiming, thereby ensuring a larger number of targets could be hit. (MOTS)

Seela

this was a common name given to Twi'lek females, and meant "dancer" in the Twi'leki language. (GCG)

Seela

this was the name used to describe those Aramandi who rejected the new interpretations of the Eeronon and accused these priests of lying to the populace. At the heart of the dissention was the Eeronon's prediction of other sentient life outside the Aramand Cluster, a prediction that had previously not existed in the Eeronon's teachings and only surfaced when the Lant Mining Corporation approached the Aramandi to discuss mining rights. The Seelas were allowed to live in uninhabited areas of the Aramand System, but religious persecution forced them onto undeveloped worlds within the Cluster. (FBS)

Seelah, Jedwar

this explorer and scout worked out of Mos Espa, on the planet Tatooine, during the last decades of the Old Republic, and attended the Boonta Eve Classic podrace which was won by Anakin Skywalker. (YJC6)

Seely

this Twi'leki female met Drek Drednar in the Darlonn Sector, and agreed to serve as a lieutenant in his pirate crew. She was a former slaver who stowed away aboard the *Sable III*, and later became a gifted hand-to-hand fighter. (SWJ5)

Seendar

this Togorian was taken from his homeworld of Togoria by a group of mercenaries which eventually accepted him into their ranks. He enjoyed the excitement and adventure of the mercenary life, but found that he was uncomfortable around the technology of the galaxy. He couldn't comprehend the various forms of technology. His mercenary band was invited to the planet Narg to help train the local police force, but all non-humans in the group were relieved of their duties upon arrival. Seendar was stranded on the planet, where he roamed the streets around the Free Access Grill. He was one of the few individuals in the city of Grig allowed to carry a personal weapon, only because the local constabulary was afraid to confront him. (TA)

Seendat

this was a common name among the Togorian race. (UANT)

Seeno

one of Antar Roat's aides. (WG)

Seeqov

this was one of the many Vratix hive-clans that allied with the Ashern, during the years of Thyferran history known as the Thriving Season. (PH)

Seeqov Thranx

this Vratix of the Seeqov hive-clan was a member of the Razorclaws, the group which would eventually become known as the Ashern, during the height of the *Alazhixazha* period. Thranx also served as the primary contact for the corporate spy known only as the Bloodletter. She was ostensibly his counterpart when the Bloodletter worked as a field inspector for both the Xucphra and Zaltin factions. Her cover during this period was actually based on fact. Thranx was a respected field inspector and research scientist, and had once helped to eradicate a Rodian fungus that had threatened the planet five years earlier. Her hatred of the Bacta Cartel stemmed partly from the fact that both the Zaltin and Xucphra factions kept the incident a secret, and each claimed total responsibility for solving the fungus epidemic without Vratix help. When the Ashern began development on an enhanced strain of alazhi known as kolazhi - the basis for kolcta - Thranx and the Bloodletter were ordered to keep an eye on its development. They worked together for a year before the project was discovered. A mercenary who wore armor much like Jango Fett's had been hired by the Bacta Cartel to eliminate the Ashern responsible for its development. The mercenary shot both Thranx and the Bloodletter and then left them for dead. Thranx, however, survived long enough to use the enhance bacta to bring the Bloodletter back from the brink of death. Before she died, she told him the complete story of kolcta. (PH)

Seer

this group of Imperial probes was destroyed by the Alliance, shortly before the Battle of Endor. (XWA)

Seer Lonnel

this Ugnaught was imprisoned at the Oovo IV prison facility for a number of crimes, during the years leading up to the Battle of Naboo. He became one of the Helmet Squad's most reliable snitches, providing inside information on his fellow inmates in exchange for certain amenities. Because of this, the Dug crimelord Sebolto issued a bounty for his capture, in case Lonnel was ever released from prison. Lonnel thought he was safe behind bars and the relative protection of the Helmet Squad, until Jango Fett infiltrated the Oovo IV facility to "rescue" Bendix Fust. During the attempt, Jango managed to claim the bounty on Lonnel. (BH)

Seer of the Temple

this alien, a native of the planet Gap Nine, fought against Colonel Traft and the Imperials who occupied the planet. The Seer was more than happy to receive assistance from the Alliance in deposing Traft and retaking their planet. (SWJ7)

Seer Varree

this was a famous Iktotchi individual, distinguished in the histories of the moon of Iktotch. (UANT)

Seerdon, Kohl

this Imperial Moff was a military officer in the Old Republic. He was placed in command of the Chandrila Defense Fleet, replacing Hiram Drayson, after the passage of Emergency Amendment 121b during the height of the Clone Wars. Years later, Seerdon was one of the first individuals to recognize the true importance of bacta to the Alliance. Many Imperial officers and leaders felt that the control of arms and foodstuffs would eventually choke out the Alliance, while Seerdon realized that the Alliance would keep on fighting until it could no longer sustain itself. He felt that, in order to eliminate the Alliance's forces, the Empire would have to control bacta. Keeping the healing fluid from the Alliance would mean that it couldn't restore its wounded troops, thereby reducing its numbers and eliminating resistance. He

sought to control the world of Thyferra, but was kept from achieving his goals by the combined efforts of Rogue Squadron and the Alliance. (RSG, SWI71)

Seerna

this was a common name among the Snivvian race. (UANT)

Seertay, Anna

an Alliance Colonel, Seertay died with her Marines in the Cobolt Offensive. (RASB)

Seetee

this domestic droid was owned by Imperial Governor Tork Winger. (SWJ2)

SeeVee

this was the nickname of Platt Okeefe's ASP-7 labor droid, used aboard the *Last Chance*. It had a limited vocabulary, and could only respond with "affirmative" or "negative" to any question. (SESB)

Seezars Planet

a planet. (MC77)

Seffi

this planet, covered with toxic oceans, was the third world in the Rhinnal System. It was orbited by two moons. (CCW)

Seft

this gas giant was the fourth planet in the Genesia System, and was orbited by six moons. The planet's gaseous atmosphere was mined for use by Genesia's industry. (FBS)

Seggor

this large, oceanic predator was native to the planet Mon Calamari. It was revered by the Quarren for its strength. (GCG)

Seggor

this name was commonly given to Quarren males, and referred to a strong, ocean predator that was native to the planet Calamari. (GCG)

Seggor Tels

Seggor Tels was a Quarren from Calamari. He was the embodiment of the friction between the Quarren and their planetary neighbors, the Mon Calamari. He felt that his own race was being neglected by the Mon Cal, whom he felt were taking all the glory for the work the Quarren had done to build the planet's floating cities. He resented the Mon Cal for their dreams and their ambitions. He felt that the Mon Cal had relegated the Quarren to living the bowels of the planet's floating cities, even though they were designed that way. He resented the fact that Ackbar and the Calamarian Council wanted to make contact with the Empire. So, when an Imperial agent slipped past the planet's defenses and approached him, he felt that he could strike out at the Mon Cal by providing the Empire with the codes to evade Calamari's defenses. His hope, that the Empire would cut the Mon Cal down to size, was quickly turned to despair as the Empire enslaved by Mon Cal and Quarren without prejudice. When the Mon Cal began resisting the Imperial yoke, Seggor Tels again laughed at them. However, the forced slavery began to work at his conscience, and he began to wonder whether he should join the Mon Cal rebellion or not. When the Calamarians heard about the Alliance, Seggor Tels rallied the Quarren to join the Mon Cal, despite all their hatred, and together they drove off the Empire and freed Calamari. To this day, Seggor Tels thanks the Imperials - not the Mon Cal - for showing them how to fly to the stars and begin life again somewhere else. (SWSB)

Segken Tels

this Quarren female served Adriav Kavos aboard the *Isilia* as a gunner. (PG1)

Segmi

this race of builders was created by DarkStryder, after it banished the Charr Ontee from its fortress. Essentially huge worms, the Segmi were developed to exude a resinous substance that they wove into strong forms that supported the DarkStryder's fortress. Over the centuries, after DarkStryder no longer desired further modifications to its lair, the Segmi wandered off and formed their own civilization, and they learned to use the Ta-Ree energy that permeated the planet Kathol. DarkStryder later recaptured a segment of the Segmi population for use in developing new parts of its fortress. (E)

Segnor's Loop

a starship maneuver in which an attacking ship makes a quick run away from its target before doubling back for a second pass. (TFNR)

Segue

this New Republic shuttle was loaned to Major Showolter, to transport the Yuuzhan Vong priestess Elan to Wayland. (HT)

Sehvorah

this minor crimelord was, at one time, deeply in debt due to a huge gambling habit he established in the Core Worlds. Sehvorah fled to the Outer Rim and started over, eventually becoming the chief executive officer of the Droixian Traders League. He caught the eye of Dunstain Manliss, but Manliss's son Artur moved to secure Sehvorah's allegiance. Many believe that the Droixian Traders League was responsible for the death of Dunstain Manliss, but others believe Artur agreed to pay off Sehvorah's gambling debts in return for the removal of Dunstain. Sehvorah recognized a good thing when he saw it, and agreed to join the Mandroxan cartel in order to reap the benefits of trafficking spice. (GG11)

Sei

this was one of the most common female names among the Corellians. (GMR9)

Sei

one of the family names used by the Bothan people, it literally meant "magician" or "wizard", although its origins were unclear. (GCG, WOTC)

Seifax

this corporation was a dummy front for Loronar Corporation, during the early years of the New Republic. Based on the planet Antemerdias, Seifax manufactured shielded transport shells for use in constructing Loronar's Needle attack ships. This fact was discovered by the Chadra-Fan journalist Yarbolk Yemm. (POT, NEGW)

Seige of Ank Ki'Shor

this Galactic Civil War battle featured prominent use of the Y-Wing starfighter. (EGV)

Seige of Trasemene, The

this was one of the most famous historical battles of the Empire. It was at this battle that Grand Admiral Takel made a name for himself as a brilliant strategist, thanks in part to his addiction to glitterstim. (GFT, SWI66)

Seikosha

this planet, located in the Breago System of the Borderlands Region, was an undeveloped jungle world at the outset of the New Republic. It had become something of a haven for criminals during the last years of the Empire, and the political wars which continued to rage after the Battle of Endor kept the Borderlands out of most people's minds. Seikosha was the homeworld of the Seikoshan race, and was constantly swept by violent thunderstorms and torrential rains. The average day on the planet lasted 28 standard hours, and its year lasted 422 local days. (POC)

Seikoshan

this alien race was native to the planet Seikosha. They remained neutral during the Galactic Civil War, in part because their planet was located on the border between Imperial and Republic space. They were a

primitive culture, and strove to remain so even when smugglers and criminals from the greater galaxy began coming to their homeworld to hide from justice. The average Seikoshan was a reed-thin humanoid with green skin and a small amount of black hair on their head. They have unblinking red eyes, and had a series of ridges running from the bridge of their noses to the top of their skulls. They preferred to live without technology, although they had a highly-developed society with excellent natural engineering skills. (POC)

Seilith Music Charms

this ribbon-like device was used by jazz musicians as a form of good luck. The charms could be draped over an instrument or its stand, providing a visual experience to the music in addition to its sonic impact. (VD)

Sei'Iya

this Bothan witnessed the destruction of a city on Kothlis by an 850.AA maintenance droid, which had been loaded with Arakyd Seeker droids. She fled the destruction to Elshandruu Pica, and offered a reward on Cynabar's Droid Datalog to any being who could provide verifiable evidence of the responsible party. (SWJ14)

Seir, Tarr

see Seirr, Tarr (LEV)

Seirr, Tarr

this young Cerean male was a student of the Force during the height of the Clone Wars. As a youth in the Jedi Temple, Tarr Seirr idolized his fellow Cerean, Ki-Adi-Mundi, and was honored when the older Cerean Jedi turned over the watchman duties on Cerea to Tarr Seirr. Tarr Seirr took the role very seriously, and worked diligently to ensure that Cerea didn't fall to the Separatists. As the Clone Wars ground on, Tarr Seirr was forced to reluctantly leave Cerea and join the ranks of the Jedi Knights who were fighting the battles across the galaxy. Tarr Seirr accompanied Ki-Adi-Mundi to the remote planet Hypori, in an effort to destroy the droid foundries that had been discovered there by Daakman Barrek. However, General Grievous was too well-prepared for such an assault, and the task force was decimated before it reached the ground. Tarr Seirr was among the survivors who reached the planet's surface in the wreckage of their ships, but was among the first Jedi to be killed in battle against Grievous. (OWS, SWDB)

Seismic Tank

this immense, fifty-five-meter-tall repulsorlift vehicle was developed by Hoar Chall Engineered for the Confederacy of Independent Systems during the height of the Clone Wars. In order to avoid legal entanglements, Hoar Chall developed the tank under the guise of a mining vehicle that could penetrate a planet's crust and expose ores that were otherwise unreachable. First deployed into the field on Dantooine, the seismic tank used a huge battering ram as its primary weapon. When the tank's droid operators brought it onto the battlefield, they centered the tank on an enemy's location. Then, hovering some thirty meters over the target, the tank ejected a huge, cylindrical ram from its underbody, driving the ram into the ground. The ram itself was formed from a heavy metal core, and was guided by frictionless, magnetic impellers, giving it a huge amount of inertia. The resulting quake was similar to the effects of a bomb, but without the fallout potential. The magnetic impellers also prevented any backlash from the impact from reaching the main vehicle. From the point of impact, the ground rippled outward, tossing objects and beings aside or burying them in dirt and debris. (OWS, SWDB)

Seitia Prime

this planet was located near Rhamalai. (SWJ13)

Seito

one of the survivors of the Battle of Hoth, Seito was evacuated on the *Bright Hope*. A combat specialist, Seito was chosen by Toryn Farr to lead one of the groups which fled in an escape pod. (TBH)

Sekae N'sehnor

this was the name of a noted Sluissi individual. (UANT)

Sekct

this race of amphibious humanoids was native to the planet Marca. Their population was parthenogenic, with all members being female. Every two years, a mature Sekct can lay a single egg. However, only one of every two eggs ever hatches, because the genetic makeup of the Sekct often causes damaged embryos. In theory, those Sekct which survive are genetic duplicates of their parent.. They have brown skin, ranging from muddy brown to tan, which lightens as they age. They are short in stature, but have a well-developed sense of honor and are excellent hunters. Shortly after the Battle of Yavin, the Sekct were in danger of being wiped out by the toxic waste-products of the Empire's hyperbaride plant located on Marca. The wastes were introducing devastating genetic changes, as well as killing the environment. A group of Alliance agents, forced to land on the planet when their ship hit a mine, helped the Sekct destroy the hyperbaride plant and oust the Empire from the planet. The Sekct were then allowed to restore their planet and their environment. One of the things which distinguished the Sekct were their two-jointed forelimbs, as each joint was capable of motion in two directions, giving the Sekct a very gangly appearance. Their society was quite primitive by modern galactic standards. (POM)

Seko Cantina

this seedy cantina was located on the planet Ryloth, during the last decades of the Old Republic. (SWT)

Sekot

this was the Ferroan name for the living part of the planet Zonama Sekot. In reality, Sekot was a living entity in and of itself, and controlled life and death on the world. Sekot had been living in the system for billions of years, and claimed to have seen the formation of the triple-star system in which Zonama Sekot existed. Many Old Republic databases claim that the planet was simply called Sekot, a remnant of the Ferroan term. When Leor Hal first came to the planet, he discovered Sekot's presence, and believed that she was caretaker of the Living Force, as defined by the Potentium. The two established a deep, working relationship in which both worked to ensure Zonama Sekot's privacy and safety. Sekot agreed to provide Hal with information on how to form Sekotan starships, as long as Hal used all profits to purchase huge hyperdrive cores. In this way, they prepared the planet for entry into hyperspace, an extreme escape mechanism. It was during this time that Sekot also came to accept the tenets of the Potentium as facts. When Leor Hal died, Sekot maintained a hologram of him to give the Zonamans an illusion of continuity. When the planet was attacked by the Far Outsiders, Sekot was forced to use the Sekotan technology to kill them, something she deeply regretted. When Wilhuff Tarkin and Raith Sienar attacked Zonama Sekot in an effort to turn the planet over to Supreme Chancellor Palpatine, Sekot appeared to Anakin Skywalker. The young Jedi padawan had traveled with Obi-Wan Kenobi to discover Vergere's whereabouts. Sekot could take many shapes, and often assumed the guise of Vergere herself to make Anakin more comfortable. Sekot revealed that she controlled all life on the planet, and used her powers to manipulate the weather as well as the positioning of the forests. In that way, Sekot was able to hide the large-scale development of planetary hyperdrives which were installed by the settlers of the planet. In the end, Zonama Sekot was unable to thwart Tarkin's assault, and Sekot was forced to take the planet into hyperspace in order to escape. It hid the planet in many places, each time finding conflict and destruction, until it settled in the Klasse Ephemora System. There it remained for many years, until it was discovered by Yuuzhan Vong Commander Ekh'm Val and Jedi Master Luke Skywalker almost at the same time. Sekot drove off the Yuuzhan Vong, but allowed the Jedi to land. Using a series of carefully orchestrated tests, Sekot tried to ascertain the true nature of the Jedi's visit. Only after it was satisfied that the Jedi truly meant it no harm did Sekot reveal itself, as the Fosh Vergere to Jacen Solo and as a young Anakin Skywalker to Luke. It explained many things about its life to Luke and Jacen, hinting that the presence of the Ferroans on Zonama might have precipitated its awakening. Having discovered the Jedi's desire for peace, Sekot agreed to accompany them back to the galaxy, in an effort to bring the war against the Yuuzhan Vong to a peaceful conclusion. However, the treacherous actions of Nom Anor nearly destroyed the planet. In order to avoid a deadly explosion, Sekot had to jump into hyperspace, thereby killing the incubator the Yuuzhan Vong had placed in hyperdrive vanes that moved the planet. Unable to reconcile its situation, Sekot retreated into itself, ignoring the ecological deterioration experienced by Zonama as the planet jumped in and out of hyperspace. Finally, after conferring with Master Skywalker, Sekot realized that it had to "fight without fighting" against the Yuuzhan Vong, and jumped to Coruscant to try and stall the final conflict that was about to occur. Sekot allowed its starships to be used for defense only during the battle, until it realized that Supreme Overlord Shimrra was planning to use the Alpha Red virus

against it. Rather than fighting back, Sekot simply used the natural gravitic abilities of Zonama to pull the Yuuzhan Vong toward it, defending itself by welcoming home its true inhabitants. The virus itself was a simple enough matter to convert into a harmless material, but convincing the Yuuzhan Vong that Zonama Sekot was actually the "offspring" of Yuuzhan'tar was another matter. After the hostilities at Corsucant were concluded by the deaths of Shimrra and Onimi, Sekot discovered that it had been a living part of Yuuzhan'tar that had been cast out into the intergalactic void when it was realized that the ur-Yuuzhan Vong were going to obliterate themselves through war and conflict. The hope was that Zonama Sekot would evolve its own consciousness, and hopefull serve as a new home for those Yuuzhan Vong who put aside their warring ways and returned to a path of enlightenment. Sekot believed that its initial encounter with the Yuuzhan Vong some fifty years earlier was actually precipitated by Skot itself, in the form of a psychic call to welcome the Yuuzhan Vong home. This initial encounter ended in brief, and the truth of its events weren't borne out until much later. The Galactic Alliance, acting on the advice of Master Skywalker and the Jedi, allowed the Yuuzhan Vong to have Zonama Sekot as their new home. Sekot believed that, with time, the Yuuzhan Vong would also recover their ability to connect to the Force. To give the Yuuzhan Vong every chance it could, Sekot took the planet into the Unknown Regions and away from Coruscant. (RP, FH3, UF)

Sekotan Starship

this was the generic term used to describe the incredibly fast starships which were produced on the planet Zonama Sekot, during the last decades of the Old Republic. These ships were organic in nature, and were rumored to be capable of making 0.4 past lightspeed. It was later revealed that these ships were "grown" to a specific master from unique seed-partners which grew around standard starship mechanical parts. The resulting starship was emotionally attached to its master, who controlled the ship by initiating physical contact with it. The development process of these ships was quite intense, and the new master had to be emotionally and mentally ready to accept the burden of ownership. Otherwise, the seed-partners would reject the master. The ships were formed by and extension of Sekot, with the help of immense tree-factories known as Jentari. While not intelligent, Sekotan starships were no doubt alive, and could not survive without the physical and emotional contact of their masters. In order to obtain a ship, a prospective buyer had to locate an agent of Zonama Sekot, who would then arrange for transport to the planet. The planet's exact location was a well-guarded secret, and after the creation process was completed, the buyer had their short-term memory wiped clean to remove any trace of information on the planet or the creation process. After the disappearance of the planet Zonama Sekot some three years after the Battle of Naboo, all Sekotan starships suddenly withered and died, and no others were ever seen in the known galaxy again. This indicated that the living ships also needed a tenuous contact with Sekot itself in order to survive. The development of these starships followed the pattern of the lifecycle of a boras tree, with the seed-partners being forged into seed-disks, then annealed into starship form. (RP)

Sektor 242 NewsLine

this small, highly-accurate, and objective news agency was based in the Outer Rim. It has traditionally been wildly pro-alien, and is deeply supportive of individual rights. These traits were only heightened by the rise of Emperor Palpatine and the New Order. (GG9)

Seku

this was a common name given to Twi'lek females, and meant "memory" in the Twi'leki language. (GCG)

Seku

this Twi'lek female held the rank of Captain within the Hawk-bat pirate command structure. In reality, the Ryloth native was Dia Passik. Seku was easily distinguished by the detailed tattoos which adorned her lekku. During a meeting with Zsinj, during which Castin Donn was discovered within the medical facilities of the *Iron Fist*, Seku was forced to shoot Donn, much to Dia's dismay. The only thing that kept her sane was the fact that Castin was already near death. (IF)

Sel

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Sela

this thin, nervous woman served the New Republic Navy as Wedge Antilles' second-in-command aboard the Yavin during the assault on Almania. She was a crack shot and an invaluable assistant while on Coruscant. She held the rank of Major at the time of the attack on Almania. (TNR)

Sela

a group of Imperial cargo freighters assigned to transport a number of TIE Defender prototypes to the *Hininbirg*. (TIE)

Sela

this star is the primary body of the Seltaine planetary system of Irishi Sector. (SWJ10)

Selab

world on which lives the wisdom trees (or so legend has it), part of the Hapan System. (CPL)

Selab Tree

another name for the wisdom trees native to Selab. (CPL)

Selacron

this world is one of the moons surrounding Selaggis Six, and was ostensibly in the control of Imperial Warlord Zsinj. Five months before the Battle of Selaggis, Zsinj discovered that a group of colonists had taken up residence on the moon. Infuriated, Zsinj punished them as an example to anyone who would dare to colonize a world within his borders, but without his permission. He destroyed the colony entirely, leaving nothing but ruins behind. (SOC, CPL)

Selaggis

this yellow star was located at the center of a solar system containing seven planets. It was located eight light-years from Vahaba and close to the Halmad System. Lara Notsil and Tonin deleted its location from the navigational computer aboard the Iron Fist, hoping that Zsinj would be dragged out of hyperspace by its presence when he fled the battle against Han Solo and the Mon Remonda near Vahaba. Her plan worked, as the Iron Fist tried to flee but was brought out of hyperspace when it encountered the star. (SOC)

Selaggis Six

this yellow-orange gas giant orbited the star Selaggis. It had a heavy debris ring, and was surrounded by several mons. Five months after Zsinj destroyed a colony on the moon of Selacron, Zsinj was forced to flee to Selaggis when he was caught by Han Solo and the Mon Remonda near Vahaba. Lara Notsil had removed Selaggis from the Iron Fist's computers, and Zsinj's fleet was dragged from hyperspace when it encountered Selaggis. (CPL, SOC)

Selana

this bounty hunter was one of the Lieutenants in the Oquan, during the height of the Galactic Civil War. (GMR5)

Seland' Ir

this Verpine was exiled from his hive, although he claimed to know nothing of the reasons behind the exile. He later joined the Karazak Slavers Cooperative as a project developer, and used his talents to organization and calculation to ensure that any KSC mission would benefit the overall guild. (GG11)

Selander

a Ripoblus modified CR90 corvette that attacked the Youst station during the Sepan Civil War. (TIE)

Selba

this Old Corellian word was used to describe a youth who was held in high regard by his elders. (BSS)

SELSCORE

this was the shorten name of the Senate Select Committee for Refugees, established after the Yuuzhan Vong invaded the galaxy. (JE)

Seldam, Jax

this man was a native of the planet Sevarcos, and although he deplored the Alliance's operational planning, he still supported them whenever he could. He acted as a contact point for Alliance personnel on Sevarcos. Seldam also worked to destroy the operations of Lord Quintas, who was strip-mining Sevarcos in order to obtain more spice for the Empire. (SWJ12)

Seldibia

this was the third moon orbiting the planet Mutanda. (PG1)

Seldom Different

this YT-1300 transport was owned by Abdi-Badawzi, and operated by Elias Halbert, during the New Order. (SWJ2, BSS)

Seldona, Hari

a famous poet from the planet Alderaan, Hari Seldona was performing in the Corellian Sector when the Death Star destroyed her home planet. Her poetry had a distinctive anti-Empire theme, and this caused her to drop out of sight when Alderaan was destroyed. She kept on reading her poetry in public, though, appearing unannounced and speaking out against the Empire. Once the message has been delivered, she quickly escapes the crowds and hides. (ISU)

Select, The

this was the term used by Nom Anor, acting as the prophet Yu'shaa, to describe those loyal individuals who were sent to infiltrate the ranks of the Yuuzhan Vong military and government. Those Shamed ones who showed a quick intellect without too much independent thought were assigned to get as close to Supreme Overlord Shimrra as possible and spread The Message, while carrying concealed villips that would allow Nom Anor to see what Shimrra was planning. (FH2)

Seledrood

an Imperial Captain killed in battle. (ISB)

Selene

this woman was captured, along with Dustil Onasi, during the Sith raid on the planet Taris, some 4,000 years before the Battle of Yavin. The pair were brought to Korriban for training, but Selene showed little aptitude for the Force. Uthar Wynn ordered her executed, so that the Sith would waste no more resource on her. (KOTOR)

Selenius VII

a planet. (GG10)

Selenome

this huge, predatory sea creature was native to a single world, although its exact location was never discovered. Selenomes grew in huge reefs, a form of camouflage that allowed the colony to exist in plain sight. When a food source got too close to the reef, individual selenomes could reach out and grab the prey. During the height of the Clone Wars, entire colonies of selenomes were exported by the Separatists for use as defense systems on aquatic worlds like Vandor-3. (TCD)

Se'Lenti

this was the Gorothite term for The Scouring. (GSE)

Selesin Medicinal Electronics

this small corporation produced a range of equipment that helped doctors and field medics maintain a being's physical well-being. (FOP)

Selestrine

this woman was the Queen of the Icarrii at the time when Imperial Commander Karda went rogue. Karda had been ordered to destroy the Icarri by his commanding officer, General Nim, and managed to poison the entire Icarrii tribe and kill them. Karda then took Selestrine captive, hoping to gain riches and power through her ability to predict the future. Selestrine, already dismayed by the death of her tribe, tried to commit suicide by taking the same poison Karda had used on them. He discovered her plan before it could be complete, and beheaded her before the poison could destroy her head. A group of medics then encased her head in a life-sustaining casket covered with kneeb hide, and she predicted that General Nim would be killed in action. Her prophecy came true when Nim arrived to claim her head from Karda, and he killed Nim and his guards. Karda fled the Empire as a fugitive. It was during this time the Selestrine foresaw her own fate was held by a dark-shadowed man, but she saw nothing more than that. He made several stops and used several different ships in order to evade pursuit, but Selestrine began telling him of his own future. She predicted that Karda would be hunted down and killed by Boba Fett exactly thirty-one days from the day he destroyed the Icarrii, and she counted them down on a regular basis. This slowly drove Karda mad over the thirty-one days, during which time he had hidden among the brothers of the Ancient Order of the Pessimists on Maryx Minor. In the end, Selestrine's prophecy was proven correct, as Fett captured and killed Karda on Maryx Minor before taking possession of her disembodied head. However, Darth Vader himself was on Maryx Minor, hoping to take possession of her head. Selestrine realized that Vader was the dark man of her own future. She warned him of Vader's approach, and began taunting him as well. Fett took several strands of her bejeweled hair as a hedge against the future, and set out to defeat Vader. During the struggle between the two armor-clad opponents, Fett managed to retain possession of the small casket, until Vader cornered him at the lip of a lava pit. In an effort to throw off Vader's attacks, Fett kicked the casket into the pit. Selestrine believed she was finally dead, until Vader used the Dark Side of the Force to recover the casket before it could hit the lava. She then taunted Vader with visions of his own future, hoping that Vader would pay for the knowledge of his future by killing her. In this she was also proven correct, as Vader destroyed her head shortly before Emperor Palpatine ordered it delivered to him personally. (EOE)

Self-Regulating Droidmaker

this huge, slab-shaped machine was produced by Loronar Corporation during the years leading up to the Yuuzhan Vong invasion of the galaxy. The SRD was developed to turn large quantities of raw materials into droids, without the need for dedicated manufacturing floorspace for multiple tools and equipment. (SWI75)

Selgon

this searing ball of rock was the innermost planet of the Axum System, located in the Core Worlds. (CCW)

Selid, Kleyn

this man served as the Imperial Colonel guarding the Mount Tantiss project on Wayland, during the early years of the New Republic. Selid earned his rank at a young age, was known for his no-nonsense approach to his duties, and rarely took time off from his job. Although he rankled at being given command of the Mount Tantiss base - considering it mere baby-sitting rather than a real command - he became involved in a battle of wills with Joruus C'baoth after the Guardian appeared on the planet. It was Selid who was forced to relay information on the death of General Covell to Thrawn and Captain Gilad Pellaeon, but the information available to him was incomplete. Selid was then faced with a series of strange orders from Thrawn, who had recognized that Covell's death was attributable to the insane Dark Jedi, Joruus C'baoth. Thrawn ordered Selid to seal off C'baoth in the Emperor's chambers, then seal off the mountain from any of the troops which had been in contact with either C'baoth or Covell. Selid didn't understand, but he moved swiftly to carry out the orders. (TLC, TTSB)

Selif Xam

this Polis Massan was one of the many members of the archaeological team that was investigating the ancient civilization of the sundered world of Polis Massa, during the last years of the Old Republic. Selif Xam was trained as a physician, and served the archaeological team as a doctor and surgeon. Thus, when Padme' Amidala was brought to Polis Massa by Obi-Wan Kenobi, Selif Xam was on duty to assist in helping her deliver her twin babies. (VD3)

Seline

this remote, outpost world was the site of a Jedi starport during the last decades of the Old Republic. Its facilities were limited, but available to any traveling Jedi who needed assistance. (RP)

Selio

this was the term used by the Krieks to describe their basic family unit. (SWJ13)

Selkath

this amphibious race was native to the planet Manaan. Humanoid in stature, the average Selkath was distinguished by its sleek, hydrodynamic body. Their long fingers were tipped with poisonous, retractable claws, although many Selkath used these claws only as a last resort. They were the sole producers of kolto during the height of the Great Sith War, and maintained very strict control over its production and export. They chose to remain neutral during the conflict, and tended to view themselves as superior to the rest of the galaxy. Other races regarded this as arrogance, but the Selkath refused to allow one side or the other to gain an advantage by controlling kolto. When production mysteriously halted, the Selkath appealed to the Old Republic for help. Since Manaan was not officially a member of the Republic, help was never dispatched to the remote world. Since that time, kolto production had steadily recovered, but the Selkath vowed never to allow outside influences to control their planet or the production of kolto. Over the centuries, however, the Selkath civilization regressed into a primitive state, so that by the time Imperial scouts rediscovered the planet, the Selkath were living in undersea caverns and could barely understand the Basic language. Petty warlords staged unceasing raids on each other, leaving the Selkath with no formal defenses. Thus, when the Empire rediscovered the planet, the Selkath were quickly subjugated by Imperial forces. They were forbidden to return to the seas, and those few who tried were brutally punished. A few Selkath maintained a record of their previous prosperity, if only through stories, and remained hidden from their Imperial oppressors until they could stage a rebellion. (KOTOR, PH)

Selkatha

this was the native language of the Selkath race. It was formed from a series of guttural, throaty sounds that carried exceptionally well underwater. (KOTOR, PH)

Selkren

one of the primary cities on the now-destroyed planet of Demophon, Selkren was domed to keep the harsh environment at bay. (SN)

Selladas

this planet was under Imperial control shortly after the Battle of Yavin. In their attempt to destroy the Imperial garrison there, the Alliance inadvertently wiped out a large civilian population, including the Srrors'tok village in which Tyonsis Cex lived. (GG10)

Sellbo

the navigator of the old strahip *Last Legs*. (GG9)

Selle

this dark-skinned, female bounty hunter and her partner Brazzo were killed by Darth Vader on Centares, after they learned that Luke Skywalker had destroyed the first Death Star. (VQ)

Selligore

this large, elephantine creature inhabited the tropical waters of the planet Corsin. Measuring four meters tall at the shoulder and up to twenty meters in length, selligore had colorful hides and were quite harmless despite their size. They lived on the plankton and small fish of their waters. Like other aquatic mammals, selligore could survive underwater for several hours before requiring a breath. Their four feet ended in four long toes, and a fin-like fan covered their dorsal ridge. Their large ears also resembled huge fins, and their long faces ended with four thick trunks. (COG)

Sellis

Sellis was a news anchor for the Andasala Achievement News. (GG11)

Selliwurm

a timid, snake-like creature that would just as soon run and hide than confront another creature. (SWJ12)

Sellsecret

this was a slang term used on the planet Tatooine to describe any being who make a living buying and selling information. The term sellsecret had a more dubious connotation than infochant. (TG)

Selnesh

this Imperial prison planet was located in the Seltaine System of Irishi Sector. The surface of the planet was utterly devoid of life, without plants or animals, and had barren, frigid landscape. The prison was contained in several domes which kept good air in and bad air out. This arrangement was often preferred by the Empire, because it made escape from the prison nearly impossible to survive. The average day on Selnesh lasts 37 standard hours, and its year lasts 489 local days. (SWJ10, TFE)

Selona

this was the third month of the Tapani local calendar, which mapped almost directly to the Coruscant local calendar. (PGT)

Selong Lian

this Yuuzhan Vong, a member of Domain Lian, served as Warmaster Tsavong Lah's chief aide, following the Battle of Duro. (EVR)

Selonía

a New Republic fleet hauler damaged when a poacher's bomb - which had been disguised as a datapad - exploded in her hold. (BTS)

Selonía

one of the five inhabited planets in the Corellian System, Selonia was an ocean world that was home to the Selonian race. The planet and its inhabitants was renowned for its poetry. Han Solo once told his children that Selonia was home to all of the Corellian System's sea monsters, because it was the only planet with oceans large enough to hold them. Much of the planet's crust and mantle was riddled with caves and passageways, and it was in these subterranean locations that the native Selonians made their warrens. For much of its history, Selonia remained aloof from the rest of the galaxy, preferring live in their warrens in relative peace. (AC, CCW)

Selonian

one of the three primary races in the Corellian System, the Selonians are tall, strong, and quick. Often referred to as serious-minded and refined, the Selonians are well-muscled and covered with short, sleek fur, giving them a seal-like appearance. They have bristly whiskers on their noses, sharp teeth, and long tails. They are excellent swimmers. Taller and more slender than humans, they have long bodies and short limbs. Selonians are equally comfortable walking upright or on all-fours. Each hand or foot is equipped with retractable claws for climbing or defense. The Selonian race is believed to be descended from a predatory aquatic mammal which lived in riverside burrows, but later dug deeper into the ground and farther from water. Each burrow is inhabited by all members of a Selonian family; collectively, they are called a sept. Each sept is distinguished by its lone fertile male breeder. This male, along with the one fertile female, give birth to the sept's members. All male Selonians are born fertile; one of every hundred Selonians born is a male. Of 500 female Selonians, only one will be fertile. These fertile members of the sept, while revered for their fertility, are forced to remain in the burrows. The sterile females run the day-to-day activities of the sept. Non-familial groupings of Selonians, such as the government, are called dens. Each den is made up of sterile females. The Selonians have learned that dealing with other aliens, especially humans, is dangerous. Thus, only specially-trained females ever leave their burrows and contact the outside world. These females learn Basic in addition to the normal conversational Selonian tongue. All Selonians can also speak a modified language of sounds that is used in their burrows. Its pure sounds are not affected by echoes or other auditory anomalies caused by the burrows. (AC, AS, EGA)

Selonian

this was the name given to the native language of the Selonian race. (ANT)

Selonian Coneship

any of the hand-built Selonian transport ships, these coneships look like flattened cones. The wide end contains the ship's engines, while the small end contains the cockpit and viewports. The entire ship lands point upward, so that the ship's pilots must face upward on liftoff, rather than forward as on most horizontal craft. The average coneship measures 20.5 meters in length, and has only enough room for a pilot and two passengers. The New Republic was forced to enact travellers' advisories in the Corellian system whenever a coneship was in flight, due to their unpredictable nature. (AS, CTD)

Selonian Enclave

the name given to the Selonian embassy building in Coronet, on Corellia. The Selonian Enclave was the sight of the first Human League attack on the Selonians in Coronet, following an attack on a Selonian neighborhood in Bela Vistal. (AC)

Selonian Fire

this *Victory*-class Star Destroyer was part of the fleet dispatched under the command of Admiral Ackbar to liberate the planet Ciutric from Prince-Admiral Krennel. Using the Thrawn Pincer to surprise Krennel's fleet, Ackbar had the *Selonian Fire* and a sister ship, the *Corusca Fire*, remain on the far side of the Ciutric System until called for. When Krennel activated the gravity well projectors on the *Binder*, Ackbar ordered the two *Victory*-class ships to microjump forward. The gravity shadow from the *Binder* pulled them out of hyperspace behind Krennel's fleet, allowing them to pummel Krennel's ships which were also trapped in place by the Interdictor cruiser. (IR)

Selonian Glaive

this heavy weapon was developed by the Selonian race, and was the primary weapon used in combat. The shaft of the glaive was formed from heavy wood. At one end of the glaive was an obsidian blade, while the other end sported a collection of obsidian hooks and barbs. Each glaive was created by an individual Selonian female, who proved herself worthy of wielding it by locating the materials herself. (CCW)

Seltaya

this planet is the third of three worlds which orbit the star Ropagi. Its orbit is quite a distance from Ropagi and the inner planets, Elpur and Ropagi II. It is a frigid ball of rock. (TSK)

Seltaya-class Fast Courier

this courier ship was developed by Hoersh-Kessel during the last years of the Old Republic. (YDR)

Selth

a member of Glott's bounty hunters. (ROC)

Seltiss-1

this was a form of Hutt Caravel produced by Ubrikkian Industries during the last years of the Old Republic. Measuring thirty meters in length, the Seltiss-1 could accommodate up to sixty-five passengers and 150 metric tons of cargo. Its crew complement included a pilot and co-pilot, as well as up to three gunners. The Seltiss-1 was armed with four turret-mounted turbolaser cannons, a tractor beam projector, and a concussion missile launcher. (TF)

Seltiss-2

this modest caravel design was popular with up-and-coming Hutt figures who were only a few centuries old and have not established themselves as prominent figures. It was a large, space-going barge with a large, overhead sail and a prominent bow. (EGV)

Selton

this was a city located on the planet Naboo. Dren Melne was a native of this city. (SFT)

Seltos

this planet is located in the Seltos System, and is known for its production of food, lumber, and precious

ores. It is a mountainous world covered in dense forests. It orbits its primary star once every 459 days, which last about 20 standard hours. (RPG, GG12, TSK)

Seltos Planetary Soldiers

this group of law enforcement agents was created when the populace of Seltos overthrew the pro-Imperial government some years after the Battle of Endor. The new government, strongly aligned with the New Republic, established the SPS to help control former Imperial leaders and other dissidents. (TSK)

Seltrayne, Melenna

this young woman grew up an a street urchin on Ord Mantell, and was recruited into the Alliance when she failed in an attempt to pick Koris Haslam's wallet. She became a loyal member of his unit, answering only to Haslam before accepting the orders of the Alliance commanders. She was a pretty, slightly-built woman with blue eyes and blonde hair, and she often used her beauty to draw her targets off their guard. (SWJ10)

Selty

one of the Black Sun criminals working with Grobber during the reign of Zekka Thyne over Black Sun's Corellian interests. (TFE)

Selu

this YT-1300 transport was owned and operated by Twin Suns Transport Service. It was piloted by Aeron Azzameen during the Galactic Civil War, until it came uder fire from Viraxo pirates. Aeron's brother Ace was forced to destroy th *Selu* to prevent it from falling into the hands of the Viraxo. (XWA)

Seluss

this name was common among Sullustan males, and referred to a serpent that was found in Sullustan caves. The appearance of this serpent was considered a good omen among Sullustan miners. (GCG)

Seluss

this serpent was found in the tunnels and caves of the planet Sullust. Its sudden appearance was considered a good omen to Sullustan miners, since it indicated that the area was relatively safe to enter and exist in. (GCG)

Seluss

this Sullustan pilot worked with the smuggler Jarril, and was Jarril's primary business partner. Seluss once managed to steal the plans to the *Millennium Falcon*, but he was discovered by Han Solo and forced to return them. He disappeared during the bombing of the Senate Assembly Chamber, and was nowhere to be found when Jarril returned from discussing the Smuggler's Run with Han Solo. Thus, he wasn't aboard the *Spicy Lady* when it was hijacked by Dolph's agents. Jarril was killed, but Seluss returned to the Run continue Jarril's inquiry into the strange happenings within the Run. He faked his hatred toward Solo to cover his tracks and arrange a meeting with Solo in the Run. He was able to tell Han about the old Imperial equipment being transported through the Run, helping Solo break the mystery of the Run and undermine the efforts of Nandreeson. (TNR)

Selvaris

this planet, orbited by a single moon, was captured by the Yuuzhan Vong during their invasion of the galaxy. A hot world, Selvaris orbited Centis Major and Renaant, the twin suns of the Tantara system, which continually bathed the planet in oppressive heat and humidity. The aquamarine oceans of Selvaris teemed with life, providing shellfish and fish for food. Its forests and jungles were also bountiful, providing many forms of fruits and vegetables. After the Battle of Coruscant, Selvaris was converted into a prison world, with a number of camps scattered across its landmasses. It was here that the prisoners captured during the Galactic Alliance's Operation Trinity at Bilbringi were taken for incarceration, until they could be sacrificed in a massive ceremony meant to solidify the Yuuzhan Vong's supremacy in the galaxy. It was from Selvaris that Han Solo and his wife, Leia Organa Solo, rescued the Jenet soldier Thorsh, who carried an important collection of mathematics codes in his head. (UF)

Selven

this woman was wanted by the Sith for a series of crimes, during the years leading up to the Great Sith War. She was killed in her apartment in the Lower City of Taris by a bounty hunter, who had been hired by Zax the Hutt. (KOTOR)

Semag System

Grand Admiral Thrawn tried to capture Admiral Zaarin in this system, in which the Empire developed its first, working cloaking device. (TIE)

Sembla

this water-covered planet was the homeworld of the Vurk race. Much of the surface of Sembla was in a constant state of change, as active volcanoes regularly deposited new lava formations to alter the livable landmass. (SWDB)

Semmac

a Bakuran Naval Captain, he served under Hortel Ossilege in the siege of Centerpoint Station. (SC)

Semqi Pefis

Vocis Kenit was assigned to this *Victory*-class Star Destroyer shortly after his graduation from the Imperial Academy on Lianna and his promotion to Junior Lieutenant. (FOP)

Semtin

this surname was common among human settlements found throughout in the galaxy. (GCG)

Semtin, Marl

this Imperial Captain was distinguished by the metallic cyborg implants which covered his eyes and ears. A man who was frustrated by the Imperial bureaucracy's slow pace, he often worked with the criminal underground to obtain what he needed. Semtin lost his eyes after a deal with the criminal underground went sour. The staunch Imperial was forced to accept Trandoshan eyes as replacements when a raid on BioTech Industries' base on Ambria - at his direction - failed to produce a human pair. He was in command of the *Victory*-class Star Destroyer *Harrow* shortly after the Battle of Endor, and was one of the few Imperial officers who knew of the location of the *Eidolon*. He had researched the disappearance of the ship, and eventually discovered the truth. He threatened to blackmail Sate Pestage, and the vizier offered him a portion of the cache as payment for keeping the secret. Semtin maintained a small detachment of officers on Tatooine in hopes of securing the Eidolon Base cache for himself, and managed to capture Firth Olan before the Twi'lek could discover Eidolon Base himself. He brought the alien back to Ryloth, in an attempt to draw off Rogue Squadron's interest in Eidolon Base. He later brought out a group of elite special forces under the command of Sixtus Quin, in order to eliminate the Rogues. Once Semtin's treachery in using Olan to further his own plans for domination were discovered by Sixtus' men, they hunted Semtin down at Eidolon Base. Sixtus executed Semtin as soon as he was captured. (XWBT, HXW)

Sen

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Sen indicated a judge or justiciar, or the quality of justice. (GCG)

Sen

an Imperial assault transport group dispatched to Venzelii 2 Prime. (TIE)

Sen Udo-Mal

this Cerean was a noted Jedi Master and consular of the Old Republic. (SWRPG)

Sena

this was one of the most common female names among the Corellians. (GMR9)

Senalak

this thin, meter-long organic spike was developed by the Yuuzhan Vong as a defense mechanism. Senalaks were grown in much the same way as grass or reeds, thriving in sandy soil. The roots of the senalak were also covered with thorns, and ravenously dug themselves into the soil. The blue tip of a senalak shaft contained a strand of thorn-studded cord, which was ejected and whipped about whenever an enemy presence disturbed the shaft. The thorny cord would then catch in the clothing or skin of the enemy, trapping it as the cord retracted back into the shaft. (SBS, UF)

Senali

this was the name adopted by those Rutanians who colonized the moon of Senali and then won their independence in a bloody civil war. Although they were descended from Rutanian stock, they had a silvery coloration to their skin from tiny scales which had evolved over the generations. Senali also wore their hair shorter than the Rutanians. As a society, the Senali tried to do away with titles and the trappings of office, in an effort to ensure that every member of society was equal. Where their ancestors the Rutanians preferred to hunt and kill for sport, the Senali chose to hunt only to obtain food. Any food which was left over from a hunt was distributed to other families, so that no part of a kill was wasted. About twelve years before the Battle of Naboo, the Senali people became divided when Prince Leed of Rutan decided to remain on Senali. One faction argued that he should be allowed to do as he wished, since it was legally his decision. The other faction wanted him to return to Rutan, thereby ensuring the relative peace between the Rutanians and the Senalis. In the end, Leed was given the chance to remain on Senali, and the leaders of the two planets re-established the peace. This arrangement worked well for many years, until the Rutanians sold information on the Senali to the Yuuzhan Vong. The alien invaders utterly devastated Senali, wiping out the civilization and much of the planet's surface before turning their attack to eliminate the Rutanians as well. (SP, FH1)

Senali

this ocean-covered world was one of the moons orbiting the planet Rutan, and was once a colony world established by the Rutanians. *Note that Jedi Apprentice: The Shattered Peace also describes Senali as a planet with four moons. The planet's four moons create intense tidal variation, creating swift currents in the oceans.* In a violent and catastrophic civil war, Senali won its independence in a stunning upset. However, the war left both worlds devastated. The government of Rutan agreed to recognize Senali as a unique world, and both agreed to work together for peace. In an effort to continue the peace, it was agreed that the first-born child of each generation of the ruling houses on both worlds would travel to the other world once they reached the age of seven. They would remain on the other planet for nine years, learning about the other society. During this time, the children were allowed to receive visitors from, and occasionally visit, their homeworld, so that they never forgot their heritage. At the age of sixteen, the youths were allowed to return home in preparation for taking over as ruler of their homeworld. Another member of the royal family moved to the other world until the next generation was born. This arrangement worked well for many years, until the Rutanians sold information on the Senali to the Yuuzhan Vong. The alien invaders utterly devastated Senali, wiping out the civilization and much of the planet's surface before turning their attack to eliminate the Rutanians as well. (SP, FH1)

Senate Action Subcommittee

this was the name used to describe the small, specialized groups of Old Republic politicians that were appointed to perform a specific task. These action subcommittees were funded by the Galactic Senate, and were assigned to any number of necessities. During the Clone Wars, several action subcommittees were created to address various aspects of the war. However, like much of the Senate's proceedings, the work of the action subcommittees was often bogged down in political wrangling, meaning that nothing ever got done in a timely fashion. This was never more evident than when Senator Onaconda Farr was forced to step down as the leader of the Corellian Trade Spine Defense subcommittee, after the planet Duro was captured by the Separatists. Many reporters believed that Chancellor Palpatine would dissolve all current action subcommittees, in favor of a more centralized war office. (SWI75)

Senate Arena

this was another term used to describe the Grand Convocation Chamber of the Senate Rotunda, used because it was often the site of heated debates that bordered on becoming all-out brawls. (E3N)

Senate Assembly Chamber

this huge, multi-tiered auditorium was located near the Imperial Palace on Coruscant. It was crowned by a beautiful stained-glass ceiling. The New Republic used this building to convene the full Senate body on a regular basis. Much of the seating was left over from the days of Emperor Palpatine, and did not quite accommodate many alien species. It was in this building, during a full Senate meeting, that Dolph triggered the detonation devices that were hidden in many of the Senators' personal droids. The resulting combination of explosions destroyed a great deal of the Chamber, and killed a large number of Senators. The initial blasts did a fair amount of damage, but the stained glass of the ceiling was never meant to withstand such a blast. The support structure and most of the glass rained down on the beings convened there, inflicting many lacerations and cuts, many of which were fatal. (TNR)

Senate Assembly Chamber

this huge, oblate building dominated the center of Galactic City on Coruscant during the Old Republic. The structure measured two full kilometers in diameter. Within its walls, the Senate debated on every aspect of galactic politics. 1,024 repulsor-equipped platforms were arranged around the chamber walls, allowing a delegation to move into the center of the chamber and address the entire chamber. It was rumored that some of the platforms were given speedier repulsor engines, thereby allowing the delegates they carried to reach the Chancellor's podium faster than other platforms. Radiating out behind the bay of each repulsor platform was a long chamber which provided each Senator with an environment that suited their natural worlds. The Chancellor, the Vice Chariman, and their immediate staff presided over the Senate chamber in a centrally-located spire which was topped with an open array of seats and stood 30 meters tall. In order to ensure that everything was done according to procedure, Senate cam droids floated throughout the chamber, recording speeches and monitoring votes while providing real-time coverage of all debates. These droids also piped audio to a central computer, which could send translated audio streams to the other delegates. (IG1, IWE1, COD)

Senate Budgetary Committee

once part of the Imperial Senate, they were responsible for authorizing the dispensing of credits to various groups within the Old Republic and, later, the Empire. This committee was disbanded along with the entire Senate, by Emperor Palpatine. (ISB)

Senate Bureau of Intelligence

this was the primary investigative force assigned to the Old Republic's Galactic Senate. The SBI as under the command of Armand Isard during the years leading up to the Clone Wars. Isard was hand-picked by Chancellor Palpatine to reform the SBI, after the secession of many planets from the Republic and the growing terrorist attacks of the Separatists. (HNN5)

Senate Cam Droid

this was the generic term used to describe the small, repulsor-equipped droids which monitored the Senate proceedings of the Old Republic. Built to be unobtrusive, these droids had audio and video pickups which allowed them to provide real-time coverage of the Senate's proceedings. The coverage was also recorded for future reference. Audio was fed to a central computer, which could then provide translated audio to the other Senators. A small number of these droids were assigned to individual Senators, while the majority were allowed to move about the chamber and record the debates. (SW1, IG1)

Senate Committee on New World Discovery and Exploration

this Old Republic Senate committee was charged with funding and furthering the exploration of the known galaxy, beyond all known borders. (PG3)

Senate District

this area of Imperial City on Coruscant was centered around the old Senate Rotunda, and contained much of the surrounding cityscape. Standing in stark contrast to its opulence, however, was the abandoned factory area known as The Works. (RP, LEV)

Senate Emergency Response

this body was formed by the Galactic Senate on Coruscant, in case of a catastrophic event that destroyed

much of the galaxy's governmental structure. It was used only once in recorded history, in the wake of the First Battle of Coruscant, when Chancellor Palpatine assume the role of Emperor. The Senate Emergency Response team was forced to declare martial law on Coruscant after Palpatine claimed that the Jedi Order had tried to assassinate him, as part of a far-reaching plot to take control of the galaxy. Among their first actions was to surround the Jedi Temple and ensure that the so-called Jedi Rebellion didn't spread beyond its walls. (E3N)

Senate Guard

this was the order of stoic, blue-armored guards who protected the members of the Old Republic Senate. Their armor was distinctive, and was often considered to be one of the design cues used by the Imperial Royal Guards. Interestingly enough, the design for the Senate Guards' armor was based on the armor of the ancient Neo-Crusaders of Mandalore. Small groups of Senate Guards were deployed across Coruscant to ensure the safety of the various members of the Galactic Senate. Their jurisdiction was not limited to Coruscant, however, as the Senate Guards often accompanied Senators to conferences and special sessions throughout the galaxy. Thus, the selection criteria for the Senate Guard was exceptionally stringent, in order to locate truly non-partisan guards who served the Republic itself. A select unit of the Senate Guard, charged with protecting Senator Palpatine after he was named the Supreme Chancellor of the Republic, was distinguished from the Senate Guard by their red armor. Known as the Red Guard, these guards eventually became the Imperial Royal Guards. During the height of the New Order, the Senate Guard was rendered irrelevant when Emperor Palpatine dissolved the Galactic Senate. (IG1, SWI80, SWDB)

Senate Hall

this was the name of the building which housed the New Republic Senate, during the earliest years of the New Republic. It was built upon the foundation of the old Galactic Senate Rotunda, which had suffered damaged during the Imperial occupation of Coruscant. The Senate Hall was used for many years until it suffered major damage in an attack by Dooku. In its place, and upon the Rotunda foundation which took very little damage, was built the Grand Convocation Chamber. (SOP, T)

Senate Hall

this was the original Senatorial building established on the planet Coruscant, to serve as the base of operations for the Galactic Senate. It was later replaced by the Senate Rotunda, also known as the Galactic Senate Chamber. (CCW)

Senate Hill

located in Imperial City, on Coruscant, Senate Hill was formed by a series of small, unimposing monuments to the justice and glory of Old Republic. When Palpatine rebuilt much of Imperial City, he left Senate Hill alone, preferring to dwarf its significance with the sheer size of the Imperial Palace. (XWN)

Senate Hospital

see Senate Medcenter (LEV)

Senate Intelligence Oversight Committee

this branch of the Galactic Senate was charged with ensuring that funds provided to the Grand Army of the Republic were put to proper use, during the height of the Clone Wars. The committee opposed any non-military usage of clone troopers, and had tried to block the use of clone commandos and probe droids on Coruscant itself. Chancellor Palpatine eventually overruled their decision, citing that Separatist spies might already be working on the planet. This decision allowed Mace Windu to assemble a team of investigators to search The Works for evidence of Darth Sidious' existence. (LEV)

Senate Interspecies Advisory Committee

this group, sponsored by the Galactic Senate several decades before the Clone Wars, was formed to monitor the growing racial tensions between members of various alien and human races. The panel consisted of governmental experts as well as Jedi Knights, in an effort to understand how different races interacted with each other, and how to avoid unnecessary conflict. (DFR)

Senate Investigating Commission on Crime Syndication, Dissemination, and Proliferation in the Core and Mid-Rim Systems

this committee was formed within the Galactic Senate, several decades before the Battle of Geonosis, to investigate the ways in which criminal organizations were formed, grew, and expanded throughout the Core Worlds and the Mid Rim. Many Senators from other regions of the galaxy demanded that the committee expand its scope, since much of the galaxy's crime was moving away from the Core to avoid the notice of the Republic and the Jedi Order. (SOJ)

Senate Justice Council

this body, formed from the ranks of the New Republic Senate, was charged with ensuring that the Republic acted legally in its endeavors. (JE)

Senate Medcenter

this hospital facility was located in the Senate District of Coruscant, during the last decades of the Old Republic, and was set aside to handle the varied needs of the Galactic Senate and its members. (LEV)

Senate Office Building

this annex of the Senate Rotunda provided offices and working spaces for the Senators of the Old Republic and their aides, allowing them to accomplish work items and communicate with their constituents in between sessions of the Senate. (VD3, E3N)

Senate Planetary Intelligence Network

known as SPIN, this is a secret organization created by the Alliance after the death of Emperor Palpatine to uncover pockets of Imperial resistance in the galaxy. It was based on Yavin 4, until Trioculus razed the moon in his effort to locate the Lost City of the Jedi. SPIN was relocated from Yavin 4 to a location on Mount Yoda, on Dagobah, before Mon Mothman disbanded it in favor of other important missions. (GDV, MMY, EGC)

Senate Plaza

this was the name used to describe the open-air walkway that surrounded the Senate Rotunda on the planet Coruscant, during the last decades of the Old Republic. (LEV)

Senate Podium

see Chancellor's Podium (E3N)

Senate Relief Fund

this huge relief fund was established by the Galactic Senate of the Old Republic, to fund the recovery efforts that were performed on members worlds which suffered natural disasters or were ravaged by war. (JQ8)

Senate Rotunda

this was the name of the squat, round building used to house the Galactic Senate, during the last millennium of the Old Republic. Large enough to hold 1,024 delegates, their entourages, and living quarters for Senators and their assistants, the Rotunda plunged deep into the cityscape of Coruscant. Each Senator had a repulsor-equipped dais that allowed them to approach the Supreme Chancellor from their own offices. The docking station for each dais could generate a privacy screen, which allowed the Senators to discuss matters with their advisors. Neighboring privacy screens could be overlapped if two or more Senators wanted to converse. The Chancellor, as befitting his position, presided over the Senate from a tall spire located in the exact center of the Rotunda. The building's architect boasted that the Rotunda was indestructible, and that any weapon that could destroy it would crack Coruscant in half. During the Clone Wars, Chancellor Palpatine disabled the privacy screens, ostensibly to allow for more open dialogue on the war. In reality, this allowed his security hovercams to move about among the Senators, recording conversations that might be considered rebellious. The Rotunda endured the early stages of the Galactic Civil War, but suffered damaged when the Empire retook the planet five years after the Battle of Endor. It suffered more damage when the New Republic reclaimed Coruscant, but its internal structure remained intact. The Grand Convocation Chamber of the New Republic was built upon its remains, providing a stable base. (SW1, IWE1, T, VD3)

Senate Security Committee

this subteam of the Galactic Senate was focused on the safety and security of those beings who were serving as Senators during the height of the Clone Wars. (SWI81)

Senate Select Committee for Refugees

known as SELCORE, this New Republic Senate-approved committee was formed to address the problem of the incredible number of refugees who were forced to flee their homeworlds in the face of the Yuuzhna Vong invasion. The committee held the Conclave on the Plight of the Refugees in order to gain the agreement of planets to house, feed, and protect the refugees. Their ultimate goal was to establish species-specific enclaves for the peoples of the Tingel Arm and the Corporate Sector, matching compatible species in order to help maximize space. While the committee ran itself well enough, stretching every credit and every resource to its utmost degree to keep beings fed and housed, the continual advance of the Yuuzhan Vong kept the number of new refugees growing at an alarming rate. Unexpected help came in the form of humanitarian aid from the Hapes Consortium, which gave SELCORE much needed supplies and resources. What they lacked, however, were enough safeworlds on which to transplant the refugees. This situation was compounded by the fact that the Senators of the New Republic continued to argue about which planets to defend and which to abandon, and Senators from many well-defended worlds did not want their already strained resources to be diluted to accommodate refugees. After Viki Shesh was exposed as a traitor and the Yuuzhan Vong captured Coruscant, SELCORE was more or less disbanded as the government splintered and fled into the Outer Rim. (HT, JE, NJOSB)

Senate-class Transport

this was one of the most luxurious transport ships developed during the last years of the Old Republic. (RP)

Senator Cowardheart

this was the term used by the Phindian Captain of the *Pride of Honor*, when he confronted the New Republic Senators who had commandeered the warship to escape the Battle of Coruscant. He publically denounced the Senators' use of military ships for personal survival, demanding to know how they had the audacity to save their own lives while thousands remained trapped on Coruscant during the Yuuzhan Vong reshaping of the planet. (DW)

Senator Curdleguts

this was the term used by the Phindian Captain of the *Pride of Honor*, when he confronted the New Republic Senators who had commandeered the warship to escape the Battle of Coruscant. He publically denounced the Senators' use of military ships for personal survival, demanding to know how they had the audacity to save their own lives while thousands remained trapped on Coruscant during the Yuuzhan Vong reshaping of the planet. (DW)

Senator Decamp

this was the term used by the Phindian Captain of the *Pride of Honor*, when he confronted the New Republic Senators who had commandeered the warship to escape the Battle of Coruscant. He publically denounced the Senators' use of military ships for personal survival, demanding to know how they had the audacity to save their own lives while thousands remained trapped on Coruscant during the Yuuzhan Vong reshaping of the planet. (DW)

Senator Flyaway

this was the term used by the Phindian Captain of the *Pride of Honor*, when he confronted the New Republic Senators who had commandeered the warship to escape the Battle of Coruscant. He publically denounced the Senators' use of military ships for personal survival, demanding to know how they had the audacity to save their own lives while thousands remained trapped on Coruscant during the Yuuzhan Vong reshaping of the planet. (DW)

Senator Scramblefree

this was the term used by the Phindian Captain of the *Pride of Honor*, when he confronted the New Republic Senators who had commandeered the warship to escape the Battle of Coruscant. He publically

denounced the Senators' use of military ships for personal survival, demanding to know how they had the audacity to save their own lives while thousands remained trapped on Coruscant during the Yuuzhan Vong reshaping of the planet. (DW)

Senator Sneakaway

this was the term used by the Phindian Captain of the *Pride of Honor*, when he confronted the New Republic Senators who had commandeered the warship to escape the Battle of Coruscant. He publically denounced the Senators' use of military ships for personal survival, demanding to know how they had the audacity to save their own lives while thousands remained trapped on Coruscant during the Yuuzhan Vong reshaping of the planet. (DW)

Senatorial Accounts Presidium

based on Coruscant, this governmental body oversaw the various ways in which the Senators of the Galactic Senate spent credits, from funding campaigns and committees to travel and other expenses. (IWE2)

Senatorial Apartments

this building was second only to 500 Republica in terms of luxury accommodations for the beings that made up the Galactic Senate, during the last decades of the Old Republic. The key difference between the two buildings was that the Senatorial Apartments was privately owned and operated. (E3N)

Senatorial Communications Center

this was the central communications hub, based on the planet Coruscant during the last years of the Old Republic, that linked the Galactic Senate to the far-flung member worlds of the Republic. The SCC was staffed around the clock, in case important information arrived. (JT)

Senatorial Debauchery Improv Troupe

this was one of the most popular groups of improvisational comedians and actors, active during the height of the New Order. (WOTC)

Senatorial Guard

this was another name for the Alderaanian Guard, which was dispatched by Bail Organa to protect diplomats from Alderaan during the height of the New Order. They evolved from the ranks of the Alderaan Guard. (JKG, BW)

Senatorial News Agency

based in Galactic City, on the planet Coruscant, this news agency provided complete coverage of the proceedings in the Galactic Senate during the last decades of the Old Republic. (IWE2)

Sencil Corporation

a droid manufactured based on Churba, it was nationalized by the Empire in an effort to control Mid-Rim droid markets. (SWJ6)

Sencker, Lindu

an Imperial scientist, Dr. Sencker was approached by Geothray Camber. Camber provided Sencker with the scandocs and specifications to the hyperspace orbiting scanner, which he hoped Sencker's team could build. Sencker's team was able to successfully implement the complex technology put forth by Camber. (ISB)

Sendarl Electronics

this Esselian manufacturer was an industrial giant in Darpa Sector during the New Order. When the fringe rebel group known as the Faceless began attacking Imperial outposts and claiming that the Empire was decidedly pro-Human, Sendarl's mainly alien workforce went on strike. The company's plants were virtually shut down, and operated only with droid labor until Kanno Sebak negotiated an end to the strike. (SWJ9)

Sender of Battle
see Dra'jhok (GMR1)

Sendir

this Twi'lek served as Tirgee Benyalle's bodyguard, during the early years of the New Republic. Despite his allegiance to Benyalle, Sendir took a large bribe to allow Imperial Admiral Kermen's forces to infiltrate her organization in preparation for Kermen's hostile takeover of Kaal. When Kermen gave the word, Sendir stabbed Benyalle in the back with a knife. He was quickly detained by agents of the New Republic and held for imprisonment. (SWJ7)

Sendo

this Imperial General in the Intelligence Bureau's Destabilization Branch was a do-nothing officer on Prince Xizor's payroll. Sendo reported pertinent information to Black Sun for a regular fee. (SE)

Sener

this Imperial Security Bureau agent recommended that Tamaron Rill's daughter would be the perfect bounty hunter to locate Tamaron himself, who was wanted in connection with "rebellious activities." (GG10)

Seneria, Jullisa

this girl was the daughter of Yasil Seneria. While playing, she inadvertently slipped off a ledge, but managed to grab a piece of wood and hold on. Her screams were overheard by her father and a roving lepusa. Before her father could reach her, the lepusa fashioned a rope from a length of vine and dangled it down to her. After she grabbed hold, the lepusa pulled her up and out of harm's way. Then, the creature disappeared. (COG)

Senerio, Yasil

this man was a farm manager on the planet Frelig during the Galactic Civil War. He was one of the strongest supporters of the idea that the lepusa were intelligent, especially after he witnessed a lepusa's problem-solving and tool-using skills when it rescued his daughter from a ledge. (COG)

Senesca, Zev

Zev grew up on Kestic Station, near Bestne. He and his parents were sympathetic to the Alliance, and worked to supply the Alliance with arms. When the Empire discovered their gun-running scheme, the Star Destroyer Merciless was sent to destroy the station. Zev was able to escape the destruction, and joined the Alliance soon after. He singlehandedly held off three TIE fighters during the Alliance's evacuation of the Alis Point base. He later served at the Alliance outpost on Hoth, and was the snowspeeder pilot who found Han Solo and Luke Skywalker after they had been stuck outside all night. Unfortunately, Zev was killed in the battle. *Zev was portrayed by Christopher Malcom in Star Wars: The Empire Strikes Back.* (ESB, SWSB, MTS)

Se'neth

this was the Tarasin word for any dream that was interpreted by a Mother to be a true vision of the future. The occurrence of a *se'neth* was a rare event, and signaled great events. During the Clone Wars, Mother Dariana experienced a *se'neth* in which she saw the tide of the war sweeping over Cularin, then the oppression of the Empire. Her vision also showed her a way that the Tarasin could survive, but only if they worked together. (LFCW)

Senex Sector

an area of the galaxy found in the Outer Rim Territories, it had been ruled by a number of familial houses since it was first settled. It was located near the Juvex Sector and the Ninth Quadrant, and was connected to the rest of the galaxy by the Rimma Trade Route. During the Old Republic, Senex Sector was an independent entity that maintained its autonomous stance with the agreement of the Republic. The open acceptance of slavery by the many Houses that controlled the Senex Sector, especially Houses Vandron and Elegin, was what prevented the Republic from accepting Senex Sector as a full member of the Republic. (COJ, COD)

Senex System

site of an Imperial Training Center during the Galactic Civil War. Alliance pilot Dev, during one of his training missions, ended up in the system and destroyed the fleet stationed there. (XW)

Senin Vant

this Utai served as an Air Commodore in the Utapau Skyforce during the height of the Clone Wars. (X3)

Senko Systems

manufacturers of starship weapons components, including the Tru-Lok 5000 laser cannon. (HTSB)

Senn

this Imperial Admiral patrolled Airam Sector during the Galactic Civil War. He was in command of the *Super-class* Star Destroyer *Vengeance*. (XVT)

Senna

this was the first planet in the Kessel System, and was a smoldering, boiling rock. *Note that the Wizards of the Coast Planet Hoppers feature names this planet* Salvo. (JASB, PH)

Sennari

this deadly poison was often used to coat the end of darts and arrows. Jodo Kast was one of the most well-known individuals to use it, although it was discovered that Jango Fett used Sennari to kill Zam Wesell decades earlier. (TM, NEGW)

Sennatt

this planet was located near Kothlis. (FTD)

Sennes Mountains

this mountain range was located on the planet Rhinnal, just north of the city of Rhire and bounded by the Zirfan Glacier. (CCW)

Sennex Pirates

this group of space pirates, active during the last decades of the Old Republic, was known to have trafficked slaves of many different races. It was believed that the Sennex Pirates purchased Aurra Sing from the Dark Woman, after the young humanoid failed to adapt to Jedi training. (ASNG)

Senni

this given name was commonly given to female human children throughout the galaxy. (GCG)

Senni Vek

this Twi'lek worked as a messenger for the Genoharadan Assassin Guild, during the era of the Great Sith War. (KOTOR)

Senoti

found on the Forest Moon of Endor, but native to the planet New Canistel, the senoti tree was held in near-sacred regard by the healers of the Ewok race. It was believed that the senoti was brought to Endor by a pair of Canistel AgriStar X-19 freighters which crashed into the moon. This theory was accepted by many, despite the fact that the few senoti trees that managed to take root on the Forest Moon did so in widely scattered locations. It required an alkaline soil in which to grow, and its watery sap had a number of medicinal values, including reduction of fevers and relief from pain. (GMR9)

SensAll

this active sensor array, manufactured by Siep-Irol, was used in the Explorer submergible. (CFG)

Sense

the second of the three Jedi Force skills, the ability to Sense is how a Jedi recognizes the Force in the universe around him. This flow of the Force tells the Jedi information about their surroundings. (SWSB, IJ)

SenseLights

this form of lighting was known for its hypnotic, mood-altering patterns and colors. The technology was developed by Lytos Urtell, who created them expressly for the Glow Dome on Adarlon. (WSV)

Senshi

this Ferroan was one of the leaders of the group which was coerced by Sekot to oppose the Magister, Jabitha, in an effort to test the true reasons Luke Skywalker and his Jedi Knights traveled to Zonama Sekot during the height of the Yuuzhan Vong invasion of the galaxy. Senshi and his followers kidnapped Jabitha and Danni Quee and brought them to a rogue boras grove, drawing the Jedi to the grove for their final test. When Jacen questioned his motivations, Senshi revealed that he had lost most of his family in the many Crossings Zonama Sekot had done to avoid the rest of the galaxy. He refused to allow Jabitha to agree to helping the Jedi, an action which he believed would strip him once again of his friends and family. He was regarded as an individual who cared more for Zonama itself than Sekot, and had no desire to deal with outsiders. After Sekot had successfully tested the Jedi Knights to ensure that their mission was, indeed, a peaceful resolution to the conflict with the Yuuzhan Vong, the planetary sentience agreed to return to the galaxy and help the Jedi. Senshi was released from Sekot's control and accepted Sekot's decision, and eventually decided that the Jedi were worthy of his assistance. (FH3)

Sensis, Maxina

this eager, young xenoarchaeologist was attached to the New Republic's Daxis Outpost, where she was the Chief of Research. Before this posting, she had planned to work as a researcher for a Corporate Sector employer. However, when she saw the promotional holovid for the New Republic Scout Service, she was hooked. She was also a close friend and respected colleague of Korren Starchaser. So, when Starchaser and his scout team discovered The Gulch in the Serianan Asteroid Belt, he brought her in immediately to investigate. A native of the Parkis System, Maxina also had a vast knowledge of the history of galactic exploration. She hoped that further scout teams would venture to the Serianan asteroids, but had to wait until the New Republic supplied them. (SWJ8)

Sensislug

this small, insectile creature was actually a piece of Yuuzhan Vong technology, developed to serve as a remote listening device. When alerted to the presence of an intruder, the sensislug would exude a chemical as part of its normal respiration. This chemical caused most humanoid species to a deep sleep, rendering them unconscious for a short period of time. Upon awakening, humanoids experienced severe headaches, nausea, and irritation of the nasal membranes. (SBS, UF)

Sensor

any of the various shipboard systems used to detect the presence of other ships or stellar bodies in the vicinity. There are many different kinds of sensors, including full-spectrum transceivers, electrophoto receptors, and hyperwave signal interceptors. (SCRE, SWSB)

Sensor Blind

unlike traditional countermeasures which try to conceal an object or interfere with sensor operation, sensor blinds attempt to disguise an object by emitting energy patterns to make it appear natural. (HAS)

Sensor Decoy

a remote probe-like device which is ejected from its parent ship and emits the same broadcast signals as the parent ship. The parent ship can then run silent, and any pursuit ships would pick up the sensor decoy and follow it. Sensor decoys are virtually impossible to determine. (SWSB)

Sensor Pallet

a starship's complete scanning system, the sensor pallet consists of all the sensory systems employed by a starship. (SS)

Sensor Shroud

this array of sensor jamming devices was developed as a form of cloaking system during the New Republic. It masked a ship's emissions while providing information about the ship's immediate location. (EVC)

Sensor Star

this five-armed, aquatic mollusk was native to the planet F'tral. The five arms surrounded a central body section, which was studded with a number of sensory appendages. They live in groups of 20-30 individuals, using their collection of arms to herd small reptiles, fish, and insects. They seem to communicate via a series of subsonic tones which were inaudible to most humanoid races, but could be detected using specialized equipment. Scientists discovered that the "language" of the sensor stars included combinations of tones for concepts like "emergency," "storm," and "food." This allowed determined groups to actually use the sensor star as a primitive sensor system. (COG)

Sensor Stealth

another term for running a starship without generating any emissions, in order to escape detection. This requires the ship to run on main battery power, and is extremely power-consuming. If the main generators are not put back online soon, the ship will be adrift without life support. (SWSB)

Sensor Suite

another term for a sensor pallet, it denotes a starship's complete scanning system. (HSE)

Sensor Switch

a casino coin game. (HSE)

Sensorscope

this full-spectrum transceiver was used in many droids, primarily the R2 series. It includes electro-photoreceptors, dedicated energy receptors, and heat and motion sensors. The sensorscope interfaces directly with the Intellex IV internal computer, which processes the data received. (CCG4)

Sensory Plug-in

a device which allows a droid to interface with computers, sensors, and other data systems. (SME)

Sensua

this was a leather-like material used to create supple bindings and belts for exotic dancing outfits. (VD)

Sensyno Station

this famed unirail station was one of the many stops on the Vohai Unirail, on the planet Vohai. (SWJ15)

Senta

this was the capital city of the planet Belasco. (TDR)

Sentarr Laboratories

this small research facility was owned by Sentarr, Incorporated. They barely turned a profit on paper, and were continually subsidized by their parent company. In reality, Sentarr produced no real breakthroughs. It was merely a front for Sentarr's smuggling operations, which specialized in the acquisition and sale of rare animal species on the black market. (SPG)

Senth

this is the nineteenth symbol in the Aurebesh script, and represents the Basic letter "s". (SWM)

Sentient Property Crime Bureau

this was a special division of the Phindar police force that was focused on the illegal seizure and resale of "personality-bearing artifacts", or droids. (YDR)

Sentient Tank

another name for a tank droid. (DE1)

Sentinel

this *Victory*-class Star Destroyer was part of the Imperial fleet which patrolled the Wroona System during the early stages of the Galactic Civil War. (PSG)

Sentinel

huge beings used to guard the Emperor's palace on Byss, the Sentinels first appeared when the Emperor had hunted down and captured Ashka Boda. In essence, a Sentinel was a former human which had been augmented and enhanced through Sith alchemies, and many were created from tissue stock of other powerful humans. The Sentinels materialized on the battlefield and escorted the fallen Jedi Master to Coruscant. Since then, wild speculation has surrounded the unknown origins of the Sentinels. They are, in fact, clones which have been mutated by the Emperor's Dark Side Adepts. Odd chemicals and the Dark Side of the Force twist the poor beings into slaves that obey the Adepts until they are destroyed. (DE1, DESB, DSSB)

Sentinel

this was one of the many *Interdictor*-class cruisers that made up Grand Admiral Thrawn's fleet of warships, during the early years of the New Republic. It served as one of the many Interdictors used by Thrawn to draw Republic forces out of space just outside the Bilbringi System, during the events that led up to the Battle of Bilbringi. (TLC)

Sentinel

one of three *Bakura*-class destroyers deployed by Hortel Ossilege, in an effort to assist the New Republic in breaking the blockade of the Corellian System. It was one of four ships, along with the *Intruder*, *Watchkeeper*, and *Defender*, that were built specifically for the defense of the Bakura System, in the wake of the Battle of Bakura. After the decisive battle against the Sacorrian Triad, only the *Sentinel* and the *Defender* survived to return to their postings as part of Bakura's defense. During the Yuuzhan Vong invasion of the galaxy, the Bakuran people were again invaded by the Ssi-Ruuk, although this time it was disguised as a peace offering from the P'w'eck. The *Sentinel* was refitted to accommodate the droid fighters of the P'w'eck, as part of a joint effort to "protect" the Bakuran System. (AS, CTD, FH2)

Sentinel

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XW)

Sentinel

this immense beast was found on the planet Alashan. Roughly humanoid in shape, the Sentinel stood well over two meters in height, and had crustacean-like armor plating protecting its body. When it was attacked by agents of both the Alliance and the Empire, the Sentinel showed a remarkable resilience to energy weapons and physical damage, surviving even when it was caught beneath several tons of rubble in an explosion. The Sentinel could also be summoned instantly to another part of the city, and had the ability to alter its size to fit its environment. Luke Skywalker later discovered that the Sentinel creature was a beast of pure energy, created by the ancient inhabitants of Alashan to protect their underground city. When the controls panels which maintained the underground city were destroyed, the Sentinel creature lost much of its power, as its connection to the planet's own energy was broken. Luke then dispatched the Sentinel with a stab of his lightsaber. (MC16, MC17)

Sentinel 100

this device allowed stock brokers and individual investors to monitor galactic stock markets, provided they were within the device's range to access and download information. (GFT)

Sentinel Beetle

this small insect was engineered by the Yuuzhan Vong. They were bred in huge numbers, and were created to beat their wings furiously when an intruder was encountered. The wing-song created sounded like an alarm, and alerted the Yuuzhan Vong to the intruder's presence. (DTO)

Sentinel IV

this heavy blaster pistol was produced by the Caelli-Merced Syndicate. (BSS)

Sentinel Squadron

this stormtrooper squadron was part of the forces dispatched to Tatooine to protect Prefect Talmont, shortly after the Battle of Yavin. (MEAS)

Sentinel-class Landing Craft

this Sienar Fleet Systems' design was derived from the *Lambda*-class shuttle, retaining the *Lambda*'s triple-wing design. As with the *Lambda*, the *Sentinel*'s two lower wings folded during landing. The *Sentinel* differed from the *Lambda* in terms of cargo space and weapons. There were eight retractable laser cannons mounted on the hull, two concussion missile launchers, a retractable ion cannon, and a pair of retractable repeating blaster cannons mounted beneath the cockpit. This weapons system of retractable mounts meant the *Sentinel*-class was sleek and aerodynamic when swift transport is needed, but it could handle its own in a fight. The *Sentinel* also had enhanced armor plating for defense. The 20-meter-long central section of the *Sentinel* was widened and elongated to allow for the transport of up to 54 soldiers and six speeder bikes. If all seats were removed, the ship could accommodate up to thirty-six speeder bikes, twelve combat assault vehicles, or 180 metric tons of cargo. The *Sentinel*-class shuttle was equipped with a Class 1 hyperdrive for speed, and it could attain speeds of 1,000 kilometers per hour in atmosphere with its HD7 engine array. The *Sentinel*-class was introduced after the Battle of Yavin, but never became widely used in the Imperial fleet. Following the Battle of Endor, SFS allowed Cygnus SpaceWorks to build their own version of the *Sentinel*, and the craft became available to private, pro-Imperial concerns. In this way, it also found its way into New Republic fleets via front companies. (EG V, SWSE, CCG9, MTSE, NEGV)

Sentinel-class Military Cruiser

this class of warships was developed during the early years of the New Order, as a larger ship capable of leading raids on enemy positions without taking a pounding. (WOA34)

Sentry Gun

this was the term used to describe a class of small, automated turrets that were armed with blaster or laser cannons, and which could be programmed to fire on nearby targets. The original sentry guns were developed for use by the Empire, primarily for defending prisons, garrisons, and other important facilities. (NEGW)

Senvi, Nico

this man was one of Tatooine's more skilled swoop racers, during the era of the Great Sith War. Motta the Hutt wanted to hire Nico as a professional racer, but was only willing to pay him a small salary. A wandering Jedi Knight was able to negotiate on Nico's behalf, and managed to secure a higher salary. (KOTOR)

Senwannus'gourkahipaff

known as Sen for short, he is the senior Elder in the Oswaft society when Lando Calrissian first meets Lehesu. He is just over 1,000 meters in width, making him the largest Oswaft in the ThonBoka. During the Imperial blockade of the ThonBoka, he plays sabacc with Lando as Lando outlines a plan to break the blockade. Being somewhat more forward-thinking than his counterparts, Sen agrees with Lando's plan to fight back without violence, and it helps break the blockade in the end. Sen then asked Lehesu to become one of the rulers of the Oswaft society, fearing that his conservative nature almost cost them their lives. The apostrophe in his name represents twelve other syllables in his name, which he is too modest to use. (LCS)

Seoul

Tapper Quelev's alias when he and Talon Kaarde tried to infiltrate the Morodin safari business of Gamgalon while on Tropis-on-Varont. (EGC)

Seoul 5

this ancient world was once the homeworld of the Seoulian race. It was believed that much of the planet had been destroyed by a biochemical weapon during a war many millennia before the Galactic Civil War. However, the Empire discovered the planet and established a base there, during the years leading up to the Battle of Endor. The base was eventually discovered by Han Solo, who obtained the coordinates of Seoul 5 while gambling with a former Imperial scout. (MC84)

Seoulia

this form of large hieroglyphs was used by the Seoulians, the ancient inhabitants of the planet Seoul 5. (MC84)

Seoulia

this ancient race of beings lived on the planet Seoul 5, many millennia before the Galactic Civil War. They were believed to have used highly-specialized crystals to harness their mental energies, which were channeled to an underground location and used to power every device on the planet. The Empire employed Doctor Xathan and Fem Nu-Ar to locate Seoul 5, hoping to acquire this mental technology for its own uses. However, the key crystal had been taken years earlier, during the initial scouting survey, by an Imperial officer who had since retired. He lost the crystal to Han Solo while gambling, and Solo traveled to Seoul 5 to see what it could do. He replaced the crystal, setting off a chain reaction which unleashed thousands of years of stored energy that ripped the control center to pieces. (MC84)

Sep

this was the Snivvian word for "yes." (HNN5)

Sep Elopore

this ringed gas giant was the seventh and outermost planet in the Calamari System. More than thirty moons were known to orbit the planet. (UF)

S-EP1

this was Leia Organa-Solo's personal security droid. She nicknamed it Sleepy. (SOL)

S-EP1

this humorous-looking droid was one of the New Republic's most effective anti-terrorist weapons. Known as a "Sleepy" unit, these humanoid automatons were manufactured by Ulban Arms to serve as a personal security droid. The S-EP1 combined the best facets of the Warden 10-24 and the Hound-W2 SPD, and was equipped with an Arjan IV logic computer and a database filled with battle tactics, criminal profiles, and emergency and medical routines. The S-EP1 wasn't armed with blaster weapons, but instead had a stun-gas canister installed in its torso to incapacitate a target and was sold with a stun staff. Their eccentric appearance belied the S-EP1's ability to use deadly force, if necessary, to stop a criminal. (EGD.)

Sepan 8

the planet, located in the Sepan System, on which Ripobulus and Dimok politicians met to discuss a joint offensive against the Empire. (TIE)

Sepan Civil War

a protracted internal battle between the Dimoks and the Ripobulus, the Sepan Civil War first broke out some five years before the Clone Wars. Despite the efforts of the Jedi Knights Empatajayos Brand, Bultar Swan, and Chellemi Chuovvick, the two sides were unable to make any sort of lasting peace. The civil war dragged on for many years, throughout most of the era of the New Order. Following the Imperial victory at Hoth, the Empire began expanding its control over these sorts of warring systems. The Empire intervened in the civil war, with the Dimoks opposing them while the Ripobulus tended to welcome their presence. However, growing Imperial domination forced both sides to drop their gripes with the other and band together against the Empire. Both sides were defeated, and the civil war was ended. (TIE, HNN4)

Sepan System

the planetary system which is home to the Dimoks and Ripobulus. (TIE)

Separatist Union

this was one of the most active subgroups of the Confederacy of Independent Systems, during the height of the Clone Wars. The Separatist Union was a mobile operation, allowing it to avoid detection while it gathered information from the battlefronts of the Clone Wars. Much of this information was disseminated via the CIS Shadowfeed, and occasionally was sliced into the Old Republic's HoloNet. (SWI76)

Separatists

this was the term used to describe those beings who believed that the Old Republic no longer functioned for the good of the galaxy, and advocated the secession of worlds from the Republic, during the years leading up to the Clone Wars. Led by Count Dooku, the Separatists were officially known as the Confederacy of Independent Systems. Together, Dooku and the Separatists drove a wedge into the already-crumbling Republic. Thousands of star systems allied themselves with Dooku and the Separatists, who promised completely free trade to any group, corporation, or government which agreed to support them. Funding was secretly provided by the Commerce Guild and the InterGalactic Banking Clan, and war materiel was provided by the Trade Federation. Although the Clone Wars seemed to go in favor of the Separatist forces for many months, the Grand Army of the Republic finally managed to begin scoring victories. Droid factories were destroyed, cutting off the seemingly endless supply of battle droids that had been protecting the Separatists. In order to protect the various leaders of the Council of Separatists, Dooku ordered his half-alien/half-droid commander General Grievous to secrete the leaders away on remote planets like Utapau and Mustafar. The deaths of Count Dooku during the First Battle of Coruscant and General Grievous on Utapau left the Separatists without a true leader. When Chancellor Palpatine revealed himself to be Darth Sidious, he ordered his new apprentice - Anakin Skywalker - to travel to Mustafar and eliminate the Separatist leaders. Skywalker's vicious slaughter put an end to the Separatist threat, but only sealed the fate of the galaxy as Palpatine named himself Emperor. (HNN4, AOTCN, VD2, IS3)

Sepen, Vega

this Corellian woman, distinguished by her reddish hair and green eyes, served as the first officer aboard the *No Luck Required* during the Yuuzhan Vong invasion of the galaxy. When she was fifteen, her parents had been killed in a reactor meltdown on the planet Eriadu, and Vega had stowed away on a smuggler's ship in order to escape the life of an orphan. She earned her passage after defeating the ship's first mate in a vibrodagger battle, and spend many years learning the ropes as a smuggler. She even worked for a brief time aboard the *Free Lance* for Urias Xhaxin, before the Yuuzhan Vong invasion began. After the *Free Lance* was nearly destroyed, Xhaxin turned his crew loose, and Vega decided that she had better do everything she could to save her galaxy. She volunteered for the military, but couldn't handle the attitude adjustment she was forced to make. Thus, she decided to join Search and Rescue, and ended up with Uldir's crew. As a member of the Search and Rescue Corp, she was known for her gruff demeanor, but was nevertheless loyal to her crewmates. (GMR10, EOY, SWI62)

Sephi

this humanoid race was native to the planet Thustra. Outwardly, the Sephi were similar in appearance to human stock, but had a thick spiral of hair-like material that grew from the crown of the skulls. This spiral was a source of personal pride for individual Sephi, who placed gemstones and other adornments into the spiral as it grew. The ears of a Sephi were large and close to the head, with tall points and drooping lobes. The chin was similar in many respects to the spiral on top of their heads, growing into a thick point as a Sephi aged. The Sephi were a long-lived species, with elder individuals living for more than 200 years. (J5)

Seppie

this slang term was used during the Clone Wars to indicate a person who was part of the Separatist movement. (SHPT)

Sept

this was the name used by the Selonians to describe individual units within a den. All offspring sired by the same fertile male were considered part of the sept. (AE)

Septaas

this immense human was a member of Marl Semtin's special forces stormtrooper battalion. Septaas accompanied Sixtus Quin to Ryloth, where they were involved in virtual combat with Rogue Squadron by Cazne'Olan. The Imperials defeated the Rogues, but the simulation resulted in a no-contest when Cazne'Olan wiped out all combatants in a firestorm. Upon returning to Tatooine, Septaas defected to the New Republic when Sixtus Quin exposed Semtin's treachery. (XWBT)

Septapus

a seven-tentacled seas creature native to Z'trop, the septapus is a herbivorous creature with five glowing eyes. They are timid in nature, contrary to the fact that Han Solo claims to have been attacked by one in the past. (MMY)

Septevorres System

this star system, located in the Outer Rim, had three stars at its center. (GG9)

Septoid

an insect native to the planet Eriadu. (CCG)

Septsilk

a wondrous fabric used to make expensive robes. (DH)

Sepulchral Ruby

this ancient artifact was first noted in the histories of the planet Utapau some 57,000 years before the Clone Wars, although its original meaning was lost over time. Modern Utapauns maintained iconic images of the Sepulchral Ruby, as an homage to their ancient ancestors. (X3)

Seqours, Bon

this tall, dashing man was a frequent patron of the Farrimmer Café. He was an imposing man, standing well over two meters in height and wearing a well-polished blaster at his hip. He was known to be a friend to members of the Alliance, remaining neutral himself but doing what he could help the cause. He once pulled off an incredible heist, stealing a wealth of valuable coins and relics from a crimelord by the name of Randar Dowellin. Unfortunately for Bon, the crimelord had laced many of the pieces with a chemical tracer, and sent out a team of bounty hunters to recover the relics and Bon's body - dead or alive. Luckily for Bon, he discovered that the chemical tracer could be neutralized by liberal use of Harmon Kizzlebrew, which he drank whenever he was out in public. (SWJ11)

Sequal

this was one of the largest moons that orbited the planet Kidron. Like its sister, Primor, Segual's make-up was loaded with valuable ores and minerals. The Orfites of Kidron kept this fact a well-guarded secret. (PG3)

Sequencer Charge

this portable mine can be placed on the ground or near doors. Activated by time-delay or proximity sensors, the sequencer charge has much more destructive capability than a thermal detonator or IM mine. (DF2)

Sera

this was one of the most common female names among the Corellians. (GMR9)

Sera

this given name was commonly given to female human children throughout the galaxy. (GCG)

Sera

this man was a scientist who worked for Karflo Corporation, and he was a contemporary of Trem DeSelvaine. They were also intense rivals, and both had been warned by Karflo executives to tone down their struggles to outdo each other. While DeSelvaine was discovering everything he could about the Polydroxol people, Sera developed a toxin which Administrator Renerdat approved for use in killing the Polydroxol on their homeworld of Sevetta. It was rumored that Polly, the Polydroxol individual DeSelvaine studied, killed Sera and everyone aboard their research station during its attempt to escape. (SWJ12)

Seraph

this was the name of a series of landspeeders produced by SoroSuub Corporation during the last decades of the Old Republic. Measuring 4.5 meters in length, the Seraph could accommodate a pilot and

a single passenger, with up to ten kilograms of cargo. It was best known for its speed and solid handling, factors that made it an excellent choice for the Naboo Flash speeder. (SON, NEGV)

Seraphan Industries

this corporation active during the height of the New Order, until Illyan Webble was lost on Kalkovak. (UYV)

Serat

a temperate planet, Serat was the homeworld of the Seratians. (COG)

Seratian

this alien race was native to the planet Serat. (COG)

Serbo-bracket

this component of a repulsorlift engine is used to adjust the suspension properties of a landspeeder. (CFG)

Serdo

this Twi'lek was the original owner of the *Firerider*. He was regarded as a respectable and reputable businessbeing, providing transport services to local and Imperial officials, which helped cover his more clandestine role as spice smuggler. After making his fortune, Serdo retired, and sold the *Firerider* to Fizzi's Slightly Used Ships on Trevi IV. (SS)

Sere Lure

this Sluissi engineer was a member of Hydrospeare Corporation's Design Team Beta during the early years of the Galactic Civil War. As chief systems engineer, she had contacts on Sluis Van which allowed her to actually use certain facilities on the planet for Imperial research projects. She was nearly captured by Alliance operatives at the Hydrospeare laboratories on Golh, but barely escaped with her life. (AIR)

Seregar

this jungle planet was located in the Outer Rim. During the last decades of the Old Republic, several corporations established mining operations on the planet. (ND)

Serendina Wiggler

this small creature is a favorite fingerfood of many Hutts. (THG)

Serenity

then-Admiral Thrawn tried to trap Admiral Zaarin near this planet by leaking false fleet movements involving it. (TIE)

Serenno

a planet. (HNN4)

Sereno

this Tof Prince was the leader of the invasion force sent to take control of the planet Saijo, some months after the Battle of Endor. It was Sereno who allied the Tofs with Lumiya, especially after she flattered him with long-winded reasons about why she abandoned the Nagai in her pursuit of the destruction of the Alliance of Free Planets. Prince Sereno was distinguished from most other Tofs by his coifured, white-powdered hair. Sereno was eventually captured and held for questioning. (MC107)

Sergar, Voria

this young girl was abandoned by her slave master on the planet Lok, during the height of the New Order. She was rescued by Isnal Roran and nursed back to health by the members of an Alliance cell on Lok. Thus, it seemed only natural for her to join the Alliance when she was healthy. She became a skilled slicer and computer technician, and she quickly gained ranks among her peers. Unfortunately, she was killed during a mission that took her back to Lok, when she was unable to dodge a missile launched at her

vessel by an Imperial patrol craft. One entire quadrant of space within the Karthakk System was named Voria's Ember, in her honor. (SWGAL)

Serhan

this was the name of the northeastern desert found on the planet Escabar. (COG)

Seri

this Gallofree medium transport was used by the Alliance to transport bacta during the Galactic Civil War. (XWA)

Serial Torpedo

a form of missile used by the Alliance during the early stages of the Galactic Civil War. (MC16)

Serianan Asteroid Belt

this incredibly large belt of debris is located within the Serianan System of the Outer Rim Territories. It is situated between the first planet, Serias, and the outer three worlds, but constitutes more than half the star system's overall size. Scouts from the New Republic, led by Korren Starchaser, discovered that the asteroids were most likely the result of several planetary collisions, rather than randomly collected space debris. Many of the asteroids are marked with huge glyphs and runes. Located within the belt is a huge asteroid that contains the formation known as the Gulch. (SWJ8)

Serias

this planet, the first in the Serianan System of the Outer Rim, is the only habitable planet in the system. In between Serias and the three outermost worlds is an enormous asteroid belt which takes up more than half the star system. Sensor readings provided by Korren Starchaser and his team of scouts indicate the the asteroid belt was formed as a result of several planetary collisions. Within the belt of asteroids was a huge planetoid that contained the Gulch. (SWJ8)

Series 4 E-Wing

this was the fourth-generation model of the E-Wing starfighter, developed for use by the New Republic Navy during the early stages of the Yuuzhan Vong invasion of the galaxy. (SBS)

Series 4 E-Wing

introduced after the death of Grand Admiral Thrawn, the Series 4 E-Wing utilized more stable blaster gas and a dedicated power generation system for the weapons to overcome the problems experienced with the original E-Wing fighters. These E-Wings could also use R2 astromech droids. (NEGV)

Series 401 Hyperdrive Motivator

a top-of-the-line starship component produced during the early years of the New Republic. (BTS)

Series III

this blaster pistol was manufactured by the Caelli-Merced Syndicate. It was only available for sale on Socorro, or through the black market. (BSS)

Series IV Picket Ship

this large starship was manufactured by Cindev during the last years of the Old Republic. (HXW)

Serifa Altunen

this Akranian woman was once a Jedi Master, serving the Jedi Order during the last decades of the Old Republic. However, when the Clone Wars broke out, Altunen abandoned the Order, claiming that the Jedi were supposed to be servants of the people, not the Galactic Senate nor the Grand Army of the Republic. Obi-Wan Kenobi and Anakin Skywalker were dispatched to Arkania to bring her back to Coruscant, some thirty months after the Battle of Geonosis. Altunen had returned to her homeworld in protest, and was recommending to the government of Arkania to declare itself a neutral party in the war. The two Jedi were unable to convince her to return, and Altunen remained on Arkania. (YDR)

Serimerl

this near-human woman was a mystery to everyone, even the Hutts who employed her. Jabba and his underlings gave her the name "Serimerl," a term which denoted her allegiance to the Hutts. Jabba placed her at the head of one of his dummy organizations, and Serimerl quickly proved to be a loyal worker. Upon Jabba's death, she was unable to take a large part of the Hutt's empire. However, she commanded a great deal of loyalty, and she decided to make life hard for the Alliance and the fledgling New Republic, in an effort to avenge Jabba's death at the hands of Leia Organa. She and her followers assassinated many high-ranking officials of the New Republic, creating an undercurrent of mistrust and discontent among many member worlds. (GG11)

Serinas, Bal

this gray-skinned woman was one of the Dark Jedi who rose to power during the early years of the New Republic. (SWRPG)

Serinus, Bal

this woman was a former Jedi Knight who became a devotee of the Dark Side of the Force when her fears overcame her patience. She was quick to draw her lightsaber in an effort to solve problems, and did so out of fear of being killed herself. She angered a Hutt crimelord by accidentally killing his accountant, and she became indignant that she killed the man out of ignorance. She set out to kill the Hutt and his bounty hunters for "inconveniencing" her. She was later captured before she could kill the Hutt, but escaped and wiped out the Hutt and his entire court, taking only one prisoner: her jailor. She tried to sell the alien to another Hutt, but was forced to outdo the actions of Set Harth to win the Hutt's attention. She fought the other Dark Side adept to a draw, and both were imprisoned by the Hutt. (DSSB)

Sermeria

this planet was beset by stone mites, during the years leading up to the Clone Wars. The infestation was caught early, preventing any serious damage to the urban areas of the planet. (OWS, HNN5)

Sermerian Bio-League

this group, funded by the planetary government of Sermeria during the last decades of the Old Republic, was responsible for addressing and eliminating an biological or chemical threat to the planet or its environment. (HNN4)

Sermerian First House

located in the capital city of Addolis, on the planet Sermeria, this building served as the seat of the planetary government. (HNN4)

Sern Prime

this planet, the capital world of the Sern Sector of the galaxy, was a member of the Old Republic during the height of the Clone Wars. (SWI75, SWDB)

Sernpidal

this planet, the third in the Julevian System, was the most populated planet in its Outer Rim sector. This made it the first major strike along the Yuuzhan Vong's Vector Prime. It had two moons: a huge moon, nearly one-fifth the size of Sernpidal itself; and Dobido, which only measured twenty kilometers in diameter. The Yuuzhan Vong placed a dovin basal in the center of Sernpidal City and used it to draw Dobido into an ever-closer orbit. Eventually, Dobido crashed into Sernpidal, destroying both worlds. The impact stripped away huge portions of Sernpidal's surface, completely burned away its atmosphere, and created a belt of large planetoids in its orbit. However, this did not diminish the usefulness of the planet to the Yuuzhan Vong. They brought in a swarm of snail-like creatures to refine the larger chunks into usable materials, and set about constructing a huge warship from the rubble. The Yuuzhan Vong referred to this construction as a shipwomb. This shipwomb was later destroyed by the forces of the New Republic, who had been acting on intelligence gathered by Kyp Durrón. However, Durrón knew that the Republic would not willingly destroy a life-bearing ship, so he lied to them and told them that the shipwomb was a kind of superweapon. His words brought back memories of the two Death Stars, and the Republic agreed to destroy it. Kyp's actions drove a spike into his relationship with Jaina Solo, who had begun to think of Kyp as something of a friend and mentor. (VP, DTR, EVR, NJOSB)

Sernpidal City

the capital of the planet Sernpidal, this city was the impact site of the moon Dobido, when the Yuuzhan Vong sought to destroy the planet. The mayor of the city, a wisened old man, discovered the location of a dovin basal placed in the city to draw Dobido into position to strike sernpidal. He was helped by Han and Anakin Solo. When he realized that there was nothing they could do to stop Dobido's impending strike, the mayor took a thermal detonator and destroyed the creature, giving his life to provide extra time to evacuate his people. (VP)

Sernpidalian

this was the name used to describe the human inhabitants of the planet Sernpidal. (NJOSB)

Seron's Castle

this was the name of the pirate base established by Gornt Seron on the planet Korbin. It was hidden in the cliffs of the mountains that ring the planet's equatorial region, near Pleasant City. (WBC)

Serooin's Gear

this equipment store, located on the planet Betha II in the planet's primary starport, was run by a Squib named Arrejis Mellaha. (SWJ8)

Serore, Sonal

this Imperially-suported artisan and poet was native to the planet Naboo. It was Serore who dubbed the Alliance's former base in the Naboo System as the Rebellion Remnants. (SWGAL)

Serp

a reptilian species native to the planet Serphidi, the Serps were a humanoid race. The males of the species were characterized by their red scales and their toothy maws, which were filled with row of needle-sharp teeth. A heavy ridge of bony scales ran along the crown of their skulls, protecting their eyes. Females were more subtly colored, with orange scales. Where the male face was flat, the female Serps had a pronounced snout, and lacked the eyebrow ridges of the males. Many centuries before the New Order, the Serps were a highly-evolved race, and had developed superior technologies. However, the advances of this technology led to a series of civil wars in which various tribes fought against each other for control of technology. Eventually, a peace accord was signed among the tribes, and leadership was given to a single King. Violence was relegated to jousting and other contests which proved an individual's combat skills, until King S'Shah took control and began using certain forbidden forms of technology to turn the jousting contests into death matches, shortly before the Battle of Yavin. (MC64)

Serpent

this was one of the Nebulon-B frigates which were used by the Imperial Navy, during the height of the Galactic Civil War. (XW)

Serpent Masters

this was the name given to the warriors who served as the paramilitary forces of Tyrann, on the planet Ophideraan, during the height of the Galactic Civil War. Their name came from the fact that they rode flying serpents, which they controlled with ultrasonic signals generated from a medallion worn around their necks. (CSW, SWDB)

Serpent Nine

this was Barriss Offee's codename, used during her mission to Felucia at the height of the Clone Wars. (ROF)

Serpent Rain

this intense, dramatic play was written by Thalos Lorin, and chronicled the life of a woman who became one of the Empire's bloodiest bounty hunters. (GG10)

Serpentine Crusher

this was one of the names used by the New Republic to describe Tu-Scart, the Beater created by the

Yuuzhan Vong to destroy structures that are in the path of the Yuuzhan Vong army. *Note that the Balance Point claims that Tu-Scart is the Biter.* (WOTC)

Serpentine Walk

this was the name given to the golden paving which surrounded the Azure Walk of Anaxes' Grand Piazza. It was named for the golden serpentine stone used to line its pathway. (CCW)

Serpent's Kiss

this was one of the many Yuuzhan Vong warships which was called to the planet Coruscant - remade into a new version of the planet Yuuzhan'tar - just before the alien invaders launched their all-out attack on the Galactic Alliance's stronghold on Mon Calamari. (UF)

Serpent's Smile

this old ship was one of the *Victory*-class Star Destroyers serving under the Warlord Zsinj, during the early years of the New Republic. When Han Solo and the *Mon Remonda* tried to capture Zsinj at Vahaba, he sent the *Serpent's Smile* and the *Red Gauntlet* to attack the *Stellar Web*. Solo responded by attaching the Skyhook and *Crynyd* to the defense of the *Stellar Web*, and their firepower easily destroyed the aging ship. (SOC)

Serper, Wyron

this Alliance undercover agent was a sensor specialist, and once infiltrated the Imperial Star Destroyer *Avenger* in order to rendezvous with potential defectors. He served at Hoth's Echo Base as a sensor and communications expert, using his knowledge of Imperial starship sensor images to filter out possible Imperial starships from the Hoth asteroids. Unfortunately, Captain Serper and his team were killed during the Battle of Hoth, after Imperial forces managed to breach the main base. Serper ordered his team to evacuate, but a squad of snowtroopers trapped them in the command center, killing them all on sight. (CCG3, SW174)

Serphidi

the fourth planet in the Belial System, it is the homeworld of the Serp race. (MC64)

Serpine

during the last decades of the Old Republic, the planet Serpine was known for its immense gambling palaces. (RP)

Serprine

this woman was a corporate pilot for Nebula Consumables. She was strikingly beautiful, and most men considered her even more attractive in her Nebula uniform. She held independent spacers and smugglers in low regard, and often went out of her way to attract them and then use them to her own ends. (PSG)

Serrata

this gas giant was a near-star located in the Elrood Sector. It was the eighth planet in the Derilyn System, and was orbited by five natural satellites. Its mass was growing even during the height of the Galactic Civil War, and would soon be dense enough to induce fusion. (PG3)

Serres Sarrano

this noted podracing event took place on Sullust, during the last decades of the Old Republic. (GMR10)

Serrian Salt

a strong spice. (RPG)

Serridge

manufacturers of large-scale shield generators for capital ships. (SCORE)

Serrol Gathip

this Duros was one of the leaders of the Duro Shipwrights Guild, during the years leading up to the Battle of Yavin. Gathip met with Thel Erelan on Duro Delta Twelve, in order to discuss the possible support the

Guild could provide to the Alliance. He and his comrades were nearly captured by Sedret Fain and his goons, but a team of Alliance agents defeated the Imperials. Gathip, who had been neutral up until that point, agreed to throw the Guild's support to the Alliance. (RESB)

Sertim, Darci

this woman, along with her twin sister Marci and older sister Gayle, controlled an independent group of mercenaries during the height of the Galactic Civil War. They were hired by Vost Tyne as "civilian security consultants" at the hyperbaride plant on Marca. The twins are given the position of leadership when Gayle was killed, but were told her death was at the hands of the Alliance. Neither sister was aware of the true nature of Gayle's death, and remained loyal to Tyne and the Empire until a group of Alliance agents crash-landed on the planet and discovered computer records of Tyne's involvement with Gayle's death. Darci and Marci immediately decided to help the Alliance agents, and it was Darci who suggested the enlistment of the Sekct in overthrowing Tyne. However, she was later captured by Tyne and held as a hostage against the Alliance team. (POM)

Sertim, Gayle

this woman, along with her younger sisters Marci and Darci, ran a group of mercenaries which provided security services. They were hired by Arviz Linden to protect the hyperbaride plant on Marca, and Gayle became enamored of Linden. Their relationship was discovered by Vost Tyne, who had executed Linden in order to take control of the plant. In an effort to ensure loyalty, Tyne sent Gayle off-planet on business, but had her shuttle rigged with a remote-detonated Thermex charge. Tyne told Marci and Darci that their sister was killed by Alliance agents, effectively turning them against the Alliance. Computer records of Gayle's death were later discovered by Alliance agents, who turned the information over to Darci and Marci. (POM)

Sertim, Marci

this woman, along with her twin sister Darci and older sister Gayle, controlled an independent group of mercenaries during the height of the Galactic Civil War. They were hired by Vost Tyne as "civilian security consultants" at the hyperbaride plant on Marca. The twins are given the position of leadership when Gayle was killed, but were told her death was at the hands of the Alliance. Neither sister was aware of the true nature of Gayle's death, and remained loyal to Tyne and the Empire until a group of Alliance agents crash-landed on the planet and discovered computer records of Tyne's involvement with Gayle's death. Darci and Marci immediately decided to help the Alliance agents. However, their plans were quickly discovered by Tyne, who captured the sisters and imprisoned Marci. She was later freed by the Alliance agents, and set the plant's hyperbatteries to overload and destroy the plant. (POM)

Servant

a model of Ubrikkian repulsorlift/ion engine used in their Talon I combat cloud car. (EGV)

Servenidain Securities, Limited

this specialty manufacturer produced several encryption devices for the civilian marketplace. (GFT)

Service Scout

this was the term used to describe any galactic scout or explorer who worked directly for the New Republic Scout Service. Unlike corporate scouts or independent scouts, the service scout reported directly to, and was paid by, the New Republic. They receive training from the New Republic military, and those scouts which prefer to remain soldiers are often given the chance to become a Scout Soldier. (GG8)

Service Special Energy Projector

an extremely high-powered, hand-held blaster weapon. It is small enough to be easily concealed, but it has the power output of a starship laser cannon. It has been compared in power to one of a quad-laser batteries four cannons. (LCF)

Servodriver

this was a small power tool used to tighten or loosen bolts, screws, and fasteners. (SW)

Serv-O-Droid

a defunct droid manufacturer, Serv-O-Droid built several models of droids to help with menial tasks, including the JV-Z1 series of domestic droids. They also manufactured the CZ series of communications droids. The corporation had several marketing slogans, such as "Serv-O-Droid -- modular automatons for a less-than-modular galaxy", "Serv-O-Droid -- A lot of droid. Not a lot of credits", and "Serv-O-Droid -- Shouldn't your droid be serving you?" They were one of the original non-voting contributing sponsors of the Corporate Sector Authority, but went out of business shortly after signing the CSA charter. The name Serv-O-Droid remained active, however, being used by a minor manufacturing concern on Elshandruu Pica. (DESB, CCG, CSA, WOTC, PH)

Servogrip

the mechanical grips used as hands by many droids. (HSL)

Servogrip

a starship mechanic's tool, similar to a pair of pliers. They employ a servo-mechanism to produce greater gripping force. (HSE)

Servo-lifter

this was a type of bipedal labor droid which found widespread use during the Old Republic. (E1A4)

Servomotor

the small device which moves a droid's appendages. (SW, COTF)

Seselin Medicinal Electronics

this medical technology manufacturer was operative during the height of the New Order. (GFT)

Sesfan

this Mon Calamari served as Admiral Ackbar's representative to the New Republic's General Council during the early years of the New Republic. Sesfan had joined the Alliance just six months prior to the Battle of Endor, and served as Ackbar's sensor officer during the battle. Ackbar was impressed with his abilities, and retained his services after the establishment of the New Republic. He suffered from Mon Calamari Nerveshock, which he somehow contracted as an adult. The disease seemed to be in remission during much of his career, a fact that allowed him to continue as Ackbar's aide. It was Sesfan who questioned the fact that Luke Skywalker seemed to have established a credit line for Talon Karrde, after Karrde and the fledgling Smuggler's Alliance began providing information on the actions of Grand Admiral Thrawn to the Republic. (TLC, TTSB)

Sesid

this oceanic world, the primary planet in the Sesid System, is the homeworld of the Draedan race. (GG12)

Sespe

this star was the central body in the Sespe System. (SSR)

Sessa

this hot, volcanic planetoid was the innermost planet in the Kothlis System. Sessa was being torn asunder by the proximity of Koth-lar's intense gravity. (SPG)

Sessehshellah

known as the Sesseh', these aliens resemble giant river otters. They have limited technology, and were no match for the Empire, which took over their homeworld of Shaymore and irresponsibly mined off most of its fossil hydrocarbon fuels. The Sesseh' asked the Alliance to help them remove the Imperial yolk, which was accomplished quickly. (RPG)

Sesseranda Ocean

this body of water was located on the planet Kothlis. (SPG)

Sessian Armaments

this small weapons manufacturer produced a variety of personal-use weapons during the height of the Galactic Civil War. (GFT)

Sess'Inu

this was the only unconnected continent on the planet Mutanda. (PG1)

Sesstian Hesser

this being was implicated by the Galactic Wildlife Liberation Front in the illegal breeding of several endangered species, during the years leading up to the Battle of Naboo. (BH)

Sesswe

this city is located near Lianna, on the planet Lianna. (ML)

Sesto

this was one of four inhabited continents found on the planet Garnib. (PG1)

Sestooine

Aurin Leith posed as an innocent traveller, bound for Sestooine, as part of Lieutenant Haslam's plan to infiltrate the Imperial prison on Selnesh and rescue Gebnerret Vibrion. (TFE)

Sestra 49

this Khommite, the 49th clone of Sestra, was distinguished in the history of the planet Khomm. (UANT)

Sestria

this planet was a banking world that rose to some prominence during the height of the New Order. Airen Cracken once encountered Yarr Gatonne on the planet. (WBC)

Seswenna Hall

this elaborate building, located in Eriadu City, the capital of the planet Eriadu, was known as an architectural marvel. It was essentially a huge dome which crowned one of the highest mounts in the city, and was tiled with a wondrous mosaic. (COD)

Seswenna Sector

Grand Moff Tarkin ruled here for awhile, and it was here that he developed the Tarkin Doctrine of "rule by fear." The Seswenna Sector included the planet Eriadu. (ISB)

Seswenna Sector Bank

this was the largest financial institution of the Seswenna Sector of the galaxy, and was based on the planet Eriadu. (COD)

Seswennan Nightcloak

this *Carrack*-class cruiser was one of the ships which participated in the Battle of Fleyars IV. Her captain was fatally wounded during the subjugation of the planet, and Akal Zed was forced to assume command and led the Imperial forces to victory. (PG3)

Seswenna-Sluis Conflict

this was one of the many battles which occurred during the early stages of the Clone Wars. The Sluis Sector had sided with the Confederacy of Independent Systems, while Seswenna Sector remained loyal to the Old Republic. A peace delegation dispatched by the Republic to Praesitlyn to discuss a cease-fire, but it was destroyed before it could arrive. The Separatists claimed that the ship was destroyed by friendly fire, not by Separatist forces. (SWI69)

Set

this given name was common human males across the galaxy. (GCG)

Setag, Illia

this man served as the Chairman of Cybot Galactica, during the years leading up to the Clone Wars. (HNN5)

Setel Yast

this was the name of a noted individual from the Nautolan race. (UANT)

Seth

this portly man served as the chief of security at Omman's primary starport, during the height of the Galactic Civil War. (SWJ3)

Seth

this man, a native of the planet Hapes, was one of the pilots recruited by Jaina Solo to fly reconnaissance missions against Yuuzhan Vong coralskipppers, in order to gather gravitic data on the aline invaders' starships. Jaina hoped that the data would allow her to create yorik coral implants to fool a yammosk into believing that one Yuuzhan Vong starship was actually another ship. Unknown to Seth, his ship contained a piece of yorik coral that projected a gravitic signature similar to that of the *Trickster*, and Jaina was using Seth's ship as bait to see if the Yuuzhan Vong would track him or not. (DJ)

Seth, Jeng

this truly psychopathic individual forms the Skulls swoop gang while growing up in the lawless back alleys of Stend VI. (GG9)

Seti

this *Guardian*-class droid was the central character in the holo-drama *Revella's Journey: A Story of a Girl and Her Droid*. (GFT)

Setla Lamp

this was a form of tall lamp, developed by the Kaminoan people. Essentially a cylindrical illuminator drawing power from a charge plate in its base, the setla lamp provides apparently sourceless light to a room. (VD2)

Setolio System

this Tapani Sector star system was part of the holdings of House Calipsa during the New Order. It was seized from House Pelagia after House Mecetti virtually wiped Pelagia out of existence. (LOE)

Setor

this planet was once the site of Weytin's Colony. The colony suffered from persecution and exile while there, and began searching for a new planet during the New Order. (GG2)

Sette, Urlor

this huge, well-muscled, bearded man was imprisoned at the Lusankya facility before Corran Horn was sent there. He was assigned to the mines, and supported Jan Dodonna's unofficial leadership of the prisoners. It was Urlor who brought Horn before Dodonna, when Corran was sent to the mines. Later, after Corran escaped, Ysanne Isard's clone used Urlor to provoke Rogue Squadron into a fight. She had Sette implanted with a specialized device which dumping a huge amount of neurotoxin into his bloodstream whenever Corran said his name. She then placed Sette aboard the *Home One*, just after the Battle of Bilbringi. Isard's clone had discovered plans for a post-battle celebration, and had Sette seek out Corran. Sette then explained that he had a message for Corran, but couldn't remember his own name. In this way, Isard guaranteed that Corran would be the one to "kill" Sette. In the end, when Corran said his name, Sette was viciously killed by the neurotoxin and died in Corran's arms. Iella Wessiri and Wedge Antilles traced the components used to build the injection system back to Commenor, but they were simply following evidence planted by Isard's clone. They managed to arrive ahead of the clone's schedule, rescuing several other survivors of the *Lusankya* and gathering a great deal of data on the clone's plans. (KT, IR)

Settlement 23

this was one of the many basic cities located on the planet Quadrant Seven. Many of the planet's largest merchants were found in Settlement 23. (SOJ)

Settlement 5

this was one of the many basic cities located on the planet Quadrant Seven. Like other such cities, Settlement 5 was little more than a collection of businesses and homes that was centered on a crossroads, with the city laid out in an orderly grid. (SOJ)

Settlement Pact

this was the agreement, signed by the settlers who traveled to Leritor and the native Sauvax, which gave the settlers certain rights to land on the planet. The settlers were not allowed to have any presence - either people, buildings, or vehicles - within 100 kilometers of any shoreline. The Sauvax also had the option to contact the settlers for the purposes of trade, but in general the Pact was meant to keep the two peoples safely separated. (GMR10)

Settlement Thirty-Two

one of the many domed cities erected on the surface of the planet Duro, this synthplas dome served to house refugees who were fleeing the Yuuzhan Vong invasion of the galaxy. The dome, like other such refugee cities, was located beneath one of Duro's twenty orbital stations, protected by the planetary shield that contained the station. Thirty-two was constantly at odds with Gateway, as each dome tried to obtain the other's supplies in an escalating struggle to feed its inhabitants. The dome's integrity was destroyed when the Vong infiltrated a mutating insect strain into the settlement, which evolved quickly into a flying bug which had an acidic saliva. The bugs attacked the synthplas dome, melting holes in it. The New Republic barely got the refugees out of the dome before it was holed. (BP)

Settov Hammer

a strong alcoholic beverage. (ML)

Seuvhat

this was a small vehicle used by the city-dwelling natives of the planet Ansion. (APS)

Sev

this was the nickname used by the clone commando designated RC-1207 during the early years of the Clone Wars. Sev was known for his grim sense of humor, and the other members of the original Delta Squad often said that his cloning vat must have been spiked with something to produce him. (LAWS)

Sev

this clone commando was a member of Niner's squad, during the Battle of Geonosis. Unfortunately, Sev was among the many clones who were killed in the fighting on Geonosis. (RCHC)

Sev

this man, a member of the crew of the *Jynni's Virtue*, was killed on the planet Korriban by unknown forces, after the ship was forced to crash-land on the planet, near the Valley of Golg. Shortly afterward, Sev's reanimated body returned to attack the ship's surviving crew, having been turned into a thing known as a Korriban Zombie. (PH)

Sev Tok

this planet, which maintained an Imperial allegiance following the Battle of Endor, was the site of Xalto Sneeze's death. (SWJ9)

Seva Ke

this was the name of a noted Kaminoan scientist. (UANT)

Sevan Domna

this being served as one of Jabba the Hutt's most loyal and dedicated majordomos, several decades prior

to the Battle of Yavin. Sevan Domna died when he broke up an assassination attempt on Jabba's life, giving his own life so that Jabba could live on. (VD)

Sevarcos

this planet was the second which orbits the star Lumea, and was most famous for its production of two kinds of spice: the common, white andris and the rare, black carsunum. During the New Order, the Empire established a penal colony on the planet, supplementing their production of spice while maintaining an air of seclusion to Sevarcos. Much of the planet was ruled by the so-called Spice Lords of Sevarcos, a group made up from the leaders of the various criminal empires based on the planet. Sevarcos was dry, arid world covered with sandy deserts. (SWJ2, SWJ12)

Sevarcos Dispute

this argument, which occurred more than thirty years before the Clone Wars, was successfully mediated by the Jedi Knight Count Dooku. (HNN4)

Sevari

the human inhabitants of Sevarcos, the Sevari were believed to have been descended from the colonists of the *Sevari Cabal* who first settled the planet. Over the centuries, the Sevari developed a rigidly-cast social structure that shunned modern technology. (SWJ2)

Sevari Cabal

the colonists aboard this Old Republic colony ship were believed to be the ship which originally settled the planet Sevarcos. (SWJ2)

Sevari Flashpistol

a small, holdout weapon, the Sevari flashpistol was named for the fact that it was the preferred weapon of the Sevari. Native to the planet Sevarcos, the Sevari had no interest in advanced technology, and used gunpowders and small bullets in place of blasters. (SWJ2, KT)

Sevari Sidestep

this term, which was part of the jargon known as *deal-slang*, was based on the name used to describe a starship maneuver. In the art of the deal, though, it implied the use of finesse and guile to elude the long arm of the law. (SWJ4)

Sevari Sidestep

this was the smuggler term for the safest way to gain access to the planet Sevarcos, without being captured. It required a pilot to exit hyperspace as close to the Sevarcos System's asteroid belt as possible, thereby avoiding immediate attention. Then, after disabling the ship's gravity-mass overrides, the spacer had to cruise at top speed into near-orbit to the largest planetoid between their position and Sevarcos. The ship's shields had to be angled correctly, so that small debris deflected "naturally" off the spacer's ship. This part of the maneuver helped the ship hide from regular patrols. To reach Sevarcos, the spacer then hopped from asteroid to asteroid until they were close enough to make a direct run for the planet. (SWJ2)

Sevark

this is the Gree term used to describe any Gree who serves as an intermediary between Gree guild masters and non-Gree clients. They translate their clients' needs to the guild masters, and also provide general escort and translation services to visitors to the Gree Enclave. The caste of sevarks developed recently, as the Imperial expansion of the galaxy led to greater traffic through the Gree Enclave. Their services are often quite expensive, but they are the only providers of this service. (SWJ8)

Seven Flames Base

this Alliance base was located near Karra. (SWJ1)

Seven Skies of Sumarin

this was the name of an unusual atmospheric event that occurred on the planet Sumarin. (MJH)

Seven Stars, The

this was a religious reference used by at least one human culture in the galaxy. (MC100)

Seventh Security Zone

a section of the galaxy containing Walalla. (BTS)

Seventy-Seven Stars

this Lantilian cruiser was owned by the Twi'lek To'iir. (SWJ10)

Severindas, Reshton

this man was the leader of the Ragnar Bounty Hunter Syndicate during the New Order. (GG10)

Sevetta

this planet was a toxic world of intense volcanic activity and a poisonous, chemical-filled atmosphere. Nevertheless, life emerged on the planet in the form of the Polydroxol species. (SWJ12)

SE-Vigilant

this was the designation of Fabritech's automated sensor beacon, developed for use by scouts, farmers, and municipal facilities that required a level of protection from external sources. The SE-Vigilant was designed with a variety of security scanners and alarm systems to warn of any intrusion. These devices were marketed to those individuals and groups who had to secure a large area, where an energy fence or full security force would be cost-prohibitive. When properly positioned, a network of SE-Vigilant beacons could provide almost complete surveillance of an area. The SE-Vigilant consisted of a central pole, on which were mounted the sensor and scanner systems, as well as antennae and alarms. (EGW)

Sevik

this Corellian conman worked with the Qwohog K'zk to swindle passage from Diergu-Rea Duhnes'rd, thereby financing a treasure hunt to the Zelosian Chine. Sevik and his partner, Hanugar, pretended to be shipwrecked vacationers, and were picked up by K'zk's crew before they reached the Chine. (TFNR)

Seville, Darion

this aging woman was the matriarch of the Seville clan, known for its criminal empire. Darion herself had a penchant for gladiator droid battles, but often used protocol droids instead of full-sized gladiators. She was nearly killed when one of her warrior droids, a conglomeration known MdZ-BLK, got tired of the endless battles and attacked her. Her son, Yearo, ionized the droid and saved her. (CRO)

Seville, Yearo

this pirate first joined a gang at a very young age, and had killed his hundredth man by the time he was fifteen. Yearo was the son of Darion Seville, herself a ruthless matriarch. His cunning and cold-hearted nature led him to form his own gang of pirates, and he was generally regarded as the most blood-thirsty criminals in Rayter Sector during the New Order. He manipulated people extensively, and his own subordinates have become paranoid that their work would not be accepted by Seville. Yearo was a typical "swashbuckler," carrying a gold-plated blaster and an ornate walking stick, and wearing expensive, outlandish clothing. Nine parallel scars slash across his left cheek, although it is unknown how he received the. He once saved his mother from a rogue gladiator droid attack, and had the droid sent to Gorbu the Hutt as a "gift." The droid, MdZX-BLK, eventually killed Gorbu, thereby eliminating one of Seville's rivals. Seville was contracted by the Farool Brothers to kidnap Crying Dawn Singer and his entourage, which they did successfully. (TA, CRO)

Seville, Yosev

this woman and her brother led a team of mercenaries who were hired by the government of Sirdar to eradicate the plague of winged xendrites which was taking over the planet's ecosystem. (COG)

Sevorrt

this reptile, prized for its leathery hide, was native to the planet Tatooine. (QQRG)

Sev'Rance Tann

this female Chiss was born on the planet Csilla, and was one of the few members of her race to exhibit a sensitivity to the Force. Although she was a skilled tactician, many attributed her remarkable abilities on the battlefield to her connection to the Force, although she preferred to demonstrate her skills without resorting to any mystical powers. She was known for her demanding attitude and almost casual brutality. During her early military training, a professor challenged her to make a competent battle force from a group of untrainable Yresilini. She chose one individual to serve as her "General", teaching only the most basic commands. When the "General" and the other Yresilini laughed at her methods, she killed the "General" and chose a second. From that point forward, the Yresilini obeyed her every command. During the last years of the Old Republic, she came under the scrutiny of Count Dooku. She was trained in the ways of the Dark Side of the Force, and became one of the leaders in the military of the Confederacy of Independent Systems. She participated in the Battle of Geonosis before being given command of a group of Decimator tanks on Sarapin, where she managed to defeat the forces of the Old Republic. Sev'ranace Tann was then sent to Krant, where she was captured by Echuu Shen-Jon. She made the fatal mistake of underestimating his fury, for his own Padawan, Stam Reath, had been killed by Tann on Geonosis. Shen-Jon took revenge for Reath's death, and executed Tann without remorse. (GBC)

Sevriina

this Elom term describes their underground burrows. (GG12)

Sevro Slippers

developed and manufactured by Mahled Medical Services, servo slippers were designed to assist beings in walking about on high-gravity planets. Using a sophisticated system of servo-sensors, repulsor compensators, and muscle stimulators, servo slippers provided assistance to disabled beings as well. (GFT)

Sevron Ta

this Sullustan owned Ta's Roost, located in the city of Gallisport, on Shesharile 5. (SWJ6)

Sevv Sunb

this Sullustan worked as a business manager for Vurrha, during the early years of the New Order. (WOTC)

Sewell, Roons

this man served the Alliance as a General in the armed forces, during the years leading up to the Battle of Yavin. Sewell grew up on the streets of a backwater world, fighting his way to freedom while maintaining his humanity. He was nearly killed in a street fight, left for dead and bleeding from external as well as internal injuries. After being rescued by a sanitation crew, Roons plotted to avenge his injuries by luring his tormentors in a spike-filled trap. He felt no qualms about killing the street gang in cold blood, because they would have done the same to him eventually. However, he found himself crying in shame for what he had done. Roons fell in love with an actress named Masla while performing with a theater troupe, but their relationship was short-lived. When Imperial agents tried to shut down the troupe on the grounds of seditious performances, Roons lashed out and tried to throw a chair at the commander. The stormtroopers accompanying him began to fire, and Masla was shot and killed. Roons himself barely escaped, then set out to exact his revenge on the Empire. He found a rebel cell, and managed to infiltrate the ranks of the Empire by stealing the uniform of Masla's father and impersonating an officer. After killing an entire squadron of stormtroopers and stealing several Imperial shuttles, Roons and his rebels found the Alliance during the early days of the Galactic Civil War. Roons was the leader of the team which extracted Jan Dodonna and his wife from Imperial service, but found that Dodonna had a greater knowledge of war than he did. When Mon Mothma ordered Dodonna to begin his service to the Alliance by serving under General Sewell, both men found an opportunity to grow, despite the fact that they were polar opposites. Sewell wanted to act, while Dodonna worried about logistics. Together they established the Massassi Base on Yavin 4, with Dodonna focusing on tactics and Sewell on combat. Then, during a raid on an Imperial supply depot, their transport was pursued by Imperial fighters. Roons took a Y-Wing and set out to draw the Imperials away from the transport. Roons was shot down and killed, but Dodonna and the transport returned to Yavin 4 unharmed. Dodonna's eulogy of Roons Sewell went down as one of the most stirring speeches of the fledgling Alliance. (SWERS)

Seylas, Debin

the Imperial Moff in charge of the Joralla System during the height of the Galactic Civil War. (PG1)

Seylott

this race of humanoids was native to the jungles of the planet Seylott. By the time of the Clone Wars, Seylott civilization was in steep decline. Many of the natives had lost much of their sentience, and were reduced to a primitive society. The Seylotts were known to be extremely sensitive to the Force, but most modern Seylotts had little control over it. Priests and shamans could control the Force, however, with passing skill. These large beings had pot-bellies supported by short, stout legs. Their long arms were strong and muscular, and their large hands were used to gripping tree limbs. Seylotts lacked an upright neck, and their wide-nosed faces seemed to hang from their shoulders. (JF)

Seylott

this planet, covered with thick jungles, was the homeworld of the Seylott race. (JF)

Seyugi Dervish

this ancient cult of assassins was based on the planet Recopia. Distinguished by their red cloaks and white masks, the Seyugi Dervishes were attuned to the Force, just enough to enhance their combat skills and help them locate and capture their prey. The Seyugi eschewed any formal training in the Force, preferring to use it to discover new and deadlier ways to kill sentients. They hired out their services to the wealthiest of the Core Worlds' inhabitants, and the appearance of their red robes drove a spike of fear into the hearts of millions. They spread throughout the Core for several decades before the Jedi Knights intervened. In a swift move, the Jedi eliminated all but the Seyugi base on Recopia, which remained hidden beneath the main fortress on Mallif Cove. Hidden in its lower levels, a cave held several hibernation chambers containing Seyugi disciples, frozen in carbonite and waiting to be reanimated. (CCW, WOTC)

Seyyerin Itoklo

this young Jedi Knight was one of those who trained under Luke Skywalker at the Jedi praxeum on Yavin 4, shortly before the Yuuzhan Vong invaded the galaxy. When the Yuuzhan Vong claimed they would halt their invasion if the New Republic turned over all the Jedi, Seyyerin Itoklo was one of the first to stand against the Yuuzhan Vong in defending a planet. Itoklo was killed while protecting the planet. (EVC, SWI57)

Sez

one of the family names used by the Bothan people, it referred to a fish found on Bothawui's oceans. (GCG, WOTC)

Sez

this fish was found in the oceans of Bothawui. (GCG, WOTC)

SFI Systems

this droid programming developer was nationalized by the Empire and added to the Imperial Droid Corporation. (FOP)

Sficca

a plant whose beautiful blossoms were often consumed. (DESB)

S-foil

the wing assembly of an X-wing. The wings are connected diagonally, and when the S-foil is moved into attack position, the opposing wings spread apart. On an X-Wing, this results in the characteristic X-shaped wing pattern. On a B-Wing, it brings the wings upward to form the well-known cross-shape wing pattern. The name S-foil is a shortened term for Strike Foil, the original name used to describe these wings by Incom Industries. (SW, SWSB, SWTJ)

SFX

this was the model number of a smoke generator produced for use in theatrical productions by GFBS. It also found use among paramilitary groups, for it helped provide cover during infiltration actions. (ROE)

SG82

see SG-82 (GQRG)

SG-82

this was the model number of Pacnorval Defense Systems' sonic rifle. Like the SD-77 sonic pistol, the SG-82 fired a wide pattern of high-intensity sound waves which could shatter solid objects or stun a living being into submission. (EGW)

Sg-82

see SG-82 (AEG)

Sgauru

this was one of two Yuuzhan Vong creatures, along with Tu-Scart, dispatched to Duro to destroy the refugee settlements established by the New Republic. Known as a male Beater, Sgauru resembled a segmented, hard-shelled creature with a white head that was dotted with black eyes. Around the creature's mouth were dozens of fleshy tendrils that drew bits of debris into its mouth. It was Sgauru that destroyed the buildings and warehouses on many worlds of the New Republic, with Tu-Scart following behind to consume the rubble. After years of conquest, the Yuuzhan Vong brought Sgauru and Tu-Scart to Coruscant, following the planet's reformation into a new version of Yuuzhan'tar. On Coruscant, the pair was put to work in destroying as much of the duracrete and transparisteel as they could, thereby helping the World Brain to complete its worldshaping activities. Some five years after the invasion began, Sgauru and Tu-Scart were ordered to play a more offensive role, when they were dispatched by Supreme Overlord Shimrra to attack the Galactic Alliance infiltration force that landed on Coruscant. *Note that the Wizards of the Coast website claims that Sgauru is the Biter. Also note that The Unifying Force indicates that Sgauru was female.* (BP, WOTC, UF)

SGB-543

this was a form of gravitic pressure bandage developed by Slusani Interstellar Pharmacologies. Based on a Sluissi design, the gravitic pressure bandage used a combination of micro-repulsorfield generators to apply a gradient of pressure to a wound, helping to staunch the flow of blood and allow for quicker healing. (FOP, GFT)

SGL Systems, Incorporated

a major producer of black-market assassin droid components, SGL is headquartered on the planet Druckenwell. It was nationalized by the Empire when Palpatine assumed control of the Mid Rim's droid corporations. (SWJ6)

Sgidek

a Habeen Lambda-class shuttle operative during the Galactic Civil War. (TIE)

SGW-0027

the command code used to shut down the construction droids Wedge Antilles used to clean up Coruscant following the death of the reborn Emperor Palpatine. (JS)

SH?1-B

this MD5 general practitioner droid was taken from Jabba the Hutt's palace by Dengar, following the crimelord's death near the Pit of Carkoon. Dengar needed the droid's services, along with those of its companion, 1e-XE, in order to tend to the ravaged body of Boba Fett. Dengar had discovered the other bounty hunter shortly after Fett destroyed the Sarlacc and emerged from its belly. SH?1-B was not above giving its patients a piece of its mind, but it was also easily quelled into submission. When the bounty hunters fled Tatooine, SH?1-B and 1e-XE were left behind. (MA)

SH-9

this Czerka Arms slugthrowing pistol was a favorite of Alliance Special Forces agents, because it could be easily silenced and used whenever ranged weapons weren't available. (ROE)

Sha

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Sha

a Huttese term of respect. (JTH)

Sha grunnik ith-har

this was a phrase used by the Yuuzhan Vong to pray for clemency from their gods. It was repeated as a sort of incantation, pleading with one of the gods for assistance. (FH1)

Sha Koon

this female Kel Dor, the neice of Plo Koon, apprenticed under the Jedi Master Saldith during the years leading up to the Battle of Naboo. During the Stark Hyperspace War, Sha Koon received a telepathic message from Plo Koon, asking for assistance in fighting back against the forces of the Stark Commercial Combine on Troiken. (SHW)

Shaa

this immense, humanoid deity was the primary god worshipped by the Seylotts. (ZW)

Shaak

this unusual creature roamed the plains of Naboo in great herds. They were quadripedal mammals, although their bodies were quite immense when compared to their short, spindly legs. They were physically weak, barely able to keep themselves upright. This made them poor choices for pack animals by either the Naboo or the Gungans. They had flexible snouts that were used to nibble grass and other plants, and the flesh of the shaak was considered to be a delicacy by both the Naboo and the Gungans because it took little preparation to bring out its taste. The fatty ambergris was also used, as a base for perfumes. Their huge body and short legs keep them out of the swamps, where they are helpless to escape. Luckily, their fat bodies allowed them to float, and even a fall over a waterfall caused little real damage. Females of the species were continually pregnant, and their compartmentalized uterine system allowed them to be impregnated by different males at the same time. (GF, SON, WSW)

Shaak Ridge

this was a low range of rocky outcroppings, located south the city of Theed on the planet Naboo. It was here that the Gungan Grand Army made its stand against the battle droids of the Trade Federation, during the Battle of Naboo. (GB, GBC)

Shaak Ti

a member of the Togruta race, Shaak Ti was a noted Jedi Master who was active during the years leading up to the Clone Wars. She was best-known for her independent spirit, which ran contrary to her Togruta upbringing. After attaining the rank of Jedi Master, Shaak Ti trained two Padawan learners on her homeworld of Shili, but both were killed by criminals shortly after the completion of the training. This led to many beings within the Jedi Order wondering whether she was acting as an instrument of the Force. Shaak Ti chose to work alone, despite the wishes and assistance of her fellow Masters. Shaak Ti was one of the many Jedi Masters who were dispatched to Geonosis, along with Mace Windu, in an effort to rescue Obi-Wan Kenobi from the Separatists. Shortly afterward, Master Ti was assigned to the team that was dispatched to liberate the planet Brentaal from Separatist control. The mission forced Master Ti to confront the criminal known as Lyshaa, who had killed one of her former students, Fe Sun. Master Ti refused to be goaded by Lyshaa, and allowed the Zeltron to help her infiltrate Shogar Tok's chambers. Shaak Ti wasn't prepared for treachery from Lyshaa, however, and was shot by the Zeltron before she could arrest Shogar Tok. As Lyshaa tried to gain Tok's favor, neither party was aware that Master Ti was still alive. She slowed her metabolism down while focusing the Force to heal her injury. As the rest of the

team completed their missions to disable the fortress' defenses, Master Ti revived herself and confronted Shogar Tok. In a brief struggle, she was forced to kill him with her lightsaber. Lyshaa tried to escape, but was killed in a lightstorm chamber protecting Tok's office. With Brentaal freed from Separatist control, Master Ti was rescued and placed in a bacta tank to heal. Her recovery came just before the end of the Clone Wars, and she was assigned to the detail that kept a watchful eye on Chancellor Palpatine. When General Grievous launched his final attack on Coruscant, Shaak Ti and her team rushed to the Chancellor's side. His stubborn nature frustrated the Jedi, and it was Shaak Ti herself who had to tackle Palpatine to the ground in order to protect him from fire. Unfortunately, Shaak Ti and her companions - Jedi Master Roron Corobb and Foul Moudama - were both killed in combat by Grievous. Palpatine was captured, and Shaak Ti was spared, but only so that she could report on her failure - and Grievous' strength - to the Jedi Council. In the wake of the First Battle of Coruscant, Master Ti remained on Coruscant. However, when Darth Sidious revealed his true nature and killed Mace Windu, he sent Anakin Skywalker to eliminate any resistance in the Jedi Temple. The young traitor found Master Ti first, alone in her rooms, and killed her before she could defend herself. *Shaak Ti was portrayed by Orli Shoshan in Star Wars Episode II: Attack of the Clones and in Star Wars: Episode III - Revenge of the Sith.* (OWS, TCG1, VD2, SWDB, PJSB, J2, LEV, IS3)

Shaakling

this was a immature shaak. (HNN5)

Shaala Doneeta

this blue-skinned Twi'lek served as an aide to Count Dooku during the height of the Clone Wars. (SW172)

Shaalir Rech

this was the name of a noted Shistavanen individual. (UANT)

Shaara

this young human female (about fifteen years of age) was a dancer in a Mos Eisley club frequented by Imperial soldiers. She often performed provocative dances, a sharp contrast to her innocent nature. She was simply working to support her family's moisture farm. The Imperials wanted to have their way with her, but she fled to her family's farm. There, the Imperials killed her brother Kamma as she escaped again, this time fleeing into the southern desert. There, after a shot from her punch gun, Shaara knocked the Imperials into the Pit of Carkoon. Unfortunately, Shaara's speeder was disabled, and she, too, fell into the pit. All but one of the Imperials and Shaara herself were swallowed quickly. The remaining Imperial uncharacteristically saved Shaara from one of the Sarlacc's tentacles, and was captured himself. The Sarlacc then grabbed her, but instead of dragging her into its maw, it flung her out of the pit. It may have been because she was still dressed in her metallic dancer's outfit, or it may have been that the Sarlacc knew she was in trouble and helped her. No one will ever know. (TJP)

Shaardan

this man was one of the many Sith apprentices who were training at the academy on Korriban, during the height of the Great Sith War. After hearing the stories of Ajunta Pall's sword from Galon Lor, Shaardan set out to locate it in Ajunta Pall's tomb. However, he arrived too late, and decided to ambush the students who emerged with the sword. Unknown to Shaardan, the students were actually Jedi Knights in disguise. He demanded that the sword of Ajunta Pall be turned over to him, and became angry when they refused. He decided to fight them for it, but was killed in the brief struggle. (KOTOR)

Shabanaar

this immense beast lived in a series of caves and warrens, below the surface of the planet Roon. (DCAR)

Shabandar, Mici

this Alliance operative helped Luke Skywalker and Leia Organa capture the prototype Imperial warship, the *Staraker*, from the Empire's facility on Foundry, shortly after the Battle of Yavin. During the mission, Mici saved Leia from being killed by Imperial stormtroopers when Leia was grazed by a blaster bolt and injured. Mici herself was badly injured when the *Staraker* re-directed to Alashan, when the planet itself shot down the warship. Mici tried to repair what she could, but a control panel exploded and Mici was smashed into a bulkhead. She survived, aided by medical care from Luke and Leia, but she was unable

to protect herself from the might of the planet itself. A huge storm of boulders and energy were sent to bombard the *Staraker*, and Mici was placed into a form of bio-stasis to help her survive. (MCI5, MCI6)

Shabba

a member of the ground team supporting the X-Wing Rogue Squadron, Shabba was a green-skinned humanoid with pointed ears. (XWRS)

Shabell

a Nightsister on Dathomir, she detected the thermal detonator Han Solo tried to carry into Warlord Zsinj's warroom and deactivated it with a command from the Force. (CPL)

Shachu

this was a common name for Ewok males. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Shachu

according to Ewok legend, this giant warrior was cursed by a witch. (GCG)

Shaclor

this female Selonian was a member of the Chanzari den, and was noted for her ability seek out new caves and tunnels to add to the den's warren. (CCW)

Shad

this is the capital city of the planet Melinz. (CRO)

Shad

this man served the Empire as a Commander in the armed forces, during the years following the Battle of Yavin. He was placed in charge of negotiating with Nescan Tal'yo for a holocube that contained information on the locations of several Alliance bases. Shad and his detachment were waylaid by the seductive wares of the Quetzal Sisters, who were actually undercover agents working for Orma Hunden. While the Imperials were wine and dine, Leia Organa managed to destroy the holocube, ensuring that its contents were never discovered. Commander Shad was forced to admit to General Khorak that the holocube was gone, but told a story about ten or twelve well-armed, male rebels getting the jump on them and stealing the holocube. (T15)

Shad Furies

this shockball team, based in the city of Shad on Melinz, was a five-time champion of the Royal Imperial Shockball League during the last years of the New Order. (CRO)

Shad Raal

this was the name of a noted Zabrak individual. (UANT)

Shadda-Bi-Boran

this planet was destroyed when its sun exploded. The Refugee Relief Movement was called in to help evacuate the people of the planet, especially the children, so that their civilization could endure. Unfortunately, the natives of this planet were unable to adapt to any world on which they were transplanted, and they died out. *Note that the adaptation of Star Wars: Episode II - Attack of the Clones, written by Patricia Wrede, indicates that Padme' Amidala participated in the evacuation of Shadda-Bi-Boran when she was just eight.* (AOTCN, AOTCA)

Shadeshine

it was rumored that Han Solo saved the natives of the planet Ventooine from this unusual stone, some time prior to the Battle of Yavin. The natives of the planet built a huge statue of Solo, and built an entire religion around his saving of the planet. The Shadeshine allowed the Satab and his minions to see across great distances and within any obstacle, making the Satab virtually omniscient. It also allowed the Satab to speed up the metabolism of a being, aging it many decades in an instant. However, the use of the Shadeshine gave the user incredibly sensitive senses, and external stimuli eventually destroyed the user.

The Shadeshine was given to Han Solo for disposal, after Chrysalla and Han Solo defeated the last of the Satabs in combat. Solo dumped it into the engine compartment of the *Millennium Falcon*, thereby destroying it and freeing the natives of Ventooine. (LTA5, MCA2)

Shadiru

this is one of the Outer Rim's most popular hotel chains. (GG9)

Shador

a *Strike*-class cruiser in the *Valiant's* battle fleet. (ISB)

Shador

this swamp-covered planet orbited just 100 million kilometers from its white star. From space, it appeared to be a dark, cloud-covered ball of dirty green seas and yellow-brown continents. Visitors encounter a densely-forested, swamp-covered planet with an atmosphere that is too foul to breathe. Several small cities sprang up nonetheless, mounted on pylons and pilings to keep the structures out of the swamp. Gondollas and repulsor-powered boats moved people around. (SL)

Shadorian

this was the alien race native to the planet Shador. They were known to be skilled assassins. (SL)

Shadorian Dragonfly

a large insect native to the planet Shador. (SL)

Shadorian Slime Crab

a disgusting crustacean native to the planet Shador. (SL)

Shadorian Slime-larva

a noxious creature native to the planet Shador. (SL)

Shadow

this Imperial stormtrooper served as part of the Aurek-Seven unit of the Imperial 501st Legion during the years following the formation of the Imperial Remnant and the signing of a peace treaty between the Empire and the New Republic. Like his companions Grappler, Cloud, and Watchman, Shadow accompanied Chak Fel on the mission to locate the Outbound Flight Project in Chiss space, some three years before the Yuuzhan Vong began their invasion of the galaxy. They took heavy damage when the Vagaari pirates launched their attack, but the unit remained intact throughout the fighting. (FB, SQ)

Shadow

this was the designation of a squadron of TIE Defenders used by the Empire to protect the Bretie production facility, shortly before the Battle of Endor. (XWA)

Shadow

this stock light freighter was owned and operated by Lett Minak. (HR)

Shadow

this Mon Calamari MC40a light cruiser was part of a fleet which was protected a hospital space station which was sympathetic to the Alliance. (XWA)

Shadow Academy

this huge, cloaked space station, found in the Core Systems, was a training center for Dark Jedi set up by Brakiss following his departure from Yavin 4. He consolidated Imperial money and discovered exiled Nightsisters to help create the station. Brakiss, at the direction of the Imperial leaders of the time, set a number of self-destruction devices on the station, for use in the event that the students of the Dark Side revolted against their instructors. These devices could also be used to destroy the station, should it come into the hands of the New Republic. Brakiss used the station's cloaking ability to maneuver it into position near Coruscant, in an effort to steal much-needed supplies from Republic transports. Raids were launched from the cloaked station, using the modified assault shuttle employed in the attack on GemDiver

Station. The transport ship *Moon Dash* was a victim of a collision with the cloaked station. The station continued to grow, though, under the watchful eyes of Brakiss and Tamith Kai. When the reborn Emperor Palpatine arrived on the station, Brakiss was honored. They began planning to attack the Jedi Academy on Yavin 4, but Brakiss began to doubt the Emperor's motives when he continually snuffed the young Imperial. At the end of the attack, Brakiss went to confront Palpatine, only to find that the Emperor was really a clever ruse perpetrated by four former Imperial Royal Guards. Brakiss killed all but one of them, who managed to set off the Shadow Academy's self-destruct systems. He escaped before the station exploded, killing Brakiss. (SA, LO, JUS)

Shadow Barnacle

an underground-dwelling creature native to Coruscant, the shadow barnacle was a crustacean that anchored its shell to the foundations of buildings. When the barnacle emerged from its shell, it extended a collection of filaments from its mouth. These filaments were used for breathing. To feed, the barnacle absorbed nutrients through its roots, which were burrowed into the duracrete. (ISU, WSW)

Shadow Bird

this was the alias used by Han Solo for the *Millennium Falcon*, shortly after the Battle of Duro. He used the alias to return to Corellia, where he hoped to buy some time for his wife, Leia, to recover from the injuries she received at Duro. The name referred to the matte-black paint job he had done to the *Falcon* shortly after the Yuuzhan Vong invaded the galaxy. (REC)

Shadow Bomb

this was the term used by Luke Skywalker to describe Kyp Durron's tactic of launching unpropelled proton torpedoes at Yuuzhan Vong targets with the Force. While this took much of the pilot's concentration away from his starfighter and the surrounding battle, the Yuuzhan Vong were unable to accurately target the proton torpedo when it lacked a propellant trail. This allowed the torpedoes to reach a Yuuzhan Vong craft and detonate before a dovin basil could be used to consume it. Those Jedi Knights who flew the newer T-65XJ3 X-Wing starfighter found that they could load one torpedo launcher with modified proton torpedoes, removing the propellant in favor of more explosive material, making even more potent shadow bombs. (SBS, NJOSB)

Shadow Chaser

Garowyn's state-of-the-art, quantum-armored starship used to transport potential Jedi to the Shadow Academy. When Luke Skywalker and Tenel Ka infiltrated the station, they stole the *Shadow Chaser* as their escape ship. The New Republic confiscated the ship, but later gave it to Luke for his own use. It was put to good use at the Jedi praxeum on Yavin 4 as a transport. (SA, LO)

Shadow Creeper

this was a predator that was native to the forests of Kashyyyk. *Could this be another term for the shadow keeper?* (AFA)

Shadow Dancer

very little was known about this pirate ship, except that her captain had installed a number of countermeasure and stealth systems that rendered it virtually invisible to scanners and sensors. (PP)

Shadow Droid

designed by Umak Leth and Borborygmus Gog for Emperor Palpatine, these attack craft were basically cybernetic starfighters. They were pilotless, for the most part, being controlled by the biologically-maintained brains of dead Imperial fighter pilots. These brains had been twisted through exposure to the Dark Side of the Force, and obey any command to the death. Shadow Droids were produced in the Deep Core during the period when Emperor Palpatine was reborn on Byss. These craft were armed with an ion cannon, a repeating blaster cannon, a pair of laser cannons, missile- and proton torpedo-launching systems, and an electromagnetic pulse cannon. The only problem with the Shadow Droids was that their once-human brains continued to evolve toward a perceived humanity. This meant that the brains would eventually go insane, once they realized that they were forever confined to their ships. In order to counteract this tendency, Leth and his engineers later installed specialized hardware that removed all traces of humanity from the brain before its installation. (DE2, EGD, OWS)

Shadow Fever

this disease was believed to be confined to the planet Ord Cestus, where it was often fatal if left untreated. (TCD)

Shadow Forest

this area of the wroshyr trees surrounding Rwookrrorro was a densely-forested area in which the bridal-veil sucker and mock shyr compete with the rroshrn and rkkrrkkrl for dominance. Deep in the Forest was located the Well of the Dead. The term Shadow Forest was also used to describe the second and third levels of the Kashyyyk jungle, and was considered the domain of the webweavers. (TT, GMR4)

Shadow I

this was the name of Del Korrot's personal starship. (DSSB)

Shadow Keeper

this five-limbed creature, known as the kkekkrng rro to the Wookiees, lived in the lowest depths of the jungle on Kashyyyk, at the fourth level of the biosphere. It was a carnivore, and preferred to hunt for fresh meat rather than scavenge for food. They were not brave or strong enough to attack a large Wookiee, but they had a long history of being a vicious hunter. An individual shadow keeper had three forelimbs and two rear legs, and move about on all five legs or just the rear legs. Of the three forelimbs, the outer pair were heavily clawed and used for gripping their prey. The inner leg was a bit shorter than the other two but also much stronger, with heavy muscles making it thicker than the other. The claws on all five legs were retractable, and could be used for climbing or hunting. The tongue of this creature was quite abrasive, and could tear the skin off another creature to expose its flesh. The unique, physical design of this creature made them popular among xenobiologists, but no specimen - alive or dead - was ever found for investigation. (TT, RD, GMR4)

Shadow Keeper

there were only seven of these starships ever built. They were one of the deadliest fighter craft of their time, and were named for a Kashyyyk predator. (SSR)

Shadow Killer

this was the term used to describe the most accomplished and feared Dashade hunters. (UANT)

Shadow Magic

this was the name given to the use of the Dark Side of the Force by the Nightsisters of Dathomir. The use of Shadow Magic was documented by Gethzerion in The Book of Shadows. Like all forms of Dathomiran "magic," Shadow Magic employs spells that allow the sister to gather the energy of the Force to her. She can then use its strength to create the desired effect. (CTD)

Shadow Night Festival

this was an Ewok celebration, in which the Woklings of each tribe dressed in unusual costumes and moved from house to house asking for treats. (ECAR)

Shadow of the Alliance

this was the name of a small, dense nebula that was located near the Yavin System. Many of the Alliance ships fleeing Yavin 4 in the wake of the Battle of Yavin hid in this nebula to avoid Imperial pursuit. (SWGAL)

Shadow Runner

this slip-winged starship was owned by Hok and Timar Daragon, and was used to run supplies to the rebels in the ancient Koros System. In a fateful run to bring supplies to the rebels on Kirrek, the Daragons were caught in the middle of the final battle on the planet. The Jedi Knights, using battle meditation techniques, had quelled all the hardest warriors into a cease-fire. However, a few stray minds attempted to kill as many of Empress Teta's troops as they could. In the cross-fire, the *Shadow Runner* was struck twice and destroyed. (GAS)

Shadow Squadron

this was a squadron of Imperial TIE Fighters active during the early years of the Galactic Civil War and assigned to the first Death Star during the Battle of Yavin. (JKG)

Shadow Squadron

this group of infiltration operatives was a part of the Alliance's Eclipse Team. (AIR)

Shadow Squadron

this group of New Republic X-Wing fighters was assigned to the *Battle Dog*. (SOC)

Shadow Traproom

this archaeological discovery was found on the planet Liok. Two Obroan Institute explorers - Dreiss and Mokem - were killed during the initial excavations of the site. (TT)

Shadow V

this was a model of combat airspeeder produced by MandalMotors during the last decades of the Old Republic. The Shadow V was 6.5 meters in length, and required a pilot and gunner to operate. It was armed with a double laser cannon, and could carry up to ten kilograms of cargo and a single passenger. (SWRPG)

Shadow Warriors

this was another name applied to the ancient Taungs of the planet Coruscant. (SWI80)

Shadow Wing

this notorious pirate gang was commanded by Abin-Ral-Xufush during the height of the New Order, and terrorized the Perlemian Trade Route for many years afterward. The Shadow Wing was somewhat unusual in that its members actually used the loot that they stole, after dividing it up amongst the members based on rank and priority. In this way, the Shadow Wing acquired most of its starships, by stealing the corvettes and fighters they needed from passing convoyus, then refitting them to their own needs. When captured ships did not meet their needs, the Shadow Wing often employed shipjackers and other criminal agents to acquire the necessary ships. *Note that this pirate gang is referred to as the Dark Wing in Pirates and Privateers.* (WOTC, PP)

Shadow, The

this was another name for the Rainbow-Eyed Enemy described by The Message of the Yuuzhan Vong Shamed Ones. (FH2)

Shadowcast

this was one of the most secret operations ever undertaken by the Alliance. It was a communications network developed to encrypt messages to deep-cover Alliance agents in Imperial propaganda advertising on the HoloNet. This allowed the leaders of the Alliance to reach those agents and spies who had infiltrated the deepest confidences of the Empire, without raising suspicions. In order to maintain the integrity of the Shadowcast codes, Leia Organa suggested that they be hidden in the Alderaanian moss-painting, *Killik Twilight*. Although the moss-painting was lost shortly after the destruction of Alderaan, the Alliance - and later, the New Republic - continued to use Shadowcast to communicate with its agents. What the codes used by Shadowcast offered in security, they took away in speed. Each transmission had to be encrypted by hand, then dispatched over a ghost wave. This ghostwave attached itself to a commercial transmission, allowing it to be broadcast on the HoloNet. (TG)

Shadowcloak

this unusual piece of technology was developed to allow individuals to meet face-to-face without having their true identities discovered. The shadowcloak provided two forms of protection. First, it used specialized scramblers to alter the user's voice beyond any recognition. Second, the covered the user with a field of blackness that completely masked their appearance. (CCW)

Shadowfire

this Suwantek TL-1200 freighter was once owned by Derrend Montis, who used the ship as a personal

transport. Montis had the ship outfitted with hidden combat capabilities, as a measure of protection when traveling in unknown parts of space. After Montis' death, the *Shadowfire* was sold to a shipping company which went bankrupt shortly afterward, before it was acquired by Popara the Hutt for use as part of the Skydove Freight fleet. The *Shadowfire* was armed with a pair of turret-mounted quad laser cannons, two ion cannons, two concussion missile launchers, and a tractor beam projector. It was designed to be operated by a single pilot, and could accommodate up to 150 metric tons of cargo and 100 passengers. (TF)

Shadowhawk

this was the popular name of Ikas-Adno's XR-10 speederbike. (WSV)

ShadoWing-4 Glider

this para-wing glider was produced for recreational use by Neor-Yatten, but found widespread usage among scouts and paramilitary groups as well. It was based on original Imperial military glider designs, and included many of the safety features developed to keep troopers alive during field activities. It was equipped with geomorphous wings and a medium-duty repulsor engine, which provided the ShadoWing-4 with a high flight ceiling and incredible maneuverability. (ROE)

ShadoWing-6 Glider

this was the two-man version of Neor-Yatten's ShadoWing-4 glider. (GG2)

Shadowlands

this was the name given to the deepest, densest part of the forest floor on the planet Kashyyyk, by the ancient Wookiees. It was believed that Rothrrawr lost the blade to Bacca's Ceremonial Blade while fighting a creature - which later became known as the Great Beast - in the Shadowlands. (KOTOR)

Shadowmen

this was the common name used to describe the race of beings that inhabited the planet Nivek. The Shadowmen were a race of rail-thin, insectile humanoids who resembled walking skeletons. They evolved unique adaptations to living in the near-total darkness of Nivek's environment, and had incredibly sensitive night-vision. As a people, the Shadowmen were known as skilled hunters and trackers. During the height of the Clone Wars, the Shadowmen sided with the Separatists, and allowed a weapons facility to be erected on the surface of Nivek. (CWA1)

Shadowport

this was the term used to describe any starport that catered to the less-reputable spacers of the galaxy, and provided services without requiring official licensing or notification. (FOP)

Shadowsilk

this strong, flexible thread had a number of uses in weapons and armor. It was incredibly durable and had a high tensile strength, and was often braided to form the bowstrings on bolt-throwers. When woven into fabric, shadowsilk actually absorbed ambient light and sound. This fabric was used by Ayelixe/Krongbing in the creation of Shadowsuits for the Alliance. (ROE, AEG)

Shadowspawn

this Imperial Lord led the Imperial resistance on the planet Mindor, before being defeated by Luke Skywalker and the armies of the New Republic. (ECH)

Shadowstone

this unusual stone was the powerful opposite of the Sunstar. The Shadowstone was controlled by the Tulgah witch Morag for many years, until it was stolen by the Ewok shaman Logray and combined with the Sunstar. The two stones provided enough energy for Logray to defeat Morag and maintain the freedom of the Ewoks. Logray then hid the Shadowstone and the Sunstar, keeping them separate and working to ensure that no other Ewoks tried to control their powers. (ECAR)

Shadowstrike

this unusual Ta-Ree magic allowed the wielder to "send" a physical blow at an opponent, without actually

coming into contact with the opponent. The force of the blow would be equivalent to an actual punch thrown by the wielder, but allowed the wielder to remain at a distance from their opponent. (E)

Shadowsuit

this was the specialized form of lightweight, armored bodysuit produced by Ayelixe/Krongbing for use by the Alliance's Infiltrators. The shadowsuit provided a variety of passive stealth and anti-sensor benefits, mainly derived from the use of specialized fabrics such as shadowsilk. (ROE, AEG)

Shadowtrooper

this was the name of the elite stormtrooper unit which specialized in undercover, special-forces type operations. Also known as Storm Commandos, these forces were initially trained by Crix Madine, before he defected to the Alliance. The shadowtroopers, however, were considered very useful by the Emperor himself, and remained as a part of the military structure. Like Alliance SpecForce troops, the Shadowtroopers were used to infiltrate secure areas and break open stalemated situations. Shadowtroopers remained part of the Imperial military for many years following the Battle of Endor. (ROE, JK2)

Shadren V

this planet was the site of an Imperial base which was destroyed by the Alliance shortly after the Battle of Yavin. (GG10)

Sha'Dria

this enigmatic woman worked as a bartender at the Oasis, located within the Bantha Traxx establishment on Lianna. Her background was unknown to almost everyone but herself, and she covered her true identity with a mask she called a N'Noch. A physically attractive woman, Sha'Dria was also a good listener and had a wealth of wisdom, just a few of the reasons she was such a good bartender. She could also handle herself in a fight, and actually destroyed Haelon Tice's hand when he got too friendly with her one night. (WSV)

Shadun

this plant produced a fragrant clove at its base. The clove, once it was de-thorned and peeled, could be crushed to add an exotic flavor to many dishes. (HNN5)

Shaelas

this male Selkath approached the Jedi Knights who were on Manaan, during the Great Sith War, to investigate the disappearance of several Selkath youths. Shaelas feared that they had been captured by the Sith, a fear that was proven correct. However, the Jedi also discovered that Shasa and the other Selkath had been falsely lured to the Sith base as part of a plot to infiltrate the Selkath people. In the end, Shasa was freed and the Sith treachery was exposed. (KOTOR)

Shaelo Cliffs

the Empire had a base located within these cliffs during the Galactic Civil War. The cliffs are located on the planet Harix. (CSWEA)

Shafar

this was the name given to those priests of the Ni'Shaw-Dak Ministry who worked around the planet V'shar, preaching the teachings of Ni'Shaw in individual ministries. (AIR)

Shafr Center

this was one of the most prestigious schools of xenoarchaeology during the height of the New Order. (GMR9)

Shaft, The

this was the name of the longest corridor located on the Jubilee Wheel space station. (HT)

Shag

this term, used in the Elrood Sector, was an affectionate nickname for a Wookiee. (PG3)

Shag

this is Huttese slang for "slave." (IS1)

Shag Fern

this species of quick-growing fern was native to the planet Kashyyyk. (HT)

Shagrad Loset

this Gotal worked with the Gotal Foreign Affairs Commune during the last years of the Old Republic, and publically denounced the involvement of the Jedi Knights in the rescue of Nathanjo Nirrelz. (HNN5)

Shah, Eyal

this red-haired man was a native of Corellia, but lived on the planet Dantooine shortly after the Battle of Yavin. He tried to capture Tash Arranda when she entered the Jedi ruins on the planet, but was stopped by the Shi'ido Hoole. He claimed to be a member of the Alliance base which was supposedly abandoned prior to the Battle of Yavin, but was fully manned when Eyal led them to the base. He hoped they could restore the base's dilapidated freighter to working order. Eyal also told them that the Alliance had abandoned them on the planet. It was later revealed that Eyal and his "rebels" were part of an experimental cloning process that created clones in just over two weeks, rather than the year it normally took, using the rapid cloning technique. The Empire used the legends of the Jedi ruins to keep the native Dantari away from the lab, which was built beneath the ruins. Several versions of Eyal had been created. (GOF11)

Shahn

this man served the Alliance as a sensor operator at the base on the planet Arbra, in the months following the Battle of Hoth. (LTA5, MC58)

Shahverdian, Rafe

this man was Denno Yanglan's only true friend, during Yanglan's service to the Empire on the planet Bakura. When Yanglan defected to the Alliance, Shahverdian joined him. (TBSB)

Shak

this was the Eickarie word for "ready". (SQ)

Shak

this Twi'lek clan ran the Kala'uun Starport on Ryloth during the early years of the New Republic. They were also the providers of the Twi'leki dancers sold to Durga the Hutt, through negotiations with Ghitsa Dogder. (KT, TFNR)

Sha-kae

this was one of the many Eickarie clans that made up the Si-shae-ral tribe on the planet Kariak, during the height of the New Republic. (FB)

Shaka-ka

this Barabel hunter and tactician organized her fellow Barabels against the atrocities committed by Planetary Safaris against her people. The safari corporation petitioned the Empire to eradicate the "savages," despite the fact that the Barabel were obviously sentient. When Captain Alater and sector governor Paro Lanto exposed Planetary Safaris' deception and admitted Barab I into the Empire, Shaka-ka commissioned and built the city and starport at Alater-ka. (GG4)

Shaka-ka Memorial

this memorial, erected in honor of the Barabel visionary Shaka-ka, was built in the city of Alater-Ka. However, when the Yuuzhan Vong attacked Barab I, the Memorial was destroyed. (FH1)

'Shakal

a Hapan term translated as 'worthy.' (CPL)

Shaki, Kisa

this woman worked for Jabba the Hutt as a manager at the Swift Hutt Spacer's Service Depot, during the height of the New Order. When Jabba was killed just prior to the Battle of Endor, Shaki murdered her pit boss and assumed control of the Service Depot, then began plotting a way to take control of Jabba's criminal empire. Shaki gathered many of Jabba's former mercenaries and guards, and formed a militaristic organization of her own. Her main competition came from Qes Dollis, and the two spent most of their resources pummeling each other's forces, and neither was able to take advantage of Jabba's death. (RESB)

Shakka

this was a common name given to Twi'lek females, and meant "lightning" in the Twi'leki language. (GCG)

Shakka

this Lethan Twi'lek was the female companion of Graxol Kelvyyn. (SWK, YJC6)

Shakker

an Alliance Lambda-class shuttle captured during the Galactic Civil War. (TIE)

Shakra

this bounty hunter was one of the few who accepted the challenge of capturing Bornan Thul, after the Alderaanians stole a datadisk from Nolaa Tarkona. She nearly outwitted Boba Fett by capturing Thul's ship and boarding it, but Thul had set it to self-destruct if he were captured, and Shakra died in the explosion. Shakra was a frilled, reptiloid. (TEP)

Shakri Lia

this sword was the symbol of the King of the Kentra people. The name "Shakri Lia" translated to "honor bound" in the Kentra language. (SWJ2)

Shakwa Rehakas

this was the name of a noted Thakwaash individual. (UANT)

Shal Koom

this was one of the many Neti individuals who hailed from the planet Myrkr. (UANT)

Shal Tor

this Yuuzhan Vong consul was escalated shortly after the aliens began their invasion of the New Republic, only to have his body reject the implants which signified his new position. As a result, Shal Tor was forced out of his position and relegated to the ranks of the Shamed Ones. (UF)

Shal, Bryn

this man was the head scientist assigned to Project Wayfarer, during the Expansionist Period of the Old Republic. (PG3)

Shala

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "crying" or "tearful". (GCG)

Shala

this Hutt maintained a group of pirates attached to the Invids. Shala and much of his team were nearly killed in an attack on a spice shipment coming out of Kessel, when New Republic warships intercepted them. One of his freighters was sucked into the Maw before Leonia Tavria could arrive with the Invidious and drive off the Republic's forces. When Corran Horn began scaring the residents of Vlarnya with his "avenging Jedi" persona, Shala simply took it as a challenge and began to have his pirates perform more and more heinous crimes, in an effort to draw out the Jedi. Shala also had his demolitions expert, Rach'talik, create a trap for him. However, Shala overestimated the Twi'lek's loyalty. Rach'talik built a trap that would kill both Shala and the Jedi. When Corran attempted to remove the deadHutt switch Shala was holding, the only thing he did was scare the Hutt into dropping it. Rach'talik's laser-flechette armaments

went off perfectly, reducing Shala to a puddle of laser-blasted flesh. Corran managed to escape with the help of the Force. (IJ)

Shalam

this planet, which suffered large amounts of damage during the height of the New Order when it was bombarded by Grand Admiral Il-Raz's flagship *Emperor's Disciple*, opened negotiations with the New Republic some 13 years after the Battle of Endor. (TBH, SWI66)

Shalaman

a type of tree native to the planet Belsavis, shalaman wood was often used in furniture and in stair railings. (COJ)

Shalamite

this is the name used by the natives of the planet Shalam. (TBH)

Shaldania Parade

this huge procession of floats, bands, and military regiments was known throughout the galaxy as the first true event of Fete Week on Coruscant. (SWJ8)

Shaleena

this woman was one of Rukil's younger apprentices, living in the Undercity of Taris during the era of the Great Sith War. (KOTOR)

Shalik

this family of Sedrians is one of the few that lived off-planet from Sedri. They were employed by the Empire to maintain the Imperial aquaria on Kailor V. (GG4)

Shalini

this slender woman was one of the leaders of the Typha-Dor resistance, during the years leading up to the Clone Wars. Along with her husband, Mezdec, Shalini rallied people from throughout the Uziel System for her crusade against the invasion plans of the Vanqors. Although she was saddened when a traitor was discovered in their midst, Shalini was even more disheartened to learn that the traitor was actually Mezdec. Luckily for the Typha-Dor people, the data regarding the Vanqor invasion plans was contained on a datadisk that was in Shalini's control. She turned the disc over to Jedi Master Obi-Wan Kenobi and his apprentice, Anakin Skywalker, in the hopes that they could get to Typha-Dor and transmit the information back to the Old Republic. (JQ7)

Shall ScreeI

this name was attributed to a known Shi'ido individual, but it remained unclear whether or not it was the Shi'ido's given name. (UANT)

Shalla

this given name was commonly given to female human children throughout the galaxy. (GCG)

Shalla

this was one of the most common female names among the Corellians. (GMR9)

Shallamar

this female Barabel once accused Han Solo of cheating at sabacc on Barab One, shortly after Han had been discharged from the Imperial Navy. He had won fair and square, but Shallamar was angry. Her female Devaronian partner fled the encounter, so Shallamar attacked by herself. Han tried to draw his blaster, but the sight hung up in his holster. The fight was quickly ended when Chewbacca picked up Shallamar and flung her across the room. Han and Chewie fled into the night. After the encounter, Han filed off the blaster's sight for easier drawing. He met up with Shallamar again on Cloud City, for the huge sabacc tournament there. She had to be physically restrained from injuring Solo, because she still held a grudge against him. The casino security on Cloud City proved that Han was free of skifters and other sabacc cheating devices, and Shallamar was sent on her way. (THG, RD)

Shallence, Ellisa

this Baroness-Administrator of Cloud City was in charge of the outpost when Lobot was arrested for theft. She made the young rogue a deal: spend a lifetime in prison, or serve Cloud City as a cyborg computer interface. Lobot chose to serve the City. (GG2, EGC)

Shallow March

this planet was the site of the Shallow March Supply Post, maintained by the Empire during the Galactic Civil War. (CRO)

Shallow March Supply Post

this Imperial supply center was located in the farthest reaches of the Outer Rim Territories, but provided a vital link to remote garrisons and fleets. (CRO)

Shalm

this planet was the site of an abandoned Imperial garrison which was used as a base by Pendarran's Revenge. The base was located on the western side of Ganton Mountain. (WBC)

Shal'mak

this female Kian'thar, the mother of Kreet'ah, once tried to take control of Alexi Garyn's fortress on the planet Ralltiir, during the last years of the Old Republic. The descendant of one of Shaum Hii's most successful criminal families, Shal'mak was a businesslike individual who took her work as a crimelord very seriously. The wife of a derlac herder, Shal'mak was also one of Black Sun's most dangerous agents on Ralltiir. (CCW)

Shalo

this given name was common human males across the galaxy. (GCG)

Shalo

this man started his own cantina in the city of Mos Eisley, on Tatooine, during the period leading up the Yuuzhan Vong invasion of the galaxy. Supported by a criminal network, Shalo hoped to take away a good portion of Chalmun's business. Shalo got his start in the criminal underworld working for Durga the Hutt as a hired gun, and eventually worked his way up the criminal chain. Shortly after the Battle of Duro, Shalo double-crossed Han Solo by trying to capture Jacen Solo for the bounty on his head, placed there by the Yuuzhan Vong. When Talon Karrde and Shada D'ukal showed up to support Han, Shalo backed off, claiming that he wouldn't actually turn Jacen in. He said that he would have simply extorted protection money from Han. (EVR)

Shal-Orl

this was one of the most famous Draethos individuals to hail from the planet Thosa. (UANT)

Sha'lott

this was the name of the great ibbot ridden by the Drall Wingrider Elamm. The name "Sha'lott" came from the Drallish word for "graywing". (CCW)

Shalthan Leeru

this was the name of a distinguished Morseerian individual. (UANT)

Shalunask

this was a common name among the Temolak race. (UANT)

Shalyvane

this planet was the homeworld of the Em'liy race. It was also believed to be Shira Brie's homeworld. It was later revealed that Shira was lying about this, as part of the cover provided to her by Darth Vader. She infiltrated the Alliance in the city of Chinshassa, which had been devastated by a civil war between the wilderness barbarians and the city-dwelling humans. (MC60, UANT)

Shamarok

a small, flying rodent native to the planet Ithor, these creatures have the ability to mimic the voices and sounds of other creatures. Shortly before the Battle of Yavin, these creatures were very popular on certain Imperial worlds, especially Lianna, and the smuggling of shamaroks became a lucrative business. (SWJ3, DTR)

Shamd City

this is one of two major cities on the eastern continent of Kirima, and is the site of a major staroport. (TSK)

Shamed Ones

this was the name used by the Yuuzhan Vong to describe those warriors who suddenly were unable to withstand the intense scarring and ritual deformation of their species. Other Yuuzhan Vong were Shamed from birth, simply unable to withstand the implants and scarring. The Yuuzhan Vong believed that their gods had deemed an individual unworthy of continued favor, and changed their bodies. The ritual scarring became infected, and implants failed to take root. While these Yuuzhan Vong usually failed in their missions, they were considered too valuable to sacrifice to the gods. They were reduced in caste, relegated to the Shamed Ones, and forced to be humble and utile to their masters. The Shamed Ones believed that the generation-spanning mission to conquer the New Republic was ordained to be their salvation, for Yun-Shuno would redeem the Shamed Ones once the unclean galaxy was cleansed of heretics. Their beliefs were given a measure of credence when Vua Rapuung was revealed to have been infected by Mezhan Kwaad. The Shamed Ones now had evidence that a member of their caste could redeem him- or herself, because his disease was not god-given but merely a natural occurrence. They also began wondering if their lower-class standing was not ordained by the gods, but imposed upon them by the higher castes. Also, Vua Rapuung's experiences with Anakin Solo gave the Shamed Ones hope for redemption, and the belief that the Jedi Knights were their hoped-for saviors spread quickly after Yuuzhan Vong were defeated on Yavin 4. (BP, EVC, EVR)

Sha-mees craa shes-ayi

this Eickarie phrase was used to praise the valor of one's comrades in battle. (FB)

Shamel

this small-time spacer hired Tesslar to steal speeders for his personal smuggling ring. (GG10)

Shamunaar

this large, predatory sauropod was native to the planet Roon, and was the only threat to the wild banthas which lived there. (EGP)

Shamus

Admiral Zaarin's modified Nebulon-B2 frigate, it was his command ship during the Galactic Civil War. He used it to transport the various TIE prototypes he was developing. It was attacked numerous times by Alliance starfighters, but always managed to survive and perpetuate the TIE Fighter growth pattern. He used it to launch his attack on Emperor Palpatine at Coruscant. (TIE)

Shan

this surname was common among the Sullustan race, and meant "gold" in the Sullustan language. (GCG)

Shan

this Herglic term was originally used to describe a Herglic's pod aunt, or any sibling of its parents. After Herglics began traveling in the galaxy, it also was used to indicate any ship on which a Herglic have never ridden. (PGT)

Shan Sien

this was a noted Gossam individual, distinguished in the history of the planet Castell. (UANT)

Shan, Bastila

a native of the planet Talravin, this Jedi Knight was known for her strength with the Force, and was one of

the Jedi dispatched to help liberate the planet Taris from the Sith some 4,000 years before the Battle of Yavin. She had been taken from her family at a young age, and she harbored some anger toward the Jedi for this, even after she fully embraced their teachings. Bastila was very young when it was discovered that she had immense skill in the techniques of battle meditation, and the development of this skill placed Bastila on the front lines against the Sith hordes. While outwardly she appeared overconfident, Bastila was all too aware of her situation and that of the Jedi. She devoted her life to the defeat of the Sith empire, hoping that along the way she would also prove herself as a Jedi Knight. It was rumored that her ability to control a battle with only her connection to the Force was discussed privately among the Sith, who feared her abilities might halt their advances. Her strong skills also worried the Jedi Council, which urged her to proceed with caution rather than on impulse alone. After the capture of Darth Revan and his subsequent forced return to the Light Side of the Force, Bastila was part of the team that was dispatched to Taris aboard the *Endar Spire*. After escaping Taris, Bastila and her band returned to Dantooine, where she was paired with Revan on a mission to locate Darth Malak and the Star Forge. They were captured, along with Carth Onasi, by Malak and held aboard the *Leviathan*, and it was during their escape that Revan learned of the truth behind his return to the Jedi. Bastila attacked Malak in order to allow the others to escape, and was again captured by the Sith. Malak tortured her, driving her to embrace the Dark Side of the Force. She nearly stopped Carth and Revan on the Unknown World of the Rakata, but they were able to drive her off. Later, at the Star Forge, Bastila confronted her former friends, but was unable to defeat them in combat. The Jedi among them managed to turn her away from the Dark Side. She returned to the Jedi Code, and helped the Jedi defeat Darth Malak and control the Star Forge. *Bastila Shan was voiced by Jennifer Hale for the video game Star Wars: Knights of the Old Republic.* (SWI67, KOTOR, SWDB)

Shan, Deena

this young woman joined the Alliance shortly after the Battle of Yavin, choosing a life of possible adventure over motherhood or a boring job. She was based on Etti IV, working aboard the *Kalla's Stanchion* as a supplies and requisitions agent. She had hoped to meet Han Solo, but was frustrated by his growing attraction to Leia Organa. She found herself flying aboard the *Millennium Falcon* when the *Kalla's Stanchion* was attacked by Imperial forces, and Han was forced to transport Leia to a meeting on Aguarl III. Their first jump into hyperspace went as planned, taking them to a remote corner of the galaxy. However, a distress call forced them to break off the rest of the jump. They found the remains of a ship that crashed on an uncharted planet, but the crew had been consumed by the native wildlife. Han and Chewbacca almost met the same fate, but Leia and Deena managed to reach them in time to blast them free. It was in the quiet time following the battle that Deena realized she had joined the Alliance for the wrong reasons. Instead of searching for her own future, Deena resolved to work harder at ensuring a better future for the rest of the galaxy. (SWEAT)

Shan, Helena

this woman was Bastila Shan's mother. During the height of the Great Sith War, Helena found herself stranded on Tatooine, during her search for daughter. Bastila and a group of other Jedi traveled to Tatooine to verify her story, and Bastila was surprised to find that Helena was actually her mother. They got into a huge argument over Bastila's loyalty to the Jedi Order, and Bastila turned her back on Helena. However, she realized that her mother was her only surviving family member, and returned to patch things up. Helena then revealed that Bastila's father had hidden a holocron in the desert, and allowed Bastila to recover it. (KOTOR)

Shan, Zavol

this was one of the many tourists who traveled to the planet Manaan during the height of the New Order, only to discover that the "luxury resort" was actually a polluted environment which was being destroyed by industrialization. (PH)

Shana

a female Mistryl guard working for Mara Jade. She was killed when Tol Sivron took the Death Star prototype from the Maw Installation and attacked Kessel. A shot from the station's superlaser caught her ship and destroyed it. (COTF)

Shand Essil

this was a noted individual from Koorivan history. (UANT)

Shan'dira

this young Twi'leki female sought passage off Ryloth, shortly after the Battle of Yavin. Her clan objected to her departure, and imprisoned her to keep her from leaving Ryloth. Mal'aa and a young Twi'lek named Halno'an helped a team of mercenaries infiltrate the Dira clan warrens and liberate Shan'dira. (PSPG)

Shando

this metropolitan area was located on the planet Lirra. (SWJ12)

Shandor Squadron

this Alliance starfighter squadron assisted a team of Onderonian rebels in destroying the Empire's Jyrenne Base, shortly after the Battle of Yavin. (SWJ10)

Shang Lines

this shipping and transportation corporation served the Endocray Sector during the Galactic Civil War. (IA)

Shanga, Klyn

the farmer-turned-militia Leader who led a rag-tag team of vigilantes across the galaxy to kill Vuffi Raa, who they believe was the cause of the destruction of the Renatasia System. Shanga's militia was hired by Rokur Gepta, who played Shanga's anger at Vuffi Raa for nearly destroying his system against his own need for revenge against Lando. He commands a specially-built combination of starfighters. None of the 24 ships are identical, but all are physically linked to a huge flying energy source. It appears to be a large, space-going spider when first encountered. Shanga has many titles in his rag-tag militia, including Fleet Admiral of the Renatasian Confederation. His face is covered with scars, so much so that it appears he has no original skin on his face. Shanga was a farmer in the Mathilde nation-state, and grew up as a warrior in the various interstate wars on Renatasia III. (LCF, LCS)

Shang-Troy Thanabo

this ancient Jedi Master, an alien being who resembled a white-skinned Nautolan, was one of the first of the Jedi Masters to take an apprentice. In fact, Shang-Troy took to siblings - twin boys from Boranall - as his Padawans. He discovered the children when they were still in their mother's womb; their connection to the Force brought him across the galaxy to Boranall to find them. Master Thanabo helped the mother give birth, but was forced to pull the two boys apart to get them out of the womb. This seemed to scar one brother, making him different from the other. He took the twin boys to his training facility and raised them himself, teaching them everything he knew about the Force, and learning a few things from the twins along the way. The bonds between them grew strong, and when the boys were old enough, Shang-Troy took them out into the galaxy to fight against evil. However, when the younger brother earned the love of a beautiful woman, the older one grew jealous and angry. He tried to sneak into the girl's room and steal her love, but she recognized the birth-scar on the older brother. This forced a wedge into the brother's love for each other, a wedge that Master Thanabo could do nothing to prevent or resolve. In their anger, the boys started fighting, and Master Thanabo tried to intervene. Blinded by their anger, the twins cut down their teacher and killed him. Instead of stopping them, Master Thanabo's death only added to their hatred of each other. Calling upon huge amounts of Force energy, the two brothers destroyed themselves, the girl, and the entire planet. The resulting explosion created a star in the heavens. The story of Master Thanabo and his two Padawans became legend within the Jedi Order, and served as the basis for two of the Order's most prominent rules: a Master could only take a single Padawan learner, and intense emotion must be controlled or an individual risked being consumed by the Dark Side of the Force. (T14)

Shanh

this was the apex predator of the planet Ansion. The head of the shanh was dominated by its large teeth, while it moved about on six powerful legs. The teeth of the shanh were serrated and pointed backward, allowing the creature to grip its prey with incredible force. Shanhs often hunted in family groups, with the male making the initial attack while the females waited in ambush. (APS)

Shanifer

this was one of the most common names used by the Farghul people. (UANT)

Shanko

this three-meter-tall, insectoid being was the owner of Shanko's Hive, on the planet Borgo Prime. Distinguished by this three pairs of arms, Shanko also tended bar. (SA)

Shanko's Hive

an establishment on Borgo Prime, it was a cone-shaped building sealed in its own atmosphere. It was colored grayish-green. (SA)

Shanks

this man was one of many lieutenants serving Orman Tagge, during the years following the Battle of Yavin. Shanks originally took the position of liaison to the House of Tagge in an effort to further his career, but the continual failure of Orman to carry out his plans left Shanks without distinction. Unfortunately for Shanks, he was aboard the Tagge ship when they tried to abmush the Alliance at Junction. They had hoped to use the Omega Frost device to destroy the Alliance fleet, but Luke Skywalker was able to deactivate the system and allow the Alliance ships to pass unharmed. They opened fire on the Tagge ship, destroying it in minutes. All hands aboard, including Orman Tagge and Shanks, were killed in the explosion. (MC25, MC33)

Shankti Drive Works

this company was headquartered in the city of D'larah, on the planet Demophon. They were among the forerunners in hyperdrive manufacturing and development, and created the hyperdrive motivators used on *Imperial*-class Star Destroyers. Note that The Far Orbit Project denotes this corporation as Shanki Drive Works. (SN, FOP)

Shannador's Revenge

a two-kilometer-long *Invincible*-class Dreadnaught used by the Corporate Sector Authority. It intercepted a disguised *Millennium Falcon* when Han Solo and Chewbacca try to escape from Orron III. (HSE, CSA)

Shannessi, Jeph

this Imperial Colonel was in command of the forces controlling the planet of Minntaa, until a group of Alliance SpecForce agents assassinated him just outside his garrison base. His officers and troops were suddenly demoralized, and the Alliance was able to take control of the planet. (ROE)

Shanpa

a musical style developed on Manpha, it is centered by the music of the Growdi flute. (MTSE)

Shan-pakk

this Herglic phrase meant starport. (PGT)

Shanpan

this was the only city on the planet Manpha that had a spaceport. (MTSE)

Shantee, Phinea

this woman lived in Bestine, on the planet Tatooine, during the height of the New Order. (GQRG)

Shantipole

one of the Roche asteroids inhabited by the Verpine. It was the site of a research station that developed the B-Wing. (SFS)

Shantipole

the Alliance Corvette used to evacuate the Verpines working on the Shantipole Project with Admiral Ackbar. They were forced to evacuate when the project was compromised by a spy. (XW)

Shantipole Project

a joint venture commissioned by Admiral Ackbar and the Verpine colonies of Slayn & Korpil, the

Shantipole Project was designed to create more effective starfighters to combat the growing Imperial war machine. The primary offspring of the Project was the B-Wing starfighter. It was nearly taken over by Captain Kolaff and the Empire during the development of the B-Wing Expanded, but Alliance agents working with Ackbar were able to drive Kolaff off. (SFS)

Shanzar

this Em'li'y was distinguished in the history of the planet Shalyvane. (UANT)

Shapani Bypass

this short hyperspace route branched off the Rimma Trade Route and connected Tapani Sector to the rest of the galaxy. It was also known as the Bacta Bypass, since it was originally created to provide a means by which bacta - produced on Thyferra - could reach the Core faster. (PGT)

Shaparo

this Alliance agent was part of the team which was trapped between Imperial forces and the Assassin's Guild in the Tylerin Embankment, on Archais. Shaparo's ability to keep their damaged equipment operating allowed the Alliance team a chance to escape. (AIR)

Shape Throwing

this was the given to the process by which a non-corporeal deity creates a physical manifestation of itself. (CSWDW)

Shapers

this caste of Yuuzhan Vong society was known for their ability to create living technologies from raw, organic materials. There were three tiers of Shapers: Initiates, Adepts, and Masters. Like most other Yuuzhan Vong castes, the Shapers had a patron diety, known as Yun'N'Shel. As an Adept grew in power and skill, they ritually scarred themselves in ways similar to that of Yuuzhan Vong warriors. However, the mutilations of the Shapers were purely functional. Chief among them was the removal of each natural hand, which were replaced with specially-grown hands equipped with various tools and blades for use in shaping new forms of bio-technology. The right hand was the most obviously different, having a cephalopod shape and eight fingers instead of five. Another distinguishing feature of a Shaper was the unusual headdress they wore, which seemed to writhe like a Medusa's head and was attuned to the Shaper's emotional state. Once the Yuuzhan Vong realized that the Jedi Knights were unusual enough to manipulate the Force - an entity that didn't exist in their galaxy but obviously could be used - several sects of Shapers were put to work on finding a way to exterminate the "Jedi problem." (DTR, EVC, SWI62, UF, UFCD)

Shaping

this was the process in which the annealed seeds of the boras tree were shaped into new forms of boras. The process of shaping seed-disks into Sekotan starships mimicked this natural process. (RP)

Shar Dakhan

this ancient Sith magician was one of Naga Sadow's supporters. He was one of the primary planners and organizers of Sadow's naval fleet, which was created to attack the Old Republic and expand the Sith Empire. (FOSE)

Shar Shar

this bloated Zeetsa served as an assistant to regent G'Mai Duris, during the height of the Clone Wars. (HIV)

Shar, Ayla

a native of the planet Korbin, this woman worked as a miner and resource coordinator for Vulca Minerals before joining the Alliance. She provided the Alliance with a wealth of information on industrial sabotage and resource management, and was instrumental in the hijacking of many Imperial ore haulers. Ayla also served, for a time, as a foster agent. (AIR)

Sharalon

this woman was the main desk manager at the Regal Bothan Hotel during the height of the Galactic Civil War. She was also an Imperial Intelligence agent who had spent most of her career bringing down rebellious cells throughout the Core Worlds. She was assigned to the Regal Bothan after a debacle on Kuat. (SESB)

Shard

this was the nickname given to the clone trooper commander who was assigned to Jedi Master Darrus Jeht, during the height of the Clone Wars. (LFCW)

Shard

native to the planet Orax, this was a species of intelligent, crystalline lifeform. Their physiology was based on silicon rather than carbon, and they grew to sizes of 40 centimeters in length. They appeared to be simply crystals, but the molecular makeup of their forms resembled a complex form of circuitry which developed its own form of electromagnetic energy, and gave them the ability to think, sense, and interact. The average Shard has a long lifecycle, with the oldest clusters being several thousand years of age. After making contact with early settlers on Orax, the Shards and their human neighbors discovered a way to "disconnect" a Shard from the planet and place it inside a droid body, thereby giving it mobility and enhanced sensory input. These Shards traveled to the corners of the galaxy, attempting to gather information and then return to Orax. During the New Order, Orax was raided for crystals, and many clusters of intelligent life were destroyed, believed to be simply stones. The surviving Shards eventually aligned themselves with the Alliance, and those with droid bodies became some of the Alliance's best spies. (AE)

Shard of Alderaan

this computer slicing program was known to be capable of defeating the security measures of almost any Imperial scandoc. It was created by the Alliance agent known as "Never Die," but was stolen by pirates who worked for Begas Tok. Tok then arranged to auction off the computer program to the highest bidder. He set up an elaborate auction aboard the luxury sail barge Dune Princess, and invited representatives of the Alliance and the Empire, as well as independent interests. Unfortunately for Tok, the sail barge was beset by a sandstorm, and in the resulting confusion, Tok lost the datapad containing the program. It's exact whereabouts were never discovered. (LAA)

Sharda

this woman was a member of the Rabid Mynocks when she met Chop Harlison. They fell in love and got married, produced a daughter named Jardra. Unfortunately, Sharda was killed when the Spiders attacked Mynock territory. (SWJ6)

Sharden, Eida

this woman was a wealthy entrepreneur native to the planet Exocron. She was a long-time friend of Captain Horzao Darr, although he didn't know that she was also a member of the western pirates who loathed the Devisors and wanted technology returned to the people. When Darr suggested to Kaiya Adrimetrum that Eida could help free the crew of the *FarStar*, she agreed, but only if Adrimetrum would provide her with enough technical information to allow her to create modern hyperdrives and computer systems. (KO)

Shardona, Plin

this young woman was an Alliance field procurement working for the Sandwind Team after the Battle of Hoth. (SSR)

Shardra

this smuggler worked in the Corporate Sector, where she met and fell in love with Doc, the former Klaus Vandangante. They were married, and had a daughter, Jessa. Shardra did not live to see her daughter grow up, however, as she was suddenly killed in a fuel dump explosion. (CSA)

Sharene

this man, the husband of Lodos, was one of the first colonists to settle the Elrood System many thousands of years ago. (PG3)

Sharene

this was the first of Elrood's two moons. It was named for Sharene, the husband of one of Elrood's first colonists. (PG3)

Shargael

this Imperial Moff survived the aftermath of the Battle of Endor, managing to maintain control of I-sector in the process. (POT)

Shark

an Imperial assault transport operative during the Galactic Civil War. It was protecting station NL-1 during Thrawn's visit. (TIE)

Shark

this Mobquet combat airspeeder was an ugly, ungainly craft which handled like a crippled bantha. Much of the craft's handling problems came from the wart-like weapons turret that supported the double laser cannon that served as the ship's only weapon. The turret was taken from the P-34 prototype, and was quite powerful despite its effects on the craft's mobility. The Shark measured five meters in length, and required a pilot and gunner to operate. It could carry very little else, with only enough space to handle ten kilograms of cargo. The Shark had a flight ceiling of 300 meters, and could attain speeds of 1,000 kilometers an hour. (GSE)

Shark

this small fighter, designed by the Mon Calamari for use by Commander Merai's forces during the Clone Wars, was hidden within the hold of Merai's command ship. During the Battle of Kamino, the command ship was forced to crash-land in the oceans of Kamino. Merai himself took the *Shark* into battle beneath the waves, hoping to destroy the cloning facilities and eliminate the Old Republic's source of clone troopers. While the *Shark* could function equally well in water, atmosphere, or open space, it took a tremendous amount of power to change from one environment to another. This meant that it had to be launched into the right location for combat, and could not chase down a craft which could move between water and air. The *Shark* resembled a flat, lozenge-shaped craft, with a small tail fin at the rear, giving it the appearance of a flat-bodied shark. When Merai's forces could not defeat the Jedi defending Kamino, Commander Merai flew the *Shark* into the midst of the hyperspace rings used by the Jedi starfighters, and activated the self-destruct mechanism. The ship exploded, destroying many of the hyperspace rings and killing Merai, but the resulting confusion allowed Merai's forces to flee into hyperspace. (RDK)

Sharka'k

this Gree craftsman created the device which became known as the Sharka'k Noor. It was the premier device in his collection, but he died on Asation before passing on its use to an apprentice. (SWJ14)

Sharka'k Noor

this ancient Gree device was created by Sharka'k, who died before he could pass on its operation to an apprentice. The device was formed from three short cylinders connected by short arms. The outer cylinders were shorter than the central cylinder, and had fingertip-shaped depressions at their tops. The central cylinder was marked by glyphs, and had a display panel. It emitted a deep, bass tone as it was used. Sharka'k designed the Noor to manipulate geological activity of the world on which it was used. It could create new volcanoes, cause earthquakes, and affect changes to the planet's core. It was originally designed as a planetary engineering tool, and Sharka'k guarded its secrets so that it couldn't be used as a weapon. Unfortunately, Sharka'k died before passing on any knowledge of the Noor's operation, and the was stored in the Gree archives for many millennia. It ws later stolen by Doctor IIs Ee, who inadvertently set off a series of volcanic eruptions on Tujiamoor with it. Doctor Ee's whereabouts, and those of the Noor, remain a mystery. (SWJ14)

Sharky

a group of Alliance YT-1300s destroyed during the Galactic Civil War. (TIE)

Sharky

this smuggler and his gang were one of the first groups to begin smuggling goods to the natives of the planet Ralltiir, shortly after the Battle of Yavin. (SWJ3)

Sharlee

this white-haired young woman worked as the sensor and computer technician on Constancia's Outpost 8 defense facility, during the height of the Galactic Civil War. Like most such workers, Sharlee spent a local year on the asteroid before being relieved for ground-side work, and much of the year was spent in solitude. To ensure her safety while working on Outpost 8, Sharlee wore a suit of augmented battle armor that gave her the appearance of an ornate battle droid. It was Sharlee who rescued Luke Skywalker and Gamine from their starship, when Imperial forces tried to destroy them. She later showed her skills with a blaster when she accompanied Han Solo on a mission to distract the Imperial forces over Constancia, while Luke and Gamine traveled to the surface. (LAT1)

Sharlissian Trade Corridor

this hyperspace trade route was open during the last decades of the Old Republic, and allowed Coreward planets to do business with planets such as Kabal. In the wake of the Battle of Naboo, the Sharlissian Trade Corridor remained one of the most heavily-taxed trade routes, making it cost-prohibitive for most shipping companies to make runs. This led to food riots on planets like Kabal. (HNN4)

Sharnaff

this was a species of specially-designed, bio-engineered creature that was found on the planet Corellia. (GQRG)

Sharockk

this intelligent, attractive woman served Santhe/Sienar Technologies as a receptionist at the corporation's Lianna headquarters. She is very good at sifting out the riff-raff from the real businessbeings, and is tough as a Wookiee when it comes to keeping them out. (ML)

Sharp

this was Alliance starfighter pilot slang for a TIE/fc fighter. (SWJ10)

Sharp Elbow

this was the name of an Imperial starfighter maneuver in which a ship banked hard to the right, banked again immediately to the left, then again to the right, in order to evade pursuit. (SWED)

Sharp Spiral

this was the name of the Cutlass-9 starfighter owned by Jedi Master Saesee Tiin. The ship was a gift from a grateful diplomat from the planet Duro, and had been heavily modified by Master Tiin over time. With its augmented drive systems, the *Sharp Spiral* had a Class 1 hyperdrive, and was capable of speeds near 8,000 kilometers per hour in atmosphere. (NEGC, PJSB, NEGV)

Sharpshooter V

BlasTech's modified blaster carbine, this weapon has been fitted with a multi-spectrum targeting sight. This addition, when coupled with the Sharpshooter's tightly-coherent energy bolt, makes the weapon deadly accurate over a long range. The combination of these two advances drains an incredible amount of power from the weapon, however. (ISB)

Sharptooth Collector

this specialized repulsor-equipped sled was developed on Naos III as a way for fishermen to transport their catch to the nearest city for processing. The Naos sharptooth was considered a delicacy in many parts of the galaxy, but it had to be harvested and flash-frozen as soon afterward to maintain the best taste and texture. The sharptooth fishermen couldn't wait until the harvesting was done to offload their catch, so they employed drivers to operate the collectors on regular runs. (LEV)

Sharu

many fabulous legends held that the Sharu were an ancient alien race which inhabited the Rafa System, but which mysteriously disappeared ages ago. They were a technologically-advanced race, as evidenced by the wonderful buildings and monuments they built throughout the system. They left a treasure trove of artifacts behind, many of them left to their descendents, the Toka. One of them was the Mindharp, which was rumored to be a way that the Toka could recall the Sharu from their hiding if the Toka were in dire straits. The Sharu were described as "superhumanoids" by scholars, and are believed to have lived in an incredibly long period of advanced evolution, possibly billions of years. When the first humans came to the Rafa System, they befriended the Sharu. When the Sharu were forced to disappear, some bond with the humans was broken. Those humans, the ancestors of the Toka, were unable to recover from this breaking of contact. All of this was disproved when Lando Calrissian and Mohs found the Mindharp on Rafa V. It was then revealed that the Sharu, fearing some threat to their civilization, decided to hide their knowledge and intellect until it was safe to re-emerge. They built huge structures which resembled living spaces but were really vast computer banks of stored knowledge. They devised a grand scheme in which their race could survive, but it required them to be rendered ignorant, and their knowledge stored in the computer banks. They developed the life-crystals as a device which would continually sap the intellect and knowledge from all subsequent generations, maintaining the disguise of the simple-minded Toka. A single member of each generation would be allowed access to the ancient knowledge. This High Singer would keep the hidden Sharu alive by teaching various chants and rituals to the Toka. The Singer's duty was to await the coming of the Bearer and the Emissary, or pass on his knowledge to the next generation. In order to unlock the captive Sharu intelligence, the ancients created the Mindharp, which they hid in the Great Pyramid on Rafa V, and the Key of the Overpeople, which they sent out of the Rafa System. When the threat to the Sharu had passed, the Bearer would arrive in the Rafa System with the Emissary, bearing the Key. He would then use the Key in the Great Lock, entering the pyramid and finding the Mindharp. He would then use the Mindharp to release the Sharu. The Toka Mohs was just about to pass on his duties as High Singer when Lando Calrissian entered the Rafa System. Lando and his droid, Vuffi Raa, were set up by Duttes Mer and Rokur Gepta as the Bearer and the Emissary, respectively. Together, Lando, Mohs, and Vuffi Raa retrieved the Mindharp, only to have it stolen by Duttes Mer, who believed it could control the minds of others. He activated it, thus beginning a system-wide reshaping of the land. Mer was absorbed by the Mindharp as it started activating the Sharu computer banks. The Rafa System continued to undergo massive geological and physical changes, in preparation for the return of the Sharu. (LCM)

Sharu Trammic

this was a sub-dialect of the Old High Trammic language, adapted for use by the Sharu that lived on Rafa V. (GMR5)

Shasa

this young Selkath female and her roommates were part of a group of several Selkath youths who were tricked into joining the Sith on the planet Metaan, during the height of the Great Sith War. It was Shaelas who feared that they had been captured by the Sith, and he asked the Jedi Knights to investigate. The Jedi discovered that Shasa and the other Selkath had been falsely lured to the Sith base as part of a plot to infiltrate the Selkath people. In the end, Shasa was freed and the Sith treachery was exposed. (KOTOR)

Shasa Ale

an ale favored by the natives of Ado Sector. (FOP)

Shasa Tiel

this female Ishi Tib was an accountant for SoroSuub until she was blackmailed into working for Jabba the Hutt. She served as an assistant to Mosep, but hated her job and secretly longed to escape from Jabba. (CCG7)

Shasan

this was the term used to describe an individual member of the Order of Shasa. (PH)

Shasfath Cluster

an area of the galaxy located near the Inner Rim and the Expansion Region. (SWJ5)

Shashay

this race of avians descended from birds on the planet Crytal Nest. They are humanoid in basic appearance, with colorful plumage and vestigial wings. Their wings are no longer used for flying, but will allow the Shashay to glide across a short distance. They are a graceful race, but are also given to quick tempers. The Shashay communicate with a wondrously-rich series of trills and riffs, and those Shashay which have left the planet are known as space singers. Because of their ability to manipulate the various musical arrangements required of their songs, the Shashay have developed large brains, and have the innate ability to calculate galactic navigational coordinates. This ability also garnered them the nickname space singers. (TA)

Shas'mink

this is a Laerdocian swear-word. (SOP)

Shassa

this is a curse used by the natives of Emberlene. (SOP)

Shasstariss Whisperers Corporation

this family-run business was contracted by the Empire to develop specialized, military encryption codes for Imperial computer systems. Among the codes developed by Shasstariss was the encryption codes that protected the control nodes for *Imperial*-class Star Destroyers. (GMR10)

Shata

native to the Uba System, this large beast was domesticated by the Ubese people, who used its hide to create a durable leather. (VD)

Shatoon Monastery

a religious retreat on the planet Onderon. (EE)

Shatoyo

an old Jedi Master who, at the Assembly on Deneba, spoke out on the way the Dark Side and the Sith teachings behave. (DLS)

Shatras

this was a race of bipedal reptilians native to the planet Trascor. These aliens were similar in size to tall humans, but were exceptionally strong. Their wide, flat heads were supported by a snake-like neck, and dominated by four bulbous eyes. This physiology allowed the Shatras to see in a 720-degree area. There were five distinct races of Shatras, including the Y'tras and the Hy'tras. (AE, AIR)

Shatter Gun

developed by the Verpine, this weapon was a delicate pistol which fired highly-accelerated particles of alloy. The shotgun effect was devastating, but the shatter gun was prone to breakdown or explosion if improperly handled or dropped. (GFT, RCHC)

Shatter Missile

this was a type of projectile weapon developed by the ancient Mandalorians. Upon impacting a target, a shatter missile fragmented into hundreds of smaller pieces, causing huge amounts of collateral damage. (SWI80)

Shattered Rock, The

this was the name given to one of the Alliance's asteroid bases, scouted by Mils Gessak and built with the help of Arago Tanca. (HAS)

Shatterpoint

this term was used to describe the locations at which even the hardest material could be struck, resulting

in its breaking into pieces. Most commonly associated with Corusca gems, shatterpoints are notoriously difficult to locate, and the judgement of how much force to exert on a shatterpoint is an art only a few beings ever learn. Too little force applied to a shatterpoint results in a degradation of the crystalline matrix, which caused the gem to fall apart later. Too much force, and the entire gem shatters instantly. A precisely-gauged blow resulted in the shearing of the gem along a certain plane, resulting in a beautiful facet. (SHPT)

Shatuun

this planet is a largely uninhabited world found in the Kathol Outback between the Uukaablis and Nah'Malis Systems. Its surface is dominated by rugged mountain ranges which are continually strafed by intense electrical storms. This combination means that travellers between Uukaablis and Danoor rarely, if ever, stop here. This was quite all right with a pair of Duinuogwuin star dragons who decided to reproduce there. They created a home for themselves some 60 years before the Battle of Endor, but were quite reclusive in their ways. They would accept visitors they believe they can trust, since they didn't want the rest of the Outback to know they were there. (KO)

Shaum Hii

a oceanic planet located in the Tragan Cluster, Shaum Hii is the homeworld of the Kian'thar race. It is known for its loud, raucous derlac "cattle markets." (DFR, GG12)

Shaupat

this nocturnal Nabooan predator uses its claws to cut up its prey into small pieces, since its mouth is quite small. The blood of the shaupat contains an alkyl poison which is deadly to some other carnivores, helping the shaupat avoid being eaten. The bite of a shaupat is also quite painful, as their saliva has a mildly poisonous element in it as well. The Gungans have discovered that the shaupat blood can be distilled and used as a bleach-like stain remover. (GF)

Shaupaut

this was a species of carnivorous marsupial native to the canopy of the jungles found on the planet Naboo. Shaupauts hung from branches by their prehensile tails, waiting for small creatures to fly or wander by. The sharp claws and long fingers of the shaupaut made grasping and capturing easier. (WSW)

Sha'vah

this was the Noghri command for silence. (DFR)

Sha-viri

this was the name of a distinguished Vor individual. (UANT)

Shavit

this is a swear word used by the farmers of Pakrik Minor. (VOF)

Shavree

this young woman sold a working lightsaber to the proprietors of Exotic Items, located aboard the Ithorian herdship *Bazaar*. She claimed it was her own lightsaber, although she was unable to communicate with the Force. (GA)

Shawda Ubb

this alien race, native to the planet Manpha, resembles a pot-bellied amphibian. They have green skin that covers their bulbous body, which is supported by spindly arms and legs. Their small heads are dominated by heavy brow-ridges, and a thin row of knobs runs from their foreheads down their necks. When cornered or attacked, Shawda Ubb can spit a paralyzing poison at their enemies. (CCG9)

Shawgrim, Ral

a native of the planet Zalso, this Alliance technician was discovered to be a traitor selling information to the Empire. Born aboard the *Panorama* while his parents were on vacation, Ral joined the Alliance after his parents were killed by Imperial troops on Zalso, and proved to be a valiant warrior. He was

hospitalized twice during the battle for Jendar. He was supposed to deliver plans of the X-Wing starfighter to Moff Brinkan, but failed to do so. Brinkan later put a bounty on his head, but Shawgrim was never captured by Imperial forces. He reappeared shortly afterward, wanted by the New Republic for the theft of the X-Wing plans. (SWJ4)

Shawken

this planet's dense catacombs were littered with traps, set by the ancient Shawkenese to deter graverobbing and pillaging. It was on Shawken that Luke Skywalker and Plif were invited to attend a meeting with the planet's leaders, shortly after the Battle of Endor, to discuss Shawken's position on the new galactic government. Up until this time, Shawken had been under Imperial control. Santor, the planetary leader, explained that the Imperials simply packed up and left when they learned of Emperor Palpatine's death, and Shawken simply forgot about them. A number of excavations were left open when the Imperial left, however, providing unusual scavenging opportunities. (MC87)

Shawken Spur

this was one of many ancient hyperspace pathways that connected Coruscant to the rest of the galaxy. This particular route connected Coruscant with the planet Shawken. (CCW)

Shawkenese

this was the name used by the human natives of the planet Shawken. They were known for their ability to harness energy into seemingly inert objects, creating batteries and power cells from everyday things. Ancient Shawkenese were known as philosophers and scientists, but they also followed a nihilistic view of the universe. Ancient Shawken scientists devised ways to bringing about the destruction of the universe and a new sort of "big bang" which would rebuild a better galaxy. To this end, they devised monstrous technologies that could destroy solar systems and galaxies by creating a self-sustaining chain reaction of collisions and explosions. Luckily for the rest of the galaxy, the secrets of using this technology died with the ancient Shawkens. The technology was almost activated by Rik Duel and his gang of thieves, while they were accompanying Luke Skywalker on a diplomatic mission. Only the heroic efforts of Kiro stopped the device and saved the galaxy. (MC87)

Shawnkyr Nuruodo

this female Chiss was a member of the Syndic Mitth'raw'nuruodo who served under Jagged Fel in the Chiss Navy. Two years younger than Jag, she accompanied him on a mission to scout those planets already captured by the Yuuzhan Vong from the Unknown Regions Coreward, shortly after the Battle of Coruscant, to find any shred of information on the Yuuzhan Vong. After meeting up with Jaina Solo on Hapes, Shawnkyr failed to see what Colonel Fel saw in the younger woman. Shawnkyr was openly disdainful of Jaina's skills and ability to lead, despite the impressive results she achieved against the Yuuzhan Vong. When Jagged joined the Twin Suns Squadron, Shawnkyr was given command of the Chiss Vanguard Squadron which was assigned to the New Republic remnant on Borleias. Just after the Second Battle of Coruscant, Shawnkyr bristled at the prospect of being re-missioned, believing that their mission was simply to evaluate the galactic situation and return to Csilla. Jag explained that any damage they could do to the Yuuzhan Vong while on Borleias would only help the Chiss, and would provide deeper intelligence on the alien invaders. Shawnkyr agreed to remain on Borleias and transmit any information they gathered via holotransmission to Csilla, provided that Jag agreed to return to Csilla immediately if she were to die in combat. Together, they worked with the New Republic military, after Jag realized that they would have to fight alongside the Republic in order to gather detailed intelligence to send back to Csilla. Shawnkyr bristled at the idea of fighting for the Republic, but understood the necessity of good data. After the Battle of Ebaq, however, Shawnkyr decided that there was enough information on the Yuuzhan Vong, and was given leave by Jag to return to Csilla. (DJ, EL1, EL2, FH1, GMR7)

Shawpee Gang

this gang of mild-mannered hoodlums patrolled the street of Mos Eisley during the last years of the New Order. (CCG9)

Shawti

one of the many Hutt colony worlds, Shawti was also a breeding world for many of their slave races. Clan Desilijic bred Klatooinan slaves on this world. (CCG9)

Shaxrigge, Rex

this heavily-marketed Core celebrity was under investigation for stealing corporate secrets. Authorities in the Corporate Sector trails him, believing that he would woo female executives and get them to reveal their corporate secrets. The last woman he tried to swindle was actually Dagmar Vozda, who was working undercover on Etti IV. However, Shaxrigge nearly got away from her and almost killed her, but for the timely intervention of Fiolla. She was on vacation from school at the time, and happened to recognize him. When he pulled a vibroknife on Vozda, Fiolla stepped in and thwarted his escape. Shaxrigge was arrested on the spot. (CSA)

Shay

a native of Targonn, Shay led a series of attacks on the dictator Craw. The Targonians he led were known as Revoltists, and tried to overthrow Craw's despotical reign. He failed to overthrow Craw, but did manage to rescue the droids R2-D2 and C-3PO from Craw's clutches. The droids were reunited with Master Zorneth, who eventually toppled Craw's empire. (DRO)

Shayl

this was one of the many names given to female Bothans. In the Bothan language, it meant "sweet" or "dear." (GCG, WOTC)

Shayl Le'tah

this female Bothan was a Jedi Knight who was known for her skills as an investigator. (GMR3)

Shaymore

home planet of the Sessehshallah, it was mined extensively for its fossil hydrocarbon-based fuels. The Alliance helped to free the planet from Imperial control. (RPG)

Shaynday

this Snivvian word represented the number 6. (HNN5)

Shayne Gerarre

this Cerean male, an employee of the Spirited Spirits shop in the city of Hedrett, was a native of the planet Cularin. Shayne was known to the general populace of Hedrett and Gadrin as the creator of the Double-Dip Outer Rim Rumdrop, the specialty drink that made Spirited Spirits famous. He was later discovered to have been one of the original members of the underground resistance that sprang up on Cularin, after the Metatheran Cartel began taking control of the planet's trade. (EOS)

Shaywa, Mapes

this man was a non-descript individual with a secret life. Working from a base on Mexeluine, Mapes could assume any number of roles, depending on the mission he was given. He was outwardly an agent of FiggEx Security, but in reality he was the police force's Chief officer. Mapes was also a key member of FiggEx Security's so-called "black ops" force, responsible for carrying out the dirty work that needed to be done in order to Figg Excavations to succeed. He often assumed the alias of Barseth Gynes, and it was in this role that he hired Nogo Sisteck to locate the noted pirates Salmakk and Clabburn. As soon as the pirates were hired, Mapes worked diligently to ensure that any ties between the pirates and FiggEx were eliminated, providing FiggEx with a way to legally break away from the Mining Guild. (WOA34)

Shazeen

a older Swimmer living in the Dellaltian lake near J'uoch's mining camp, he is Kasarax's uncle. Shazeen was the Top Bull on the lake when Kasarax decided to take control of the lake, and was bested in a race by Kasarax. This meant Shazeen had to submit to Kasarax's usurious practices. This ended when Han Solo bargained for transport across the lake. At first, Shazeen thought Hasti was Lanni, since she had dressed in the same clothes Lanni had worn a few months earlier. This spurred Han's group on, since it gave them another clue as to where Lanni might have been going just before she was killed. Kasarax

demanding 40 dritt each, to transport the group across the lake, which enraged Shazeen. Shazeen offered to transport them for nothing, in an effort to get Kasarax angry. It worked, and a challenge race ensued. The race quickly degraded into physical combat, in which Shazeen overcame the younger Kasarax and forced him to submit. This ended Kasarax's control of the lake. (HSL)

Shea

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Shea indicated darkness, nighttime, or mystery. (GCG)

Shea

this Cerean woman was Ki-Adi-Mundi's bond wife. He was reluctant to have a child with her, for births with his other honor-wives had always produced girls. She was somewhat sensitive to the Force. Ki desperately wanted a son, and after he rescued Slyvn from Ephant Mon, they agreed to try and have a child of their own. (PTR)

Shear Mite

this insect, native to the planet Dathomir, was named for its razor-sharp mandibles. (GQRG)

Shear-Plane Mode

a way of operating a tractor beam, shear-plane mode involved using the beam in such a way that it moved an object perpendicular to the beam, rather than along it. (TTSB)

Shearran

this was a common name given members of Trianii society. (WOTC, UANT)

Sheathipede-class Shuttle

this was the official class designation of the Neimoidian Shuttle. These shuttles measured just fifteen meters in length, and were piloted by two droids. Each shuttle was armed with a single blaster cannon. (NEGV)

Shebba Kalshi Desilijic

a member of the Desilijic clan, this Hutt was the master of a vast plantation on Shawti. Shebba owned the Klatooinan named Umpass-stay until the Klatooinan insulted Shebba's nephew, Jabba. Jabba had Shebba assassinated and took ownership of Umpass-stay. (MTSE)

Shebs

this was a Mandalorian swear word that referred to certain private body parts. (RCHC)

Sheckil

this surname was common among human settlements found throughout in the galaxy. (GCG)

Sheckil

this man was a former warrant officer from the planet Concord Dawn, who joined the Empire as a security officer and quickly rose through the ranks. As a Lieutenant assigned to the Death Squadron, Sheckil was placed in charge of the transport of dangerous prisoners. It was rumored that he was Boba Fett's twin brother, although this was never substantiated. It was Lieutenant Sheckil who was ordered by Darth Vader to ensure that Leia Organa, Han Solo, Chewbacca, and C-3PO did not discover the Imperial presence on Cloud City until Lord Vader could capture them himself. *Lieutenant Sheckil was portrayed by Jeremy Bulloch in Star Wars: Episode V - The Empire Strikes Back.* (CCG5, T6, OWS)

Shedao Shai

this Yuuzhan Vong commander assumed control of the Yuuzhan Vong invasion of the galaxy after Nom Anor failed to secure the initial worlds of Vector Prime. Shedao himself tasted defeat on Bimmial and Dantooine, but regained control and decided to strike out against the Jedi Knights. Shedao was a descendant of the famed Mongei Shai, whose expedition was one of the first to venture into the galaxy some fifty years before the assault on Belkadan and Dubrillion. Shedao had hoped to recover the body of

his ancestor, but Doctor Anki Pace and her team recovered the remains in order to better study the Yuuzhan Vong. After learning that the Jedi defeated and killed two members of his family on Bimmieel, Shedao Shai felt a need to know more about the New Republic and the Jedi. Thus, when Elegos A'Kla submitted himself as an emissary, Shedao Shai agreed to show him everything about the Yuuzhan Vong. He was questioned constantly by his second in command, Deign Lian, who was secretly working with the Yuuzhan Vong Warmaster to further the invasion's progress as quickly as possible. In the end, though, Shedao Shai was forced to strangle Elegos with his bare hands. He then had the Caamasii's skeleton gilded and sent back to Corran Horn, who had killed Shai's kin. Shedao Shai demanded retribution and the return of Mongei Shai's remains, despite the pleas of Deign Lian to abandon his "personal agenda." After the Battle of Garqi, Shedao Shai agreed to a duel with Corran on the surface of Ithor. The stakes were simple: the winner obtained possession of Ithor. Corran managed to defeat and kill Shedao Shai in the struggle, leaving Deign Lian in control of the Yuuzhan Vong forces. Despite the honor of Shedao Shai's death, Deign Lian went ahead with his own plans and wiped out all life on Ithor. (DTR)

Shedra Line

this section of the monorail commutubes that criss-cross Umgul City runs through the center of the city. (JASB)

Shee

this was a Korunnai expression of exasperation. (SHPT)

Shee, Cian

this almond-eyed woman was a frequent, though mysterious, patron of the Outlander Club during the years leading up to the Clone Wars. She was sometimes seen with Kalyn Farnmir, which lent a dangerous aspect to her already mysterious past. (OWS, SWI75)

Sheebareevadee

this lazy Squib owned a general store named Sheebareevadee's Emporium of Interstellar Goods in Jugsmuk Station, on Gamorr. He hated Gamorr, but was too lazy to pack up and find a new location. (SWJ14)

Sheebareevadee's Emporium of Interstellar Goods

this general store, located in Gamorr's Jugsmuk Station, was owned by the Squib named Sheebareevadee. (SWJ14)

Sheebla

according to a humorous story that appeared on the HoloNet during the years following the Battle of Naboo, Sheebla was a female Gungan warrior who was in love with George R. Binks. However, George turned down the love of Sheebla to marry another female, since Sheebla was unable to bear him a son. Unfortunately for George, his first and only son turned out to be Jar Jar Binks. (T20)

Sheer Silence

this was the brand name of Audio Performance Incorporated's disruption bubble generator. This device created a two-meter sphere which did not allow sound waves to penetrate it. Thus, beings inside the Sheer Silence bubble could converse without fear of being overheard. The Sheer Silence was originally marketed to beings who wanted to enjoy music or a conversation in a semi-public area, creating a personal "listening chamber." However, criminals and spies soon discovered that the Sheer Silence provided an added measure of security for clandestine communications. (ROE, AEG)

Sheeshoo

according to Ewok legend, this tree spirit often talked to Ewoks by shaking the leaves of the tallest trees. (GCG)

Sheeshoo

this was a common name for Ewok females. Like other Ewok names, it referred to a spirit or character in the Ewoks' mythology. (GCG)

Sheff, Wip

this man was one of the prison guards known as the Helmet Squad, working at the Oovo IV prison facility during the years leading up to the Battle of Naboo. Sheff was part of a large internal smuggling operation that ensured the inmates had all manner of articles that were otherwise prohibited at many prison facilities. Compounding this fact, Sheff was skimming profits from the smuggling operations, fueling his own illicit desires. This was discovered by several prisoners who were eventually released from Oovo IV, and related to several prominent Hutt crimelords. This led to a bounty being placed on Sheff's head, which Jango Fett claimed during his "rescue" of Bendix Fust. (BH)

Sheffield, Quinn

this Baron of House Reena had represented Reena for seven consecutive years in the Vor-cal without making a single kill. Despite his record, Sheffield was not upset, since the Vor-cal provided him a chance to escape the stuffy politics of Tapani Sector and spent all of his time in the outdoors. His lack of success also distracted other nobles from the fact that Sheffield was also one of House Reena's key advisors. (LOE)

Shef'na

this was a fruit-bearing plant that provided growers with a sweet fruit that grew in two distinct halves. (RCHC)

Shelf Station 321

this Rendeel Industries deep-water processing plant was abandoned after the Quekka Trench Station was abandoned. (HAS)

Shelf Station 432

this Rendeel Industries deep-water processing plant was a sister station to the Quekka Trench Station. Station 432 was destroyed in the governmental civil war which wiped out the population of quekka fish in the area. (HAS)

Shelkar

this ancient Selkath served as a judge in Ahto City, on his homeworld of Manaan, during the decades leading up to the Great Sith War. Shelkar was one of the judges who presided over the trial of Sunry. He knew of Sunry's heroic past, but was unable to understand how his Hero's Cross medal came to be on Elassa's body. (KOTOR)

Shell

this was one of the most common female names among the Corellians. (GMR9)

Shell

this young woman was a computer slicer. She and her partner Deke once broke into a backup computer maintained by the New Republic Intelligence agency, shortly after the Starbuster Plot was exposed, and stole secret information. They were eventually caught when a tracer, planted on Deke, led Lieutenant Prace to their position. (CTD)

Shell Bat

a flying reptile from Doallyn's homeworld of Geran. (TJP)

Shell Hutt

one of the most unusual factions of Hutts, the Shell Hutts resemble their brethren in every physical aspect. They are huge, sluglike creatures with tough skin and internal organs protected by dense layers of blubber. However, the Shell Hutts chose to protect themselves from external radiation - which about the only thing that will naturally kill a Hutt - by enclosing themselves in riveted metal shells. They broke away from the rest of the Hutt clans, which had failed to genetically alter themselves to protect against radiation, several millennia before the Battle of Yavin, choosing to encase themselves and perpetual their lines. The shells must be continually shed as the Shell Hutt grows, and the donning of a new shell is often a cause for celebration. Everything but the Shell Hutt's face is contained within the shell. Even their hands are hidden inside, manipulating the controls which maintained the shell's repulsor engines and directional

thrusters. The Shell Hutts took control of the planet Circumtore and used it as their base of operations. They were quite paranoid about security aroundf Circumtore, and often sent delegates to meet with potential clients or enemies in orbit. These delegates had their shells stuffed with explosives, which could be triggered from within in the event of an emergency. The resulting explosion would kill the Shell Hutt and the enemy force, eliminating any threat to the continued security of their planet. (MA)

Shell One

the inner section of Centerpoint Station, surrounding the open space of Hollowtown. The entire central sphere of the station was divided into shells. (SC)

Shell Spider

this arachnid was known for its incredibly tough and durable silk, which was used to form dense armor plating for personal protection. When woven into a mat, shell spider silk could deflect a vibroblade as well as low-power beams and lasers. (DMSH)

Shell, Kendrell

this man and his partner, Deeka, encountered a slork consuming a rotting corpse while scouting the planet Kidron. (COG)

Shella

this planet was the primary world in Tapani Sector's Shella System, and was part of the holdings of House Melantha during the New Order. (LOE)

Shella

this searing ball of rock was the innermost planet of the Essesia System. (CCW)

Shellar

this man owned a junkyard, located six miles east of Mos Eisley on Tatooine, during the height of the New Order. He was working on the side with the Twi'lek starship mechanic Jela'han, with both men overcharging their customers for referrals to the other's business. Shellar was also sympathetic to the Alliance, and often allowed rebels the opportunity to scavenge his junkyards for parts, provided that they paid their bills. Shellar was a tall, well-muscled man, distinguished by his bald pate as the monocle he wore over his right eye. (GMR2)

Shellava

this was a species of tree which produced a tight-skinned, crisp fruit. (RP)

Shellcrusher

this powerful weapon was developed by the Aqualish, during the years leading up to the Yuuzhan Vong invasion of the galaxy. (WOA34)

Shell-head

this derogatory term is used by the Rabaanites to describe the S'krrr race. (SWJ9)

Shelltooth

this modified Gymsnor-3 freighter was owned and operated by Kal'falnl C'ndros. Armed with a single heavy blaster cannon, the ship contained a special hold where Kal'Falnl protected her clutch of eggs, shortly before the Battle of Endor. (SSR)

Shelov

this Herglic was a tenth-generation resident of the planet Abregado-rae, and was also one of the most vocal proponents of the Tundei regime. In fact, Shelov was one of the founders of the regime, having formed the government with other off-worlders who had mad Abregado-rae their home. He eventually assumed a leadership position on the Tundei Tribunal, shortly after the Battle of Endor. (CCW)

Shelova Week

this traditional Herglic holiday celebrates commerce and family, two things which are interrelated to the

Herglic race. A prominent holiday in the Tapani Sector, Shelova Week is a time to exchange gifts, make new business alliances, discuss trade arrangements, and spend time with family members. As the human population of the sector began interacting with the Herglics, they too began celebrating the holiday, although many humans simply take vacation instead of also developing business partnerships. On the Tapani local calendar, Shelova Week fell between the months of Helona and Melona. (LOE, PGT)

Shelryn

this was a common name among the S'kytri people. (UANT)

Shelta Sune

this female Devaronian was engaged to marry Lavek Talstin, until he got cold feet and fled Devaron. Shelta begged her mother, aunts, and sisters to find him, so they sent their husbands on a continual series of missions to recover Lavek. (CRO)

Shelter

this was the name of the base set up by Han Solo and Leia Organa Solo from the remnants of the Maw Installation, as the starting point for Luke Skywalker's Great River, during the Yuuzhan Vong invasion of the galaxy. In the wake of the Second Battle of Coruscant, Shelter became the primary destination of the Great River, after Eclipse base was compromised. Much of the station was cobbled together by Lando Calrissian and a team of advisors and patrons he most trusted. (EVR, EL1)

Shelter Base

this was the Old Republic's primary base of operations on the planet Jabim, during the height of the Clone Wars. The base was attacked when its forces were deployed in the field against three Separatist locations, leaving Shelter Base with minimal protection. Only Jedi Master Obi-Wan Kenobi, Orliiss Gillmunn, and a handful of clone troopers remained behind, and they were overrun by the Separatist attackers. Many Jedi died in the fighting, and it was initially feared that Master Kenobi was killed in the assault. (SWI69, RBJ)

Shelvay, Corwin

this young human was full of good intentions, but he was quick to anger. He was taken as an apprentice to the Jedi Knight Darrin Arkanian, who tried to teach Corwin of the Force. Corwin was a quick student, but felt that his powers should be used directly against the Empire. Arkanian tried to get Corwin to control his emotions at every turn. Together, they traversed the galaxy, staying one step ahead of the authorities while searching for surviving Jedi Knights. During one mission, Corwin was captured and brought to Coruscant. There, High Inquisitor Tremayne tortured him in an attempt to reveal Arkanian's whereabouts. Corwin resisted until Arkanian attempted to rescue him. In a battle with Tremayne, Arkanian was cut down, and Corwin became enraged. He leapt after Tremayne and lashed out, severing Tremayne's arm and damaging his face with a lightsaber. Corwin and Arkanian fled, but Arkanian died a few days later. Corwin realized that, in the battle with Tremayne, he had touched the Dark Side of the Force. In a vision some time later, Corwin saw himself as Tremayne's twin, and this shocked him back to the Light Side. Corwin then tried to return to his home, only to find that the Empire had killed his family ten years earlier. What he didn't know is that they had spared the life of his sister, Elena. Corwin, cut loose from all the ties that mattered to him, roamed the Outer Rim until he met Devon Fuller. Fuller's hatred for the Empire touched Corwin's anti-Imperial feelings, and drove Corwin to join the Alliance. Thus, he became an invaluable operative and recruiter in the Outer Rim. Corwin later led a mission - commanding Kyle Katarn, Shira Brie, and Erling Tredway - that was dispatched to disable the superlaser of the second Death Star, while it was en route at D'rinda IV. (GG9, WOTC)

Shelvay, Elena

the sister of Corwin Shelvay, Elena was not killed when the Empire murdered the Shelvay family. She was brought to High Inquisitor Tremayne, who sent her to COMPNOR for training. After spending time in the Imperial Security Bureau's Re-Education program, she came to believe that Corwin was the cause of the deaths of her parents. She was brainwashed into hating him, and has become emotionally unstable and disjointed because of it. However, she also became a competent ISB agent, and was assigned as an aide to Moff Balfour. (GG9)

Shem-Lern

this slug-like being was one of Lando Calrissian's enemies, during the height of the Galactic Civil War. (LTA3, MC51)

Shemsher

a Ripoblus Nebulon-B Frigate captured by the Empire during the Sepan Civil War. (TIE)

Shemson, Motto

this man served the New Republic as the head communications technician for the 3rd Platoon stationed in Atrivis Sector during the struggle with Grand Admiral Thrawn. He was the first Republic officer to document the Cracken Twist, following the fiasco at Xyquine. (TTSB)

Shemza

this wizened old man was a noted scientist who hid on Cloud City to avoid being captured by the Empire, during the early years of the Galactic Civil War. Shortly after the Battle of Hoth, Doctor Shemza was captured on Cloud City by a group of thugs hired by Jabba the Hutt. The Alliance's agent on Cloud City, the astromech droid Shorty, helped a team of Alliance agents rescue Doctor Shemza. (WOA9)

Shen

this man a member of Leia Organa Solo's New Republic crew, dispatched to locate the Katana Fleet some five years after the Battle of Endor. Shen assisted in getting the *Katana's* weapons and navigation controls back online in an effort to combat the *Judicator*. He sustained serious injuries during the attempt to recover the Katana Fleet, but was transported to safety in time to treat them. (DFR)

Shen

a sister of the Singing Mountain clan on Dathomir. (CPL)

Shen

this is the seventh of the eight combination symbols used in the Aurebesh script, and represents the Basic combination "sh". (SWM)

Shen

this Herglic term was originally used to describe a Herglic's herd mother. After the Herglics began traveling in the galaxy, it took on the meaning of a starship in which the Herglic had ridden. In this new usage, it literally translated as "one who has nurtured him in space." (PGT)

Shen, Merri

this young woman, a native of Aduba-3, was saved by Han Solo when he was stranded on the planet shortly after the Battle of Yavin. Solo and his group of ragtag mercenaries was trying to put an end to the predations of Serji-X Arrogantus, and tried to fend off an attacking group of high-hounds. Her grandfather summoned the Behemoth, in an effort to bring down Serji-X Arrogantus, but was unable to control. Don-Wan Kihotay, Hedji, and Han Solo destroyed the creature, while Merri fell in love with Jimm the Starkiller Kid. They eventually got married and had a child named Hanna. (MC9, MC16, GMR4)

Shen, Oncho

this village leader was a native of Aduba-3, and one of many who struggled against the Cloud Riders during the years leading up to the Battle of Yavin. He honored Han Solo for saving the life of his daughter, Merri, during an attack by a group of high-hounds. (MC9, GMR4)

Shen-and-Gretta Pikeual-Angeles of Lorrd

this was the full name of Pike Angeles. (CRO)

Shenbit Bonecrusher

this vicious, reptilian predator was native to Barab I, and was hunted by the Barabels for sport and meat. (EGP)

Shenbit Bonecrusher Blow

this was one of the many attack postures practiced by the warriors who trained in the *teras kasi* martial arts. If properly executed, this movement can be fatal to the target. (HNN5)

Shendar

this man was an Imperial Moff during the early years of the New Republic. (GG11)

Sheneel

this graceful being was a dancer/acrobat who works for Kersh Lauskner's Travelling Animal/Acrobatic Arcadium. She mesmerized her audiences with her turquoise-hued, iridescent skin and long, silver hair. (GCQ)

Shenir

this was a type of spice that was produced on the planet Mon Calamari. (GCG)

Shenir

referring to a version of spice produced on Mon Calamari, this was a common female name among the Mon Calamari race. (GCG)

Shenir Rix

this female Mon Calamari was a member of the board of directors for Fergriss Pharmaceuticals, until it was forced out of business. She left corporate life for the casinos of the Inner Rim, buying and selling information to the highest bidder. (GG11)

Shen-Jon, Echuu

this man made his home on the planet Krant, during the era of the New Order. Echuu Shen-Jon was believed to have been a Jedi Master during the last years of the Old Republic, and had been trained by Mace Windu himself. After losing his Padawan, Stam Reath, during the Battle of Geonosis, Shen-Jon took Reath's sister Naat to be his new apprentice. He led several important missions during the Clone Wars, including infiltrating the criminal organization of Boorka the Hutt and eliminating the crimelord to cut off his connections to the Separatists. All the while, Shen-Jon and his new apprentice slipped closer to the Dark Side of the Force, and Master Windu began to worry about their actions. When Naat was captured by Sev'rance Tann on Krant, Shen-Jon learned that Tan was the Dark Jedi who had killed Stam on Geonosis. Rather than bringing the Dark Jedi to justice, Shen-Jon executed her for her actions. Naat stopped him from doing any more damage, and asked her Master to return to Coruscant with her. He decided to remain on Krant to avoid punishment, and was later deemed a hero for saving Naat's life on Krant. Shen-Jon's isolation on Krant allowed him to escape the destruction of the Jedi Knights at the hands of Emperor Palpatine and Darth Vader, during the early years of the New Order.. During the early stages of the Galactic Civil War, Shen-Jon's existence was discovered by Leia Organa, who had been working to free the Krantians from Imperial domination. He was forced to destroy the Vor'Na'Tu in order to prevent it from falling into the hands of Darth Vader, an event which many believe had been foretold by the Force. (GB, SWDB, GBC)

Shensarile V

this could be a type for Shesharile V. (ML)

Shenvehr, Pertaal

this man was the Assistant Features Editor for Colonial News Net during the height of the Galactic Civil War. He sed his position on the news staff to pass information to members of the Alliance. He maintained columns like "Art Galaxy Roundup," "Ask Argothil Anything," and "Personalities in the News," fielding letters from readers and responding as appropriate. Many believed his columns were simply idle discussion and advice-giving, but Pertaal had developed a complex form of coded messaging that allowed him to get information to Alliance agents with relative ease from his office on Findris. (CRO)

Shenvehr, Vadid

this man served as a Lieutenant within the Byblos Traffic Central control organization, working as a hangar controller at Byblos Tower 214's hangar 217-11. He was an excellent officer, giving concise

commands and adhering to the rules of the galactic government. He was impartial toward the parties of the Galactic Civil War, preferring to dedicate his life to his job. (PSPG)

Shep

this Herglic word translated to "friend." It literally meant "pod mate," to indicate any other Herglic who was a member of its pod but not related by blood. (PGT)

Shepherd Ship

this was another name for the Shepherd-class shuttle. (OE)

Shepherd-class Shuttle

this Ithorian starship was a smaller version of the hership, and was used like a tugboat to maneuver the larger ships during herd meets. (OE)

Shep-pakk

this Herglic phrase was used when referring to an individual's homeworld or home city. (PGT)

Sheris

this Outer Rim world was the sight of a repulsortank battle between the New Republic and Imperial forces. The battle occurred in Bhir'khi Pass, near the end of the reign of Grand Admiral Thrawn. (SWJ9)

Sherruk

this ancient Mandalorian was part of a larger group that was based on the planet Dantooine, some 4,000 years before the Battle of Yavin. Sherruk was known for his ability to hunt down and kill any other being, including Jedi Knights, and several unique lightsabers were found among his remains after he was defeated in combat by another Jedi Knight. The Jedi had been asked by several villagers to put an end to the abuses caused by the Mandalorians, and many refused to back down. Sherruk was among them, and he fought to the death, rather than back down. (KOTOR)

Sheryc Seka

this female Yarkora was one of the best-known smugglers of the Greater Javin, during the height of the New Order. If a being needed a hard-to-find piece of hardware, Sheryc Seka was the being to talk with, especially if one needed an unusual - and untraceable - weapon. She spent much of her career working with the Mon Calamari pirate Salmakk, in a mutually beneficial relationship. Salmakk often provided her with large shipments of weaponry, and in exchange Sheryc "scrubbed" the weapons used by Salmakk's pirates so that they could not be traced to their source. This relationship continued for more than ten years, until Salmakk was eventually caught and arrested in connection with Figg Excavations' plans to break from the Mining Guild. After that, Sheryc kept to herself on Darlyn Boda for many years. When the Peace Brigade approached her about joining with the aYuuzhan Vong, Sheryc flatly refused. Unfortunately, the Peace Brigade then destroyed her operations as well as her credibility with the criminal elements of the Greater Javin. To exact a measure of revenge, Sheryc began running weapons for the New Republic. (WOA34)

Sheryc Sheka

see Sheryc Seka (WOA34)

Shesh, Viqi

this woman, a native of the planet Kuat, was that planet's Senatorial representative to the New Republic. She was considered handsome, with flowing black hair and a slender build. She was relatively new to the politics of the galaxy, having grown up in a family of wealthy industrialists. When Kuat of Kuat committed suicide by destroying a section of Kuat's orbiting drydocks, the Shesh family lost much of their enterprise and, therefore, much of their status. In order to rebuild the Shesh name, the family began making alliances with the fledgling New Republic, despite the continued Imperial control of the planet. Their persistence paid off when the Empire was forced out of Kuat, and the Shesh family was awarded huge contracts. Viqi herself decided to go into politics and a short educational career as a marketing executive, some six years before the Yuuzhan Vong invaded the galaxy. Senator Shesh was one of the few voices in the Senate who worked toward a solution to the Yuuzhan Vong attack which would best suit the needs

of the Republic, and not individual worlds. She loved the feeling of power, and was attracted to beings who held power. It was even rumored that she was taken with Chief of State Borsk Fey'lya for a short time. She had been approached by none other than Nom Anor, who recruited her to the Yuuzhan Vong cause. Shesh spoke to the Senators and appealed for unity in devising a suitable response to the Yuuzhan Vong, rather than having individual worlds try to work against each other. She later entered into a deadly game of cat and mouse, pretending to be a traitor to the New Republic and dealing with both Borge the Hutt and Nas Choka to provide information on the Republic. She also used this tenuous position to spy on the enemy, and return information to the Republic on their actions. It was later revealed that it was Viki Shesh who had provided the Yuuzhan Vong with the news of Elan's seeming defection. During this time, Shesh was appointed to be the ninth member of the New Republic Defense Force's leadership committee, and cast the deciding vote for defending Bothawui instead of Corellia. She was subpoenaed by the Senate Justice Council in the aftermath of the Battle of Fondor, and was advised by her lawyers to provide only the facts as she knew them, in order to avoid further investigation. Later, she began meeting with liaison Pedric Cuf, whom she knew to be working for the Yuuzhan Vong. Shesh insinuated herself into position to head SELCORE, which allowed her to strand great numbers of refugees on defenseless worlds, where they could be taken by the Yuuzhan Vong for slave labor or sacrifices. She also began working toward her own form of peace, and promised the Yuuzhan Vong that her agents would completely dismantle with repulsors on Centerpoint Station to prove her truthfulness. Senator Shesh also managed to gain a position on the New Republic Military Oversight Committee, and she hoped parlay this position into an election as Chief of State, when she began plotting the assassination of Chief of State Fey'lya. However, this incredible workload eventually began to wear on her. When Leia Organa Solo began to understand Shesh's role in the invasion, and started exposing bits and pieces of the plans, Senator Shesh launched a secret, personal series of attacks on the Solo family. These led to her undoing, as she was caught on surveillance cameras acting against the New Republic. She was run out of politics, and barely managed to flee Coruscant with her life. She was captured by the Yuuzhan Vong and threatened with death, but she insinuated to Warmaster Tsavong Lah that the Shapers were working against him. She had just enough circumstantial evidence to remain alive, especially when a series of events lent unexpected credence to her claims. However, she was trailed everywhere she went by Denua Ku, and was later forced to accompany the warrior to Coruscant to track down any Jedi still on the planet. She managed to escape several times, and nearly fled the planet aboard the *Ugly Truth*, but was thwarted each time by her captor, Denua Ku. When the warrior was impaled, Shesh left him for dead and tried again to reach the *Ugly Truth*, only to find that it had been confiscated by the Jedi. She was confronted once again by Denua Ku, but rather than allow herself to be killed by the Yuuzhan Vong, Shesh threw herself out a window and fell to her death. (DTO, HT, JE, BP, SBS, EL1, EL2, NEGC)

Shesharile

this gas giant, the primary planet in the Shesharile System, was located in the Minos Cluster. It had a large number of moons. Two of them, Shesharile 5 and Shesharile 6, were large enough to be planets, and are capable of supporting life. They were known as the Twin Planets, despite the fact that they are moons. (SWJ6, GG6)

Shesharile 5

this fifth moon of the gas giant Shesharile is large enough to be a planet itself. Along with Shesharile 6, they are known as the "Twin Planets" despite the fact that they are moons. Shesharile 5 has been devastated by the corrupt government that runs them. This moon is known for its resorts, but they are dirty and care little about the environment they are destroying. Pollution has led to ecological disaster, and the inhabitants have regressed to become warring factions. Each blames the others for destroying the twins. Much of the commerce on the moon was centered around making the Imperials that controlled the Minos Cluster happy, so when the Empire pulled out Shesharile 5 went into a swift decline. Much of the planet is run by gangs under the control of Yerkys ne Dago. The average day on Shesharile 5 lasts 26 standard hours, and its year lasts 377 local days. (SWJ6, GG6)

Shesharile 6

this sixth moon of the gas giant Shesharile is large enough to be a planet itself. Along with Shesharile 5, they are known as the "Twin Planets," even though they are moons. Like its twin Shesharile 5, Shesharile

6 has been devastated by the corrupt government that runs them. Shesharile 6 is run by the Twi'lek crimelord Yerkys ne Dago, who also controls Shesharile 5 with a group of gangs. Pollution which has run rampant on Shesharile 5 has found its way to Shesharile 6, and the moon has been continually polluted over the years. The average day on Shesharile 6 lasts 26 standard hours, and its year lasts 377 local days. (SWJ6, GG6)

Shesharilian Vodka

this powerful liquor is fermented and bottled in the Shesharile System. (GG6)

Shesstellek

this thin Devaronian was deathly afraid of Tern Ashandrik, but sold information on his whereabouts to a group of bounty hunters in order to earn some quick credits. (ND)

Shettora

this Hutt controlled a large ring of criminal organizations in the Ringali Shell during the Galactic Civil War. (FOP)

Shev

this surname was common among the Sullustan race, and meant "fresh breeze" in the Sullustan language. (GCG)

Shev

this was the name of a noted Pho Ph'eahian individual. (UANT)

Shev, Xexus

this corrupt Imperial Colonel was in command of the Imperial garrison on Phaeda in the years after the death of Grand Admiral Thrawn. In his youth, Shev cared little for the Empire, until he was implicated in a crime. He chose attending the Imperial Academy over being sent to the spice mines of Kessel, and remained in Imperial service ever since. A tall, bald man with a neatly trimmed goatee, he was too busy accepting bribes from the local smugglers to notice that the New Republic had set up a cell on his planet. He was in a bar with his officers when Kir Kanos arrived on Phaeda. When Kanos eliminated his officers and a squadron of stormtroopers, Shev set out to capture Kanos himself, in the hope of gaining favor with Carnor Jax. Jax's commander, General Wessel, learned of the incident from one of Shev's Lieutenants, and ordered Shev's forces to stand down so that Jax could personally take care of Kanos. Shev realized that his garrison would never stand up to an inspection, and realized that his only hope for remaining alive was to have Kanos in custody when Jax arrived. To this end, he paid Tem Merkon a hefty sum for the location of Kanos and Mirith Sinn's hideout. He then ordered a full assault on the hideout, but his forces were overwhelmed by Kanos' counterattack. When Jax arrived on Phaeda, he executed Shev for his betrayal. (CE, HCE)

Sheva

this backwater planet, located in the remote Sheva System, was located in the Freeworlds Region of Tapani Sector. Its liberal government made the planet more receptive to smugglers and other small-time criminals. (LOE)

Shevo Banks

located on the planet Selonia, the Shevo Banks were noted for their smooth slopes, which had been worn away by centuries of pounding surf. The Shevo Banks were a popular vacation spot for the native Selonians, who used the smooth slopes as slides. (CCW)

Shevre'starn

this city was located on the eastern continent of the planet Bothawui. (SPG)

She-Who-Speaks

this was the name given to the leader of a tribe of the Sekct people. This Sekct was considered the wisest or strongest member of the tribe, and all decisions and negotiations were deferred to her. . (POM)

Shey Tapani University

this institute of higher education was named for Shey Tapani, and was located on Estalle Island on Procopia. It was first dedicated by the first emperor of Tapani Sector the same year that the sector capital was moved to Procopia, making the university several thousand years old. Over the years, the university grew too large to be completely housed on Estalle Island, and was expanded to sites on Destato Island. (LOE)

Sheyf

this was the name given to the leader of the planet Kiffu, during the last decades of the Old Republic. (DRKN)

Shiak

this was one of the most honorable of the Jedi Knights' "marks of combat." *Shiak* was stabbing of an opponent with the tip of the lightsaber blade, causing little physical damage while inflicting a fatal blow. Many Jedi Masters felt that *shiak* showed as much respect as possible for the Living Force as well as one's opponent, since it dispatched the opponent without destroying living tissue. (SWI62)

Shiarha Root

this plant, native to the humid rainforests of Kirtania, produced a thick bulb. This bulb, pink in color mottled with red, contained a thick fluid. This fluid was discovered by Doctor T'jaleq Kith'Araquia to counteract the deadly effects of the Direllian Plague. (SWJ1)

Shibatthi

this New Republic Senator held Han Solo to blame for firing the shots which started the riots on Bothawui, shortly after the revelation of the Caamas Document, even though there was no supporting evidence. (SOP)

Shibric

Rijj Winward claimed to be travelling from Tramanos to Shibric when he was captured by Captain Niriz while on the Hopskip. (TFE)

Shield

this *Defender*-class assault carrier was part of the New Republic's Fifth Battle Group, and participated in the initial blockade of the planet Doornik-319 during the Yevethan Purge. (SOL)

Shield Bicapsular Directrix

abbreviated SBD, this was a measure of a starship shielding system's rate of recharge. (XW)

Shield Generator

a power source used to create and maintain a deflector shield. They are often ground-based implements which use a focusing dish to project the shield around a ship, a building, or parts of a planet. (ROTJ)

Shield Hover

a maneuver which tests the shield integrity of a starship, the shield hover involves maintaining a starship's weight off the ground with nothing but its shields. The ship is first lifted by its repulsors, then the shields are activated. The landing gear is retracted, and the repulsors are then slowly cut off. If the shields hold, the ship then hovers above the ground. Good pilots are ready, in case the shields fail, to engage the repulsors and catch the ship before it crashes back to the ground. In some cases, either the forward or aft shield will go, while the other remains intact. This can cause the ship to bounce and flip over onto its topside, causing greater collateral damage. (AC)

Shield Projector

a shipboard component which generates and projects a defensive shield around a starship. They can be small (such as the Chempat projectors used on X- and Y-Wings) or large (such as the Serridge SEAL system). They create deflector shields which roughly follow the contour of the ship. (SW, SCRE)

Shield, The

this group of freelance "security specialists" was also a collection of Alliance operatives, active during the Galactic Civil War. They started out protecting corporate couriers during intra-system travel, then expanded to act as executive bodyguards. Eventually, The Shield got into espionage and security work. Much of their work was done to protect supporters and members of the Alliance, provided that their reasonable prices were paid. (CRO)

Shieldship

a huge, umbrella-shaped craft used to shield spacecraft from the heat of Nkllon's sun. It was one of the first creations of the Republic Engineering Corporation. The design specifications were originally formed by Lando Calrissian. It is basically a curved, 800-meter dish on top, with a 400-meter long cylinder extending from the bottom. The underside of the dish is packed with various cooling systems, while the cylinder contains the main drive. The shieldships proved to be hard to pilot, because of their unique configuration and the rigors of keeping the large ships in place to protect smaller craft. Also, due to the harsh conditions in which they operation, shieldships require constant maintenance of their shields and cooling systems. Lando originally purchased twelve shieldships, allowing him to make three trips from the shieldship depot on Qat Chrystac to Nkllon per day. This allowed plenty of downtime for the repairs necessary to keep the ships running well. After the destruction of Nomad City by Grand Admiral Thrawn, no other shieldships have been built. (HTTE, EGV)

Shieldship 9

this was the designation of the shieldship assigned to escort the *Millennium Falcon* and Luke's X-wing to Nomad City, during the New Republic's attempt to enlist the aid of Lando Calrissian in the fight against Grand Admiral Thrawn. (HTTE)

Shieljar

this was a pseudonym used by a smuggler who had a great deal of experience with droids. Shieljar was based on Duroon. (SWJ13)

Shien

this was the ancient term used to describe the Form V lightsaber fighting style. *Note that the Wizards of the Coast website indicates that the Shien style of fighting was unique, with a Jedi holding their lightsaber horizontally. The tip of the blade was pointed at the opponent, and was swung in a quick arc as the Jedi punched their sword-hand at their opponent.* (SWI68, WOTC)

Shiendi Lomu

this was the name of a noted Woostoid individual. (UANT)

Shif, Lufta

this woman, a native of the planet Naboo, served Queen Amidala as the minister of education. (IG1)

Shifa System

this Tapani Sector star system was part of the holdings of House Calipsa during the New Order. (LOE)

Shiffrin

this Outer Rim Territories world is home to a population of humans. (TTSB)

Shiftshield

any type of deflector shield which helps deflect solid material, rather than energy. They are used to deflect small meteorites. (SWN)

Shigormallan, Mishowan

a native of the planet Yelsain, Shigormallan joined the crew of a cargo hauler as a teenager. When the planetary government began taxing shipments in order to support the Empire, his commanders opted not to pay them. He found himself constantly under the scrutiny of Imperial Customs agents and the Imperial Security Bureau. He met a group of Alliance field agents during one of his detention periods, and decided to join the Alliance. He completed training in the Special Forces division, and was given a place in the

Pathfinders regiment. He was hoped to get a position with the Wilderness Fighters, but attacked his new position with zeal despite the setback. He was quickly promoted from Trooper to Lieutenant, and accepted a position in Task Force Shen. He replaced a popular officer who was killed in action, and his brash, abrasive style didn't immediately mesh with the rest of the team. However, his skills proved he was more than worthy of the job, and he excelled in leading the Pathfinder platoon under the command of Major Mart Stevez. (ROE)

Shii-Cho

this was the ancient term used to describe the Form I lightsaber fighting style. (SWI68)

Shi'idese

this was the name of the ancient language of the Shi'ido. Incorporating a wide range of vocalizations, the Shi'idese language was believed to have no written form. (UANT)

Shi'ido

this Aqualish served as an aide to Po Nudo, during the height of the Clone Wars. (VD3)

Shi'ido

native to the planet Lao-mon, the Shi'dio - or Sh'shuun, in their native language - were a rare race of shapeshifting aliens. The Shi'ido had the uncanny ability to fog the minds of those around them, allowing them time to alter their appearance and make those around them seeing their new form as the true form. These two traits allowed the Shi'ido to co-exist with nearly any other race as if they were members of it. They could appear to be almost any species, and cloud the minds of those around them to reduce suspicions. Unlike other polymorphic species, the Shi'ido's natural endoskeleton limited their ability to shape-shift to humanoid forms only. Because of their unusual abilities, the Shi'ido were thought of as disreputable spies and assassins, roles for which they were sought after by the Empire and large, criminal organizations. In general, however, they were a non-aggressive species which could live to be 500 years old or more. (ISU, GOF4, SWJ12, AE)

Shiim

this was one of the "marks of combat" defined by the Jedi Knights for lightsaber combat. *Shiim* was the use of the edge of a lightsaber blade to inflict a wound on the opponent's body. Many Jedi Masters considered *shiim* to be an inferior form of mark, since it suggested a Jedi's indecision in battle and the superiority of one's opponent. (SWI62)

Shiin

this mysterious being owned Shiin's Library in Mos Eisley, on the planet Tatooine, during the height of the New Order. She only met her patrons after they passed the test of her droid gatekeeper, and different visitors reported her race as Cerean, Mon Calamari, and even Twi'lek. The truly erudite visitors to the library cared little for her appearance, although many wondered whether Shiin was a shape-shifter or simply several different beings all claiming to be Shiin. (GMR7)

Shiin's Library

this library was located in the city of Mos Eisley, on the planet Tatooine, during the era of the New Order. The library was privately maintained, although the benefactor(s) of the library were just as mysterious as its owner, Shiin. Inside the walls of Shiin's Library was an impressive collection of records and information Shiin had amassed over the years, and the library was only opened to those beings who were truly scholars in search of data. Access to the library was maintained by a droid gatewatcher that grumpily asked each visitor a series of questions to verify their educational background and reasons for access. Once past the gatewatcher, visitors were greeted by Shiin herself, or at least a being who claimed to be Shiin. She collected a small fee from each visitor, then led them to a computer access terminal from which they could gather information. Hidden within the databanks of Shiin's Library were the *B'omarr Registry* and the *Quilan Pyradex*, just to name a few of the obscure and unusual documents Shiin had collected. Other information was regularly culled from corporate and governmental networks, and Shiin sometimes offered her services as slicer to her clientele. (GMR7)

Shik

this was a vulgar term, used to indicate another being who you despised. (TAE)

Shikitari

this immense race of barely-sentient, insectoid beings was native to the planet Shikitari. Like most insects, the Shikitari had a multi-staged lifecycle. Shikitari larvae mature inside eggs which were protected by a poisonous gel. As pupae, Shikitari emerge from their eggs and fuse to one another, forming a single being from many smaller individuals. Individual Shikitari grow specialized body parts to become eyes, mouths, feelers, and the entire organism evolved to mimic its guardian or parent. Thus, Shikitari that were raised by humanoids were humanoid in appearance. When the various pupae of a Shikitari individual matured, which took only two standard days, they exuded a chitinous material that formed an immense chrysalis. During this time, individual Shikitari pupae metamorphosed into flutterscouts, which cracked open the chrysalis and flew away. (SWDB)

Shikitari

this lush, jungle-covered planet was located in the Unknown Regions, and was the homeworld of the Shikitari race. (SWDB)

Shil Tervo

this being served as the Project Engineer during the development of the Lantillian GX1 Short Hauler. (HNN4)

Shild

this surname was common among human settlements found throughout in the galaxy. (GCG)

Shild, Sarn

this former Moff controlled the Hutt space around Nal Hutta during the early years of the New Order. A tall, sallow man with ascetic looks, Shild wore no jewelry except for a black krayt dragon pearl in one earlobe, mirroring his jet-black hair and black uniform. He received several unsolicited "political contributions" and other gifts from the Hutts, and he, in turn, left the Hutts alone to do business as they pleased. He honored this agreement until a group of rebels, smuggled onto the planet Rampa II, destroyed an Imperial outpost there. Shild then issued orders to cut off any and all smuggling in his sector, and bring the Hutts to their knees. Jabba and Jiliac sent Han Solo to bribe the Moff, but he refused to be swayed. He ordered Admiral Greelanx to attack Nar Shaddaa and wipe out the smugglers' moon, but the assault failed for several reasons. Shild retired to his estate on Teth, only to learn that his beautiful aide - cunningly played by Bria Tharen - had left him. Rather than face the wrath of the Emperor, Shild committed suicide. (THG, RD)

Shili

this planet was the homeworld of the Togruta race. (VD2)

Shi'lin

this slaver and his crew were known to have treated their slaves quite well, including using stun batons rather than blasters to keep slaves in line. (GUN)

Shilley's

this dark, seedy cantina, owned by the Morganian Tan Shilley, is located in the heart of Gralleenya city, on Qwestal. It was the favored locale for illegal meetings and transactions, although it was considered neutral ground between law and order. The owner paid good, hard credits to both sides to keep it that way. (GCQ)

Shiltu

this bloated Hutt crimelord was a *vigo* for the Black Sun organization during the decades leading up to the Battle of Naboo. It was Shiltu who managed to acquire the entire organization of Tarnese Lyanne, although many questioned the ethics of his actions. Tarnese Bleyd had hoped to exact a measure of revenge on Shiltu, to assuage the humiliation the Clan Tarnese had to endure. Unfortunately for Bleyd, Shiltu died some eight years before the Battle of Geonosis from a massive cellular hemorrhage. (MBS)

Shim-bay Crispa

this meal was a specialty of the chefs of the planet Brentaal. (SWJ13)

Shimer Londalin

this Ruurian won the decaped-plus race in the "Mobquet Presents: Fastest Land Beings" racing series, just prior to the onset of the Clone Wars. (HNN5)

Shimia

this planet, located in the Outer Rim Territories, was the homeworld of the Pacithhip race. It was a remote world, but was located close enough to a major trade route to attract business. (AE)

Shimiese

this was the native language of the Pacithhip race, a language of snorts, trumpets, and intricate vocalizations. The written form of Shimiese used a collection of pictograms to convey words and figures of speech. (UANT)

Shimmer

this frozen world was the site of an Alliance labor camp. (SWJ1)

Shimmerlizard

native to the planet G'rho, these reptiles were named for the way their shiny scales caught and reflected light. (TBSB)

Shimmersilk

a stylish fabric originally used for women's clothing, shimmersilk was used to create wonderful cloaks and robes for nobility across the galaxy. (HSE, WOTC)

Shimor

this was a common name among the Ryn. (UANT)

Shimper Ale

this was the cover name of a small rebel cell working on the planet Obulette, in Tapani Sector, at the height of the Galactic Civil War. Most of its members were enthusiastic amateur warrioers from House Mecetti, but they were extremely careful in their activities. (LOE)

Shimrra

a member of Domain Jamaane, this Yuuzhan Vong was the Supreme Overlord during the initial invasion of the known galaxy. It was Lord Shimrra's vision that led the Yuuzhan Vong to leave their own galaxy and seek out the New Republic. He believed that he was given a vision from the gods, of an unclean galaxy which needed to be cleansed. Yuuzhan Vong priests agreed that his vision was true, and approved the generation-spanning mission to cross the galaxies. Shimrra was an enormous individual, and spent a great deal of his time secreted in a vast chamber aboard an unspecific worldship, surrounded by all the trappings of the Yuuzhan Vong elite. An immense hau polyp dais supported his weight, and rare paaloc incense burned in his chamber. Shimrra was distinguished among the Yuuzhan Vong by the fact that he was born with a twin sibling, a rare event that was supposedly pre-ordained by the gods whenever a strong leader was needed. As lore required, Overlord Shimrra killed his twin brother, thereby allowing him to grow powerful and worshipped as the favorite of the gods. Shimrra developed his base of power by killing Quoreal, the former Overlord, claiming that the gods had chosen him as the new Overlord. Shimrra did much to cover his tracks, and he continually claimed that his power came from the gods. In reality, he developed much of his power through subtle manipulation of the Yuuzhan Vong religion and the cortexes of knowledge they maintained. As the battle to control the galaxy raged on, Shimrra began to panic as early victories gave way to a grudging stalemate, then turned to defeats. He continued to manipulate religion to secure his position, but many of his subordinates began to question his authority, primarily Nen Yim and the Shapers. When it was discovered that Shimrra had killed Ekh'm Val to cover up the existence of the plaent Zonama Sekot, Shimrra's position began to crumble. His fear of the planet, which seemed to tie the Yuuzhan Vong to the galaxy, became more and more public knowledge, despite his efforts to cover it up. After many months of watching his forces lose ground to the flesgling Galactic

Alliance, Shimrra had tired of the growing opposition to his rule, as well as to the unusual problems that kept the dhuryam on Coruscant from functioning properly. Using his people's desire to please their gods as a base, Shimrra told the Yuuzhan Vong that their lack of faith in his leadership was actually a lack of faith in their gods, who had appointed Shimrra in the first place. He then went on to say that the problems on Coruscant and the mounting defeats in battle were caused by the gods' desire to show the Yuuzhan Vong that they had failed to maintain the proper levels of devotion. The situation, he explained, was based in the generations-long migration from their original galaxy, during which time a lack of wars and combat made the Yuuzhan Vong forget about their gods and focus on their own glorification. As if to prove himself, Shimrra created the Slayers, a mingling of warrior and priest to develop a Yuuzhan Vong version of the Jedi Knights. He surrounded himself with Slayer guards, and retreated into The Citadel. Secretly, Shimrra believed that the gods had abandoned the Yuuzhan Vong because they were angry at being cast aside, and jealous that Shimrra had gained so much power over them. He seemed to have his beliefs confirmed when Zonama Sekot arrived in orbit near Coruscant, as he raged to Nom Anor that it was the gods who brought the living planet from the brink of disaster to harass the Yuuzhan Vong. It was an act of war, he claimed, against the beings who had decided they no longer needed the gods. By destroying Zonama Sekot, Shimrra believed he could destroy the gods themselves, thereby gaining absolute power over the Yuuzhan Vong. To accomplish this goal, Shimrra held the dying ship that had returned from Caluula in orbit around Coruscant, then dispatched it to land on Zonama Sekot. Shimrra reasoned that the Alpha Red virus would affect Zonama Sekot much the same way it had affected the Yuuzhan Vong. Ensnared in the Moonbeam Throne, Shimrra commanded the World Brain that controlled Coruscant to begin destroying the planet's surface. Couched in commands that made it seem as if such destruction was necessary to save the planet, Shimrra's words were directed toward a less-noble goal, for Shimrra simply wanted to destroy the planet and make it unusable to either side of the war. This plan was thwarted when Jacen Solo arrived on Coruscant with his sister Jaina and their uncle, Luke Skywalker. The trio infiltrated the Citadel after Jacen gained control of the World Brain's mind, but Shimrra dispatched fifteen of his best Slayers to attack them. The three Jedi held their, in part because the World Brain was tossing the Citadel around like a ball. Shimrra remained in his throne until it appeared Luke as exhausted from the battle. Descending the throne and unfurling the Scepter of Power, Shimrra easily overpowered Luke and wrapped him in the amphistaff's coils. Shimrra then drew a lightsaber from his cloak, laughing as he revealed that the weapon had once belonged to Anakin Solo. As Shimrra prepared to kill Luke with the weapon, Luke allowed the Scepter of Power to stab him in the side, momentarily distracting the Supreme Overlord. With this small chance, Luke gained possession of his own lightsaber, as well as Anakin's. In one swift motion, Luke drove both weapons into Shimrra's neck, then drew them apart to decapitate the Supreme Overlord. It was only after Shimrra's death that the forces of the Galactic Alliance came to realize that Shimrra was not actually in control of the Yuuzhan Vong throughout the invasion. Shimrra, it seemed, had been merely the puppet of his familiar, the Shamed One known as Onimi. It was Onimi who had managed to re-establish a connection with the Force, giving him powers that the other Yuuzhan Vong could never have. His position as a Shamed One had given Onimi the opportunity to take control of Shimrra's mind, using the Supreme Overlord to do his bidding. With the death of Onimi at the hands of Jacen Solo, the true Overlord was indeed killed. (HT, EVC, EVR, SBS, FP, UF)

Shimsha

a pleasant-smelling flower found on Kuan. (TIE)

Shind

this man served as one of the traffic control controllers at the Soco-Jarael Spaceport, on Socorro, during the years surrounding the Battle of Endor. (GMR2)

Shinda

this man was the Imperial Moff in command of Spirva Sector, during the height of the New Order. (SWJ12)

Shinda Center

located on Procopia's Estalle Island, this was the largest shopping mall found in the Expanse of Tapani

Sector at the height of the New Order. It measured almost two full kilometers in length, and had seven levels at its largest point. (LOE)

Shindra Lady

this was the name of Jinjur Tomas' starship, an MRX-BR Pacifier she purchased shortly after the Battle of Hoth. She loved the ship, even though it was completely stock, considering it "her baby." (LOE)

Shindra System

this Tapani Sector star system was part of the holdings of House Melantha during the New Order. (LOE)

Shindra's Veil

this area of nebular gas was located in Tapani Sector. (TSIA)

Shine Astara

this upscale restaurant was located in the city of Daplona, on Ciutric. The word "Shine" was pronounced "sheen," with an Imperial accent. (IR)

Shiner

this R2 astromech unit served as Myn Donos' co-pilot as a member of Wraith Squadron. (WS)

Shinev, Thuv

this man served as a New Republic Senator, representing the Tion Hegemony during the Yuuzhan Vong invasion of the galaxy. After the fall of Coruscant, Senator Shinev began arguing in support of the Jedi Knights, calling out those Senators who had called for their surrender after the Jedi were instrumental in defeating the Yuuzhan Vong at the Battle of Ebaq. (HT, FH1)

Shinkai Abyss

an underwater chasm measuring 5,000 kilometers in length, the Shinkai Abyss was found in the oceans of Spira, cutting across much of the eastern hemisphere of the planet. Its walls are encrusted with crystals. (SWJ1)

Shinnan

this was one of the most common female names among the Corellians. (GMR9)

Shinnan

this woman was a native of the planet Ennth. She was among the first to greet Zekk, when the youth returned to his homeworld in the midst of its worst devastation. She was married to the leader Rastur, and they all worked relentlessly to evacuate Another Hopetown and its environs during the earthquakes and fires. She had been a friend of Zekk's when he was a child, although she was four years older than he was. When the last of the evacuees was aboard a transport, she took a break and returned to her home to retrieve the plans she and Rastur had for rebuilding their home. She was caught in a sudden earthquake, and was killed when the old homestead collapsed on top of her. (SHA)

Shintel

this planet was located in Kathol Sector, between Tanquilla Beach and Ivatch. It was largely uninhabited, although the Empire established a supply and patrol base on the planet during the last years of the New Order. (DARK)

Shiny Switch Rule

this was a common rule of thumb used by starship pilots, when they were faced with having to fly another starship, especially one that has been modified. These modifications usually altered the standard start-up sequences, and most pilots came to discover that simply pushing the shiniest switch - which was usually the one that was installed last - often got the ship started. (JT)

Ship

this was the only name given to the huge, organic starship which captured Luke Skywalker and Leia Organa, sometime after the Battle of Yavin. In their own galaxy, there were many of these ships, operated

by humanoids who eventually exterminated themselves in a series of vicious wars. After a plague bomb was used to wipe them all out, a single survivor fled in his starship and ended up in the *Star Wars* galaxy. Its surviving pilot ordered the organic computer to capture them, and played games with them until it realized that there was still love and caring in the universe. It agreed to free them, but was first intercepted by an Imperial Star Destroyer. Ship unleashed a flurry of anti-matter bombs on the Imperials, and then set Luke and Leia free. Ship and its pilot set out to locate another galaxy which didn't remind them of their past. (LTA2)

Ship

this was the name given by Luke Skywalker to the unusual, mechano-organic starship he and Leia Organa encountered, shortly prior to the Battle of Hoth. They had been trying to escape an Imperial warship while running supplies to a remote Alliance base, and tried to flee into hyperspace with a damaged drive system. When they reverted to realspace, they found themselves in the starless gulf between galaxies. It was here that Ship first appeared to them. Resembling an immense, green blob of matter, Ship was the only surviving member of an ancient race that had been destroyed in a conflict eons before the Galactic Civil War. Over the millennia, the mind of the survivor had melded with the computer and the ship itself, creating the entity Luke described as simply "Ship." It then spent its time traveling between the galaxies, hoping to flee the reality of its own galaxy and the loss of its companions. Ship initially felt that Luke and Leia were invaders, and tried to eject them into the vacuum of space. However, their compassion and love for each other made Ship close itself up and try to return them to their own galaxy. They were attacked by the Imperial warship which had pursued Luke and Leia, and Ship had to release anti-matter pods to destroy the Imperials and save itself. Ship then released Luke and Leia to continue their mission, while fleeing back into the void to escape the reality of the Galactic Civil War. (MC38)

Ship Shop G-S7

this starship repair facility was located on Genesia's G-S7 orbital station, and was owned and operated by Plu Makor during the early stages of the Galactic Civil War. (FBS)

Shipbuilders and Astrmoechs Guild

formed during the early years of the New Republic, this guild designed many of the starships and navigational system used by the Imperial Remnant. (HCE)

ShipFinder

this was the name of Drooim-Durtha Systems' subspace tracking device. Its developed was contracted out to Neb Ufentes, and was unique in that it was so small. The smaller size meant that it had a shorter operational lifespan before it needed recharging, but Ufentes helped prolong its life by designing it to send out bursts of particles at preset intervals rather than continuously. The interval can be programmed in, but a faster interval decreases its operational span. Ufentes had developed a prototype that would last up to eight days, but it was stolen by the crimelord Mahk'khar. In the heist, Mahk'khar killed Ufentes. (SWJ8)

Ship's Operating License

this Imperial document was one of a number of documents required from any spacer who plied the spacelanes during the New Order. The procedures for obtaining the certification were documented in the Spacer's Information Manual. Known as an SOL, this document identified the starship and its owner as being cleared to operate in interstellar space. (SWJ9)

Shipwomb

this was the Yuuzhan Vong name for the "breeding ground" they used to create their living warships. Because of the size of their warships, individual shipwombs were often created from the destroyed hulks of planets. (DTR)

Shipwomb

this incredibly huge ship was grown by the Yuuzhan Vong to serve as the "birthplace" of a new generation of ships. Larger than the Death Star, the shipwomb was formed from the same yorik coral as other Yuuzhan Vong ships, and was surrounded by a collection of thick protuberances that flared out from the

central hull like the arms of a spiral galaxy. Because all Yuuzhan Vong ships were living creatures, they eventually grew old and died. For this reason, the shipwomb was a vitally important part of any long-distance war fleet, such as the one that invaded the known galaxy. The Yuuzhan Vong destroyed the planet Sernpidal in order to "feed" the shipwomb and the "offspring" ships that it would produce, then set up an operation in which several young shipwombs were grown in the remnants of the planet. The first worldship to begin dying was the *Baanu Miir*, and the Yuuzhan Vong realized that a living shipwomb would allow them to continue their fight against the New Republic. However, Kyp Durrón learned of the growing shipwomb, hidden within the remnants of the planet Sernpidal, and convinced Jaina Solo and Rogue Squadron to attack it. He claimed it was a superweapon in order to gain their support, and the combined forces of the Rogues, Kyp's Dozen, and the *Ralroos* managed to destroy the shipwomb. (EVR)

Shipwrights Union

this union was formed during the early years of the New Republic, to ensure that starshipwrights of all skill levels received adequate compensation for their work. Their primary motivation for forming the Union and enforcing its codes was the emergence of droid labor in the construction and repair of starships, especially at the Kuat Drive Yards. (CCW)

Shipyard Lab 6671-X42

this droid starship research facility was jointly funded by the Corellian Engineering Corporation and Loronar Corporation. It was known as the Nerfworks by the employees of the facility, who explained that they were too smelly to be visited by corporate executives. The Lab produced a dozen or so droid-controlled ships, including the YQ-400 Monitor and the Ycaqt Cargo Ship, but only a few of these designs were actually manufactured. (GMR10)

Shiran Vallendri

this was a noted member of Chagrian history. (UANT)

Shiraya

this was the ancient Naboo goddess of the moon. (VD3)

Shire, Josen

this man and his daughter, Tanith, were imprisoned by the Serpent Masters of Ophideraan when their starship crashed into the desert world, shortly after the Battle of Yavin. (SWDB)

Shire, Tanith

this young woman worked as a supply tug operator at the Fondor shipyards for many years during the height of the New Order, until she and her father, Josen, were enslaved by the Serpnet Masters of Ophideraan. They had been forced to crash-land their own ship on Ophideraan several years before the Battle of Yavin. They were captured and put to work in the Great Well as slaves of the Serpent Masters, who eventually learned of her former career. Tanith was allowed to leave Ophideraan for brief periods, provided that she returned with a loaded supply ship from Fondor. She would then crash the ships onto Ophideraan for salvaging, before returning to Fondor with stories of system malfunctions. She was rescued from Fondor by Luke Skywalker when he stole the plans to the *Super*-class Star Destroyer *Executor*. They fled the shipyards together, and returned to Ophideraan, the only homeworld she knew. Both were quickly placed in the slave levels of the Great Well. After a time, they defeated the Serpent Masters and freed her people. She fell in love with Luke, but decided not to leave her people when he returned to Yavin 4. (CSW, SWDB)

Shiri

this was a common name given to Twi'lek females, and meant "singer" in the Twi'leki language. (GCG)

Shiri'ani

this Twi'leki female worked as Lady Valarian's chief lieutenant during the early years of the New Republic. Valarian trusted her with every aspect of her operations, and groomed Shiri'ani to take over for her when she died. A cunning woman with a shrewd sense of business - both criminal and legitimate - Shiri'ani was a former slave who had been transported to Tatooine by Bib Fortuna. Upon her arrival, she learned that Jabba the Hutt had been killed and Bib Fortuna was missing, so she fled into the streets of Mos Eisley.

She was later discovered by Valarian, who believed she might know the location of Jabba's treasure hoards. Valarian later put her to work as a dancer at the Lucky Despot, but quickly discovered Shiri'ani's business skills. Valarian began to groom her as a successor by giving her the opportunity to develop the operations of the Lucky Star hotel and casino. All the while, however, she held a deep need for revenge against Bib Fortuna. Despite her loyalty to Lady Valarian, much of Shiri'ani's focus was on locating her fellow Twi'lek and facing him. When Firith Olan appeared at the Lucky Star, Shiri'ani was immediately drawn to him. She agreed to help him in his operations, hoping that he could locate Fortuna for her. Shiri'ani was completely unaware that it was Fortuna's brain that was functioning in Olan's body. When Firith Olan showed her the brain walker in which he had placed Fortuna's brain, Shiri'ani was only too glad to help torment it, unaware that she was being duped. (SOT)

Shirka

this man was a Minister with the Ralltiiri Secretariat at the time when the Yuuzhan Vong invaded the galaxy. It was Shirka who refused to allow Leia Organa-Solo and refugees from Gyndine land on Ralltiir, shortly after Gyndine fell to the Yuuzhan Vong. (JE)

Shirley

this Dilonexan woman was a second cousin to Bernie, the customs inspector. (LCF)

Shirley

this woman was a famous entertainer, during the height of the Galactic Civil War. She was hired to perform at the delegation held on Kabray station, shortly before the Battle of Endor. During this time, she went by the monicker, The Chanteuse of the Stars. (MC77)

Shirmar Base

this was a staging area and processing center built by the Ugnuaghts on Drudonna. It allowed them to easy access to Velsers Ring. (GG2)

Shiro

this was a species of slow-moving, turtle-like reptiles native to the planet Naboo. The flesh of the shiro was used by the Gungans in a tasty stew. The hard shell of the shiro was deeply ridged and spined, and seeds and spores from swamp plants sometimes became lodged within the ridges. In this way, tooke trap plants often grew from the backs of the shiro, becoming the symbiotic entity known as the shiro-trap. (GF, WSW)

Shiro-Trap

this symbiotic pair of creatures, native to the planet Naboo, is really a tooke-trap plant which has grown onto the top part of the shiro. The relationship allows the shiro to be camouflaged by the tooke trap plant, so predators won't notice it; the tooke trap plant, on the other hand, is protected from being uprooted and eaten by clodhoppers and other Naboo herbivores. (GF)

Shirro

this burly man was the leader of the swoop gang known as the Blood Razors. He always carried a length of metal pipe, and had a special sheath for it mounted on his swoop. He had a tough exterior, but his motivations were always to keep the gang armed and provide for the dishomed of Biivren. (PSG)

Shirshir Desert

this temperate desert was located on the planet Nishr. (ROE)

Shish

one of the communications officers that worked for Booster Terrik aboard the *Errant Venture*. (SOP)

Shisha Oil

this viscous fluid was used in desert climates, where temperatures plummeted during the evening. The shisha oil was heated during the day by the burning suns of the planet, and then pumped through pipes which were built into the walls of a desert dwelling. The heat from the shisha oil was transferred to the building material in the wall, heating it up and radiating heat into the dwelling. (IWE1)

Shisha Oil-pipe

this device was created to allow beings to literally "smoke" shisha oil as a sedative. (NEGC)

Shissan, Antyard-Wo

this Jedi Knight was killed on Atzerri, during a mission to free Nathanjo Nirrelz from a band of Roshu Sune terrorists. (HNN5)

Shistavanen

a race of wolf-like bipeds whose eyes glow red, the Shistavanen were native to the Uvena system, and are veiled in mystery throughout the galaxy. They are hunters by nature, and are known for their abilities as bounty hunters and scouts. However, they were also isolationist as a species, and tended to discourage interaction with other species. The Empire enlisted the aid of the Shistavanen many times, in an effort to explore the farthest reaches of the galaxy. (SW, SCRE, AE)

Shistavanen

this was the name given to the native language of the Shistavanen, consisting of barks and growls. (ANT, UANT)

Shiu-Shiu Race Systems

this corporation manufactured racing-quality wheeled propulsion systems for use in automated devices like droids and load shifters. (DWK)

Shiva IV

Princess Leia battled an Imperial warlord on this planet, sometime after the Battle of Hoth. (MC53)

Shiwal Sector

during the Galactic Civil War, Alliance operations in this area of the galaxy were believed to have been infiltrated by the Gand Findsman Lu'daal-ud. (AIR)

Shlecho Newt

this creature was native to the Yuuzhan Vong's home galaxy. They preferred to eat coomb spores, a fact that allowed the Yuuzhan Vong to use them to detect the presence of the spores in a victim. They have a brownish-green coloration in their normal state, but turn bright crimson when they detect the presence of coomb spores. (VP)

Shlith-Dan

this Arconan criminal is distinguishable by his dark grey skin, which has several deep brown stripes. He is also addicted to salt, as denoted by his golden eyes. His addiction spans most of his life, and his later years have been spent as a dealer in salt, further deepening his dependence. His small criminal empire grew after he migrated into the Minos Cluster, where his black market network is bested only by that of Yerkys ne Dago. He hoped to locate a method of inducing a similar form of addiction in humans, and succeeded during the Galactic Civil War. He discovered a fungus which, when given to the people of Shesharile 5 and 6, created an intense addiction that nearly tore the worlds apart. (GG6)

Shmus

this was the designation of a Nebulon-B2 frigate that was part of the Alliance's fleet. (TIE)

Sh'ner-class Planetary Assault Carrier

this pointed, oblong Ssi-ruuvi battleship measured 750 meters in length, rivaling the *Shree*-class cruisers in sheer size. The *Sh'ner*-class assault ship was essential to any Ssi-ruuvi attack plan, although it was known that only one *Sh'ner*-class was sent as part of the force which invaded the planet Bakura. The *Sh'ner*-class was slow and underpowered for the work it was assigned, and thus was protected by *Fw'sen*-class picket ships and *Wurrif*-class light cruisers. They have been equipped with weak shields and minimal weaponry - six ion cannons and two tractor beam projectors - which further increases the need for support craft. The primary mission profile of the *Sh'ner*-class carrier was to drop off *D'kee*-class landing ships to battle sites. Each *Sh'ner*-class ship was equipped with six launch bays to handle the twelve *D'kee*-class ships it carries. The *Sh'ner*-class was also sparsely crewed for its size. Only 60 Ssi-

ruuk form the command crew and man the entechment labs. 500 P'w'eck are used for assistance and manual labor, so the ship was riddled with stun traps. There were also 30 Ssi-ruuk gunners to man the weapons stations. The *Sh'ner*-class carrier could also transport up to 5,000 metric tons of cargo. (EGV, TBSB)

Shnick, Tecknel

this underworld leader controls much of the shipping that leaves Travnin. (GG6)

Shoals, The

this was the name of one of the first settlements established outside the borders of Bartyn's Landing, on the planet Lamaredd. The Shoals was originally leased by Hugo Bartyn to a group of Quarren workers who wanted to live on their own, yet still remain employed by Bartyn's seafood harvesting operations. Bartyn realized that he could make more money by expanding his base of operations, and later funded several other frontier locations like The Shoals. (GMR7)

Shoame, Trann

this man was the leader of the Qektoth Confederation in the years following the Battle of Endor. Shoame advocated and supported the development of biochemical weapons to use against the weaker races of the galaxy, and tested one of them on the crew of the *FarStar*. Shoame also negotiated for the rights to sell the biochemical weapon with an unknown agent, trading the weapon for ships from which to unleash the weapon. (KO)

Shoaneb Culu

a blind, humanoid of the Miraluka race, Shoaneb discovered that her race's innate abilities with the Force were quite strong within herself. Against her parents' wishes, she decided to leave her homeworld of Alpherides and seek out training with the Jedi Knights. The journey was hard, as the Force changed on every world she encountered, forcing her to relearn all the skills she had mastered on Alpherides. After a year or so, Shoaneb landed on Ossus, and was apprenticed to the Jedi Master Vodo-Siosk Baas. Baas felt that her insatiable desire to learn more about the Force and the Jedi was really a desire for power, but soon realized that she was extremely curious. However, despite her sensitivity to the Force, Shoaneb struggled to master the basic techniques of controlling it and using it. Lightsaber construction came particularly hard for her, as well as combat. While this might have driven off other students, Shoaneb continued to train, and eventually attained the rank of Jedi Knight. During her studies, which lasted much longer than most of her peers, Shoaneb learned a great deal about the Jedi Prophecies. She attended the Jedi Assembly on Deneba to discuss the Krath. She was killed in the Cron System, when Aleema tried to defeat the Jedi Knights by ripping the core from a Cron star. (FNU, DLS, TOJC)

Sho'ban Do

this near-human, a settler of the planet Pitann, was the runner-up in the presidential election that elevated Chandra Hobat to power in the Kathol Republic. Do believed that Hobat's political stance would ruin the Kathol Republic. He felt that the Republic should remain isolated from the Empire and the New Republic, and maintain its self-sufficiency. At the time Moff Sarne sent Rolf Treidum into the Kathol Outback, disguised as a New Republic fleet, to make trouble, Sho'ban Do's political position was strengthened. Do was a short, barrel-chested person with a wide face, and hoped to name himself the leader of the Kathol Tyranny. He was also the main proponent in the sport of gladiator droid wars, hoping to develop a droid army that he could use against his enemies. (KO)

Shobquix Yards

this starship manufacturer built the Gauntlet and Toscan 8-Q starfighters. (CSA, PP)

Shock Cloth

manufactured by Fabreth Medical Biochemicals, this type of cloth was used to control the effects of trauma. When connected to a medical scanner and wrapped around an injured being, the shock cloth provided warmth and could administer fast-acting medicines through dermal contact, reducing the effects of traumatic shock. The dermal contact was maintained by hundreds of tiny injectors woven into the cloth. (GFT, GMR10)

Shock Cord

this flexible, elastic cord was used by climbers as a safety line. If a being fell from a height, and the shock cord was anchored, it would stretch and give before returning to its original length. This allowed the user to survive an otherwise dangerous fall. (HT)

Shock Grenade

any explosive device which uses shock waves, instead of shrapnel, to cause damage. They are similar to pressure bombs. (HSE)

Shock Hauler 33

this small fighter was produced by Incom Industries. It measured 14.5 meters in length, and was armed with four laser cannons. (GMR6)

Shock Lance

this was a form of electropole that was developed during the height of the New Order. The ends were tipped with small power generators that delivered a powerful charge when they struck a target. (SWGAL)

Shock Raiders

this was an elite squadron of Black Sun starfighter pilots. (SSE)

Shock Squadron

this New Republic X-Wing squadron was decimated during the defense of Coruscant against the Yuuzhan Vong. After the alien invaders captured the capital world, the survivors of Shock Squadron were reassigned to the Twin Suns Squadron, under the command of Luke Skywalker. (EL1)

Shockapede

this was a vicious insect known for its stinging bite. (SBS)

Shock-back

one of the offensive positions played during a game of shockball. (SSR)

Shockball

an athletic competition in which two teams try to pass a charged orb into their opponent's goal. They use insulated mitts to pass the orb. (HSL)

Shockball 3

a game of strategy and skill found in many up-scale casinos. (WSV)

Shockboxing

this sport pitted two combatants against each other in a ring. Both fighters wore specialized boxing gloves. The gloves delivered a random electrical charge when they hit an opponent, with the strength ranging from a light sting to a near-fatal jolt. (HR)

Shocker

this highly-maneuverable combat droid, resembled a winged sphere, was developed by the Confederacy of Independent Systems during the early stages of the Clone Wars. The two pairs of wings allowed it to move in tight circles and avoid laser fire, while a dedicated power generator allowed it to fire a burst of intense, electrical energy at its target. In this way, it could incapacitate a living being or overload an electrical system. The primary development facility for shocker droids was hidden on the planet Dagobah, until it was destroyed by Obi-Wan Kenobi and Anakin Skywalker, about a year after the Battle of Geonosis. (SWI77)

Shocker Squadron

this was the dedicated starfighter squadron assigned to protect the Jedi Knights' base on Eclipse, during the height of the Yuuzhan Vong invasion of the galaxy. Later, as the war ground on, Shocker Squadron was recalled to help with the general war effort. (SBS, UF)

Shockprod

this was the name of the traditional Gand staff. Measuring more than three meters in length, the shockprod had one end that was shaped into a forked V. Each of the tines at the end of the shockprod could deliver an intense electrical shock, which often stunned or rendered an opponent unconscious. (UANT)

Shockwave

this spherical concussion missile was produced just before the Clone Wars. It was noted for the way in which the concussion field expanded in a sphere, allowing a ship gunner to fire it the midst of several attackers and have the effects of the blast hit multiple targets. (GMR9)

Shockwave

Harrsk's flagship *Imperial*-class Star Destroyer, the *Shockwave* was built at his own hidden shipyards in the Core Systems. The Star Destroyer was ravaged by Teradoc's fleet while Harrsk was discussing unification with Admiral Daala, and exploded while Kratas was on board. (DS)

Shockwave Generator

this was a form of sonic weapon developed by the ancient Mandalorian Crusaders. It used an intense wave of sonic energy create the shockwave, which tore apart a target upon impact. (SWI80)

Shockwhip

this vicious weapon is formed from a thin strand of flexsteel connected to an insulated handgrip. Within the grip is a small power generator, which produces a stunning electric charge through the flexsteel whip whe activated. (SWJ9)

Shodon Ko

this representative of the ancient Navigator's Guild sold the rights to the Goluud Corridor to Ssk Kahorr. Following the loss of the Zeta Five near Primus Goluud, Shodon Ko was murdered - and later eaten - by Ssk Kahorr for his part in the loss. (GAS)

Shodu

meaning "gracious", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Shodu

meaning "vengeful", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Shodu

this female Ewok was the mate of DeeJ, and mother to Weechee, Widdle, Wicket, and Winda. Among the Ewoks of Bright Tree Village, Shodu was known for her ability to create special poitons from the various plants and herbs that could be found in the forest. *Shodu was portrayed by Pam Grizz in both The Caravan of Courage and The Battle for Endor.* (EA, BFE, SWDB)

Shoen, Levi

this Alderaanian woman was the star of the popular holovid series which centered on the character of Queen Jesrella, until she was assassinated by Melo Centris. (WOTC)

Shoengen

this port city was located on the planet Brosi, at the northwestern tip of Shoengen Coast. The city was formed in the delta of the Nihun River. (AIR)

Shoengen Coast

this coastal area was located on the planet Brosi, within the Bay of Sypon. (AIR)

Shoengen Delta

located on the northwestern edge of the Shoengen Coast, this delta formed the mouth of the Nihun River. (AIR)

Shoengen Shores

this was the name of the western coastline of the city of Shoengen, on the planet Brosi. (AIR)

Shofeld

this Alliance intelligence agent was assigned by Lieutenant Commander Zhir-Khan to observe Zayl Braith's movements on Ord Mantell, shortly before the Battle of Hoth. (AIR)

Shogun

this planet was known for its unusual dreamscapes. (SW180)

Shok Choka

this Yuuzhan Vong warrior was part of the group which invaded the Yag'Dhul system and took control of the massive space station maintained by the Givin. When Anakin Solo challenged Nom Anor to a duel, the Executor turned it down in order to complete his own mission. This action angered the warriors, for a Yuuzhan Vong warrior would be shamed if they turned such a challenge down. Shok Choka took up the challenge, and engaged Anakin in combat. During the battle, Anakin was able to get Shok Choka off-balance, and cleaved his head off with his lightsaber. (EVR)

Shol'Arma

this man discovered that the Mon Calamari Leviathan armor could be used by other humanoids, provided that they understood that they had to move about like a Mon Calamari. (GUN)

Shollo

this bounty hunter liked to use the S-3 force cage to transport his prisoners, but once gave a captive a datapad with some fiction to read. The resourceful captive used its circuitry to bypass the force cage's shocking system, allowing him to escape. (GUN)

Shome Trahan

this was the name of a noted Woostoid individual. (UANT)

Shomu, Mont

this was one of the aliases adopted by the spy Kaird, during the time he spent on the planet Drongar, during the height of the Clone Wars. Shomu was a corpulent human, and the costume was effective because it completely masked Kaird's true form. It was Shomu who provided Ord Vorra with a copy of the latest broadcast of *Galactic Sports Update*, which chronicled the Strag Sector Match Championship. Kaird counted on the fact that Vorra would bring her boyfriend, Biggs Bogan, to view the recording, which would allow Kaird to disable Bogan and obtain control of Admiral Erel Kersos' shuttle. (MJH)

Shont, Kena

an employee of BioTech, Kena Shont was also an Alliance supporter. Shont downloaded data copied by Doctor Saren Llalik and transmitted it to a nearby Alliance base. (CRO)

Shook

this feline predator was native to the planet Carratos. It lived in the trees, and often ambushed its prey from above. These creatures were characterized by the heavy tusk at each corner of their mouth, and their long, pointed ears. (EGP)

Shoolbloop

this is the Ergesh name for the ceremonial swamplands in which the Ergesh mating ritual takes place. The seeds of two Ergesh are planted here during reproduction. Literally translated, the word shoolbloop meant "land of beginnings." (PG2, AE)

Shool's Club

one of the Clubs owned by Ace Lorle on Demophon, it was used by Alliance agents as a meeting place. (SN)

Shoon-mi Esh

this was one of the small group of Shamed Ones who lived beneath the surface of Coruscant, after the planet had been transformed into a likeness of Yuuzhan'tar. Shoon-mi was a creche'-brother to Niiriit Esh, and was one of the few Shamed Ones who lived independently, away from groups like that led by Vuurok I'pan. Like the other Shamed ones, though, Shoon-mi believed that the Jedi Knights were not abominations, but saviors of the Shamed Ones and symbols of the new ideology which should be embraced by the Yuuzhan Vong. For this reason, their band remained small, in case they were captured by the Yuuzhan Vong warriors. This ensured that their small cult of Jedi followers would never be fully discovered. Shoon-mi was also devoted to protecting his sister Niiriit, who wasn't so independent that she refused his help. Unfortunately for the small group, they were discovered, and a group of Yuuzhan Vong warriors destroyed most of them. Shoon-mi, along with Nom Anor and Kunra, managed to survive the raids. Shoon-mi agreed to work with Nom Anor to ensure their further survival, as the former Executor adopted the name Yu'shaa and began to spread The Message to the Shamed Ones of Coruscant. However, unknown to Nom Anor, Shoon-Mi had begun to doubt the Prophet's dedication to The Message, and came to feel that Nom Anor was offering the Shamed Ones one form of servitude for another. In a bold attempt, Shoon-Mi and several other Shamed Ones loyal to him tried to assassinate Nom Anor. He hoped to kill the former Executor and, using an oogloth masquer, pretend to be the Prophet until such time as he could reveal himself. As Shoon-Mi tried to stab Nom Anor with a coufee, Kunra discovered the plot and stabbed Shoon-Mi in the back, severing his spinal column. Nom Anor, having survived the attack, then suffocated the remaining life from Shoon-Mi's body. (FH1, FH3)

Shoosha, Bann

this man, a native of the planet Brentaal, was a noted composer during the years leading up to the Clone Wars. His *Vissencant Variations* were written about his family's escape from Brentaal during the early stages of the Clone Wars. (MJH)

Shoot First

this was the signature song played by the band Proton Overload. (WSV)

Shoot-back Blaster

this type of starship weapon was developed in the wake of the Galactic Civil War. When the ship it is attached to is shot at, the blaster pops up from its concealed port and fires back at the attacker, aiming in the general direction the initial shot came from. (CTD)

Shootcrawler

this Charon bio-construct was a modified version of the basic Charon body structure. They had the spider-like body of a Charon warrior, but also had a blaster built into their exoskeletal armor. (OS)

Shooter

the nickname of one of Leia Organa-Solo's bodyguards, Shooter followed her wherever she went. He was heavily armed and armored, and his role was to come between anyone wanting to harm the President. (BTS)

Shootfirst

this was the nickname used by Eelo Begraas to describe his astromech droid, R6-A1. (WOTC)

Shooting Gallery

an outlawed version of the Kessel Run obstacle used in swoopchasing races, the Shooting Gallery employed real laser cannons to fire randomly along the straightaway. (BSS)

Shooting Star

this was Adi Gallia's callsign, used whenever she was dispatched on a mission by the Jedi Council. (SWI81)

Shooting Star

this Alliance *Corona*-class frigate collided with the *Endor* after a mistimed hyperspace jump. The jump was part of a fleet exercise, and all hands on both ships were lost. It became an object lesson for all New Republic fleets, highlighting the need for perfect execution of fleet maneuvers. (SOL)

Shooting Star

this was another name for Koensayr's VGK-3 heavy assault starfighter. (SWJ6)

Shooting Star

this was an Alliance-owned Nebulon-B frigate, active during the height of the Galactic Civil War. (JKG3)

Shopani System

this Tapani Sector star system was part of the holdings of House Cadriaan during the New Order. (LOE)

Shopper's Round

this location of shops and open-air bazaars surrounded Circle Park, in Tasariq City. (SWJ15)

Shoppingland

this major retail outlet is located in the center of Lola Curich starport, and has everything a tourist to the planet Lianna could need. (ML)

Shor

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "fierce" or "lethal", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Shoran

this male Wookiee is one of Chewbacca's many relatives. It was Shoran who received a transmission from Leia Organa-Solo describing the capture of Han Solo by the Yevetha. Shoran and Freyrr tracked Chewie down, during Lumpawarumps Test of Ascension, to recall the Wookiee to his duty. Shoran, along with Dryanta, Jowdrri, and Lumpawarump, went with Chewbacca to rescue Solo. When the Wookiees attacked the *Pride of Yevetha*, Shoran and Chewbacca went in first. During the initial firefight, Shoran was gravely injured by a blaster bolt. Shoran was brought back to the *Millennium Falcon* by Chewbacca, but was unable to recover despite the ministrations of the New Republic. He died after being treated on the *Intrepid*. (RD, TT)

Shorda'ki

this was the Tarasinese word used to describe one of the most solemn and powerful of all the Tarasin rites. By invoking the *shorda'ki*, the Tarasin expended a great deal of strength - both physical and mental - to ensure the very survival of their species. History only recorded two invocations of the *shorda'ki*, once during the wars that nearly destroyed the ancient Tarasin, and another during the height of the Clone Wars. This latter invocation was performed in preparation for the *tarana-te'sath*, which the Tarasin believed was about to occur after discussions with a strange Human Jedi Knight. This Jedi agreed to help train the younger generation of Tarasin to connect with the Force, but this required that the elders begin to relinquish their power in order to concentrate the Force among the young. (LFCW)

Shore Patrol

this branch of the Gungan Grand Army was charged with ensuring that no invaders entered the water and discovered the location of the Gungan cities. (E1A10)

Shorg, Kirla

this man was a soldier in the Old Republic military, and was part of the task force dispatched by Colonel Jir Tramsig to recover the head of the protocol droid L80-RC. (WOA4)

Shoribus

this was the capital city of the planet Kabal. (HNN4)

Short

this was the name used by Gaph and R'vanna to describe the shorter of the two humans who approached them to forge a series of transport vouchers for refugees on Ruan. Working with his partner, known only as Tall, Short transported his charges aboard the freighter *Treveen*. (JE)

Shortgrass

this pink-bladed grass was native to the planet Drongar, and was the only true form of grass that grew on the planet. (MBS)

Shorthoppers

this was the name of the squadron of Howlrunners and Vigilance Interceptors which supported the *Jolly Man* during its hunt for a Yuuzhan Vong yammosk. (SBS)

Shorts

this was another name for the Utai race, referring to both their short stature and their short lifespans. (E3N)

Short-term Memory Enhancement

a technique used by the Jedi Knights to capture and replay recent events at a later time. (SWSB)

Shorty

this astromech droid was located on Cloud City during the height of the Galactic Civil War. Shorty was secretly an Alliance agent, and was on Cloud City to help refugees reach Alliance safeworlds. (WOA9)

Shosk'irid

this mercenary favored personal body armor that was developed for unique, alien physiologies. (GUN)

Shotaleve, Byll

this man was a resort owner who saw business drop off sharply during the Separatist crisis which shook the Old Republic, just before the Clone Wars. His properties were scattered across the beaches of the planet Amfar, and he saw the beaches reclaimed by redfish after the lack of tourists meant the beaches were empty. (HNN5)

Shotarr Kass

this Tunroth warrior was orphaned by the Reslian Purge. He chose to train as a hunter in order to maintain as much of his species' culture and history as possible. Well educated in Wookiee culture as well as that of the Tunroth, Shotarr eventually was employed by the Nalroni crimelord Sprax as a personal bodyguard. He earned the nickname "The Strap" because Shotarr preferred to wear leather jerkins. Shotarr was not part of Sprax's own security force, and was often left out of many operations he felt should have been his work. This troubled him, but his loyalty to Sprax never wavered, even when Black Sun chose Ket Maliss to wipe out the Disac pirates and not himself. (SSR)

Shotel

this was one of the many *Strike*-class cruisers that made up the front lines of the Imperial Naval fleet. (TIE)

Shoten Lounge

this bar and recreation area was located on the luxury liner *Stellar Mermaid*. It was considered something of a spacers' bar, despite its setting on the luxurious ship. (POC)

Shotgun

a Nharwaak CR90 corvette destroyed by the Empire when it raided the Nharwaak base. (TIE)

Shoti, Harissa

this woman was one of the most popular holo-drama stars during the last years of the Old Republic. She was under contract to Kailio Entertainment during the years leading up to the Clone Wars, and was

rumored to have been the actress chosen to portray Jonava Billane in a holo-drama based on the life of Ludi Billane. (HNN4)

Shoto Eyefire

this Shistavenan Wolfman took control of Horn Station and used it to fund his own criminal activities during the last decades of the Old Republic. Shoto was also an infamous blastfighter. He met his match, though, when an anonymous Jedi Knight posed as a scared rock miner with a quick draw. Shoto ordered his goons to bring the miner in, then challenged him to a duel. Shoto stacked the odds in his favor, wearing a suit of blast armor and arming his best thugs to guard against any treachery. However, the Jedi's reflexes were too good, and his aim was too precise. Shoto was shot in both knees and his gun hand before he could even get a single shot off, and the Jedi quickly neutralized the armed thugs before escaping. Shoto was forced to flee Horn Station in order to receive medical attention, and the planet was restored to freedom. (T2)

Shott

this man, an Admiral, was a noted criminal who was active during the years following the Battle of Naboo. He was implicated in the distribution of illegal holograms with Gabo the Wicked, but never arrested. (BH)

Shouldersculp

an ornamental form of art worn at the shoulder of a female's dress. (DFR)

Show, The

starfighter pilots' slang for a space battle. (HSE)

Showalter

a Captain serving the New Republic Intelligence agency, he greets Luke Skywalker and Lando Calrissian when they return from their discovery of Thrackan Sal-Solo's interdiction field. He is a young man, with pale skin and a heavy-set, muscular body. *Is this the same man as Showolter, who appears during the New Jedi Order?* (AS)

Showcase Formation

this is the basic New Republic Naval fleet formation used when entering a system in preparation for war. It provides the most imposing view of the fleet, and is primarily for display purposes only. Once the battle is joined, the formation is broken up in favor of more tactically-efficient formations. (TT)

Shownar

this planet, located in Parmic Sector, is composed mainly of vertag crystal. This creates a uniquely beautiful landscape of stunning crystalline vistas. It is located near the Torch Nebula, whose eerie glow lights up the planet's nighttime hours. The average day on Shownar lasts 25 standard hours, and its year encompasses 370 local days. (GG9)

Shownar Lullaby

this odd music is created by the wind blowing through the vertag crystal spires on the planet Shownar. (GG9)

Showolter

this New Republic Major was placed in charge of the mission to bring the Yuuzhan Vong priestess Elan to a facility on Wayland, where the New Republic could interview her. Showolter was a former member of the Alliance military intelligence agency, and he often played the part of an Imperial officer while on a mission. His muscular physique gave him the right body to blend in with the Imperials, but became a liability after the Battle of Endor. Then, while working for the New Republic, his thick body made him stand out more. This led to his promotion into more of a supervisory role, which he held at the time the Yuuzhan Vong launched their invasion. Showolter and Elan made it to Wayland without a problem, but the Yuuzhan Vong launched a false "assassination" attempt on Elan's life after they arrived at Wayland. Their location was given away by Elan's familiar, Vergere, and forced Showolter to book transport for them to Coruscant. Traveling as a couple - with Elan wearing an ooglith masquer to appear human - they boarded the *Queen of Empire* in order to return to the Core. Unfortunately, the Peace Brigade learned of

the undercover operation from a well-placed spy in the New Republic, and intercepted the luxury cruiser. In an attempt to save Elan's life, Showolter took blaster fire from the Peace Brigade's mercenaries. Badly injured, he was forced to turn Elan and Vergere over to Han Solo. Showolter eventually recovered from his injuries. (HT, NJOSB)

SHPA-C

this version of the Self-Propelled Heavy Artillery-Turbolaser tank, developed by the Old Republic to support the Army of the Republic, featured a concussion missile launcher in place of the turbolaser. (SWI64)

Shrag Brothers

sneak-thieves on Nar Shaddaa. (DE1)

S'hrah

this man was a noted doctor who taught medicine to the interns who did their residency at the Coruscant Medical Hospital during the last decades of the Old Republic. An irascible man, Doctor S'hrah had little patience for non-medical disciplines. He would yell at his students when they tried to branch out or apply medicine to other uses, screaming that they were doctors, not some other profession. (MBS)

Shrail

this baked, sweet bread was popular on the planet Garos IV. (SWJ5)

Shran

this given name was common human males across the galaxy. (GCG)

Shredder Bat

a vicious, avian creature native to the planet Atrisia, shredder bats are extremely adaptable to a variety of ecosystems. They have a wingspan of up to a meter across, and hunted in packs of more than twenty individuals. Shredder bats use a complex hearing system, with hearing organs in their necks and behind their ears, to sonically locate their prey. They attacked their prey by diving down on it and taking bites with their sharp fangs, causing their prey to bleed to death. The bats would then land on the downed prey and use their long tongues to consume all the blood and other bodily fluids. They were considered a dangerous nuisance throughout the galaxy, as colonies of shredder bats have been established on over 1,000 different worlds. Once in a new environment, they tend to attack everything in sight in order to establish a territory. These attacks include humans and humanoids. (ND, COG)

Shreebird

this rare avian was nearly extinct by the time the Clone Wars began. A special aviary was erected on Coruscant to preserve a small colony of shreebirds. (HNN4)

Shree-class Battle Cruiser

this Ssi-ruuvi design was a heavy battleship measuring nearly 900 meters in length, and armed with 24 Ssi-ruuvi turbolasers, 24 ion cannons, 12 concussion missile launchers, and 12 tractor beam projectors. Up to 500 Ssi-ruuvi battle droids can be carried in its holds. The decks on the *Shree*-class are five meters tall, to accommodate the Ssi-ruuk body. The P'w'ecks that perform menial tasks on the ships have a series of accessways and tunnels in which they can operate. Stun-traps have been set in various access portals to keep the P'w'ecks from entering sensitive areas. Unlike most galactic ships, the Ssi-ruuvi designs lack anti-gravitational systems, and so they employ conductive netting to help stabilize gravity. They also lacked reliable inertial compensators, and sudden changes in direction caused inprepared passengers to be thrown against bulkheads. It also had a large entechment lab used to power the ship and its drones. Each *Shree*-class cruiser required a crew complement of 800 Ssi-ruuk officers, 234 gunners, 5,000 P'w'eck laborers, and 350 P'w'eck troops. It could also transport up to 5,000 metric tons of cargo. (EGV, TBSB)

Shreeftut

literally known as "His Potency", the Shreeftut was the supreme ruler of Lwhekk, and the leader of the Ssi-ruuvi Imperium and the Ssi-ruuk people. Sometime before the Battle of Endor, the Shreeftut made a

deal with Emperor Palpatine to provide personal battle droids if the Emperor would provide human prisoners. Although this particular deal fell through, the Shreeftut continued to work to further his own species. The Shreeftut was advised on all governmental matters by the Elders' Council, and on religious aspects by the Conclave. (TB, FH2)

Shreel

this graduate of the New Republic Space Academy served a member of Leia Organa-Solo's honor guard during her mission to the Chorios Systems to meet with Seti Ashgad. He served as a Yeoman aboard the *Borealis*, and perished when Ashgad unleashed the Death Seed plague. (POT)

Shreetam'tiz

this specially-bred subspecies of the Yuuzhan Vong yammosk was created to emit a powerful signal of interference within the telepathic bands used by yammosks, dhuryams, and other such bio-engineering organisms. This allowed the Yuuzhan Vong to temporarily disrupt the control a yammosk had over starships, or broke the link between a dhuryam and its attendant slaves. The shreeyam'tiz was a large, barrel-shaped creature that existed in a large vat of nutrient fluid, and had to be carried into location by Yuuzhan Vong warriors. The shreeyam'tiz was especially useful during the *tizo'pil Yun'tchilat*, when the dhuryams had to figure out a way to survive without the help of their slaves. (T)

Shreev

this small, winged creature is native to the planet S'krrr. They are the natural enemies of the drog beetle, which is the favored food of the shreev. The bat-like shreev are covered with blue fur, and have a snake-like tail. They were protected by the S'krrr, because they kept the drog beetle population under control. Without the shreev, the drog beetles would eventually consume all the crops grown on S'krrr. The average shreev can consume some thirty drog beetles each day. (GOF8)

Shri

one of Rei'kas' hired thugs, Shri was sent to intercept Talon Kaarde at the Ithor Loman on Dayark. The assault failed when H'sishi and Shada D'ukal managed to taken the thugs out. (VOF)

Shriek

this unusual race of pink-skinned beings lived on the Forest Moon of Endor. Shrieks were easily distinguished by their three eyes. Shrieks were named for the loud noise they made whenever they defended their homes, but they could be convivial friends. (ECAR)

Shrike

an Imperial frigate destroyed by the Alliance during the Galactic Civil War. (XW)

Shrike

this nimble starfighter was used by Mara Jade, during her early years of service to the Smuggler's Alliance. (NEGC)

Shrike

this Imperial Star Destroyer was the flagship of the customs fleet that patrolled the Corellian Sector, during the height of the Galactic Civil War. (CCW)

Shrike Squadron

this was the designation of the group of TIE Fighters garrisoned at Argenhald Base, on Saffalore, during the early years of the New Republic. (SOC)

Shrike, Garris

this Corellian trader and smuggler worked aboard the starship *Trader's Luck*, commanding a ragtag band of thieves and swindlers. He employed without prejudice, using street urchins to beg and steal while using strong alien races for extortion and loan sharking. He was infamous among the underworld for his elaborate schemes, in which he would swindle the rich and wealthy of Corellia out of their credits. He ran the *Trader's Luck* with an iron hand, and demanded complete loyalty or swift retribution would follow. He dressed in the style of Imperial Moffs, with several medals and decorations purchased at pawn shops. It

was Shrike who pulled a young Han Solo from the alleys of Corellia, taking the boy in and using him in many of his best schemes. When Han tried to leave the *Trader's Luck*, Shrike killed the Wookiee Dewlanna before he was knocked cold by young Solo. Shrike never forgot the incident, and when he discovered Han on Coruscant, he intended to pay him back. Their struggle spanned several levels of the city-world's structures before Shrike gained the upper hand. Just as he was about to deal Han a deadly blow, a bounty hunter that had been trailing Han shot Shrike dead. Han was able to escape the bounty hunter as well, dodging a charge at the last minute and sending the hunter careening into a stone structure and snapping his neck. Han then switched clothing with the hunter, placing all his false IDs in the hunter's jacket. He then burned the face off the hunter with Shrike's blaster and dumped the body into a seemingly bottomless shaft. With Shrike dead and his IDs on another body, Han was finally free of his past. (TPS)

Shrike, Larrad

this man was Garris Shrike's brother. As cruel and demented as Garris, Larrad was one of the bullies who maintained order on the *Trader's Luck*. When Han Solo attempted to flee the ship, Dewlanna the Wookiee stepped in to help him. Larrad and several others noticed that Han had bypassed several security systems, and they set out to apprehend the youth. As Garris struck out at Solo, Larrad was attacked by Dewlanna. The Wookiee grabbed him by the arm and swung him around with all her might, smashing Larrad into a bulkhead and breaking nearly every bone in his body. Larrad didn't survive. (TPS)

ShrinCord

this defensive substance is similar to other webbing and netting used by law enforcement agencies and bounty hunters. ShrinCord is either shot from a gun or laid atop a trap. When it hits living flesh, it begins to shrink, tightening around its target and immobilizing them. (ML)

Shrine of the Sleeper

this chamber was located in DarkStryder's fortress, on the planet Kathol. It was here that the Yapi and Charr Ontee discovered the image of the Sleeper. When DarkStryder drove the Charr Ontee and the Yapi away, they took the image with them, because they knew that DarkStryder feared the return of the Sleeper. The crew of the *FarStar*, after surviving the destruction of their ship, discovered that the Shrine contained the preserved body of the Jedi Knight Halbret, who had been trapped on Kathol during the Rift Disaster. It was Halbret's image the Charr Ontee remembered. Halbret had been preserved by the Kathol after she helped them enter the Lifewell, mainly to help restore the Kathol once the danger of the Dark Jedi had passed. However, DarkStryder continued to evolve, and chose not to revive Halbret or the Kathol, desiring power for itself. (E)

Shrines of Kooroo

this ancient monuments were claimed by the Fellowship of Kooroo to be the original edifices built by Kooroo to focus the minds of his followers on true enlightenment. The Fellowship of Kooroo believed the enlightenment came in the form of telepathic abilities. The shrines consisted of a central, domed sanctuary surrounded by carved stone obelisks. The obelisks are all inscribed with runes and sigils, and their placement around the central building resembled the spokes of a wheel. Shortly after the Battle of Yavin, reporter Andor Javin earned the wrath of the Fellowship of Kooroo by claiming that the Shrines were not religious artifacts but a form of ancient communication device created by an ancient civilization which scouted the galaxy millions of years earlier. (SWJ13)

Sh'rip Sh'pa

this was the name given to Yuuzhan Vong spawn ships, which were similar in appearance to gargantuan gemstones. These ships were essentially freighters or cruisers that had been refitted to transport terraforming biotechnology to newly-conquered planets. Measuring about 810 meters in length, the Sh'rip Sh'pa required a crew of 525 Yuuzhan Vong warriors to operate, and could accommodate up to 2,044 passengers - usually from the Shaper caste - and 2,460 metric tons of cargo. These ships were armed with forty plasma cannons, any of which could be moved to a different facet of the hull to provide an infinite range of fire. A specialized dovin basal provided enhanced protection, helping to ensure that the Sh'rip Sh'pa reached its destination intact. (NJOSB)

Shrithek Al'Iya

this Bothan served as the Consul of Natural Resources to the government of Kothlis, at the height of the Galactic Civil War. An enterprising entrepreneur, Shrithek used his position to stymie competitors while providing access to favored corporations. (SPG)

Shrivel Braittrand

this hunchbacked humanoid was one of the galaxy's best podracers, some ten years after the Battle of Naboo. (RACR)

Shriwirr

a Ssi-ruuvi *Shree*-class battle cruiser, the *Shriwirr* was the flagship of the Ssi-ruuk attack on the planet Bakura. The word *shriwirr* means "ripe with eggs" in the Ssi-ruuvi language. The *Shriwirr* was accompanied by 4 *Wurrif*-class light cruisers, 20 *Fw'sen*-class picket ships, a *Sh'ner*-class planetary assault carrier, 12 *D'kee*-class P'w'eck landing ships, and a *Lwhekk*-class manufacturing ship. A force of over 1,300 battle droids was unleashed in the system. It was captured by the Luke Skywalker and the Alliance during the Battle of Bakura, when Luke escaped from his entechment chair. The Ssi-ruuk evacuated the ship, rather than facing Luke's ability with the Force and possibly dying on an unconsecrated world, and abandoned the ship. It was later renamed the *Sibwarra*, in honor of Dev Sibwarra's sacrifice to alert the Alliance to the Ssi-ruuvi threat, although its crew secretly called it the *Flutie*. (TB, EGV, TBSB)

Shron

this small, volcanic world was the innermost planet of the Hoth System. (PH)

Shroom Steak

despite its name, this was not actually a cut of meat, but a thickly cut piece of mushroom which grew on the planet Drongar. Because the mushroom was so large, and its cooked texture was tender and firm, it was called a steak in many recipes and menus. (MBS)

Shroomchip

this was a snackfood that was created by frying thinly-sliced pieces of the native mushrooms that grew near the swamps of the planet Drongar. (MBS)

Shroud

this was the name used by the New Republic to describe the Ghtroc 720 freighter it modified for use by Luke Skywalker. It was named for the covert shroud maneuver, for which the ship became famous. The Republic's technicians gutted the basic Ghtroc 720 and chopped a landing bay inside its hold area. Most of the cargo space was dedicated to the hangar, but a small amount was kept in the bow of the ship for storage of the trac-reflective countermeasures used in the covert shroud maneuver. A repulsorlift generator was added to assist in getting particles out in front of the ship, and a rear-facing proton torpedo launcher was added. (TTSB)

Shroud

this Arakyd Helix Interceptor starship was owned by the Shi'ido Hoole, and he used it to transport himself and his young charges, Tash and Zak Arranda, across the galaxy during the Galactic Civil War. It had been owned by Doctor Evazan, and sold to Meego to fund Evazan's reanimation serum development. When Hoole attempted to get off the planet, D-V9 discovered that Meego had sold the ship Hoole had put a downpayment on. D-V9 negotiated for the sale of the *Shroud*, and eventually got Meego to sell the ship even before he had wiped its memory banks clean. It was equipped with a GBp-629 hyperdrive, and Hoole later had equipped it with a slave circuit, in order to hide it during their adventures and then call it out when needed. The ship was nearly destroyed over the planet Kiva, when an automated defense system shot the *Shroud* down. Hoole managed to land it safely, and an Alliance team later rescued them. (GOF2, GOF7, GOF11)

Shroud Team

this group of Alliance operatives was one of the busiest groups of the Divis Arm, based in Corint City on Pirik. Led by Dutra Zeneta, the group acted as spies, foster agents, and infiltrators. (SWJ10)

Shrulldike, Gorvan

known as "Blackblood" to the Daupherm military, this man was a loyal member of the military until he decided to defect and become a smuggler. He recruited Evram Darkmere, and the two managed to steal a ship from the Daupherm government. They renamed it the *Retribution*, and set out to make a living as smugglers. Shrulldike had few morals, and chose to make a living transporting slaves. Darkmere objected to this career, and challenged Shrulldike for command of the ship. In single combat, Darkmere soundly defeated Shrulldike and assumed command of the *Retribution*. (CRO)

Sh'shak

this S'krrr warrior was his planet's champion in the years just prior to the Empire's invasion of the Ishanna System. He was also a renowned poet among the S'krrr. He was destined to meet Mika Streev in battle on the Combat Moon, should a dispute arise between S'krrr and Rabaan. He meticulously studied human anatomy and psychology, looking for any advantage he could find. Sh'shak was short for a S'krrr, measuring only 1.7 meters in height, but he was well-trained in the ways of the warrior. He meditated prior to combat, to center his thoughts on the battle ahead. When the Empire finally decided to subjugate the system, Sh'shak and Streev were already on the Combat Moon, preparing to do battle in the ritual Combat. Imperial forces, with the help of Andos Delvaren, attempted to escalate the conflict into a full-scale war by killing both combatants. Sh'shak was hunting Streev when the Imperials began hunting Streev. Streev managed to escape, convinced Sh'shak to work together and them off. Sh'shak was injured when Commander Glave shot him in the thorax, but was rescued by Streev and a group of Alliance agents. They escaped off the moon, and agreed to join the Alliance after they hunted down Delvaren and Glave. (SWJ9, GOF8)

Sh'shuun

this planet, also known as Lao-mon, was the homeworld of the Shi'ido race. Very little was known about the planet, other than it was a tropical world in the Colonies Region. The name Sh'shuun was a Shi'ido word. (GOF4, UANT)

Sh'simm

this was one of the small group of Shamed Ones who lived beneath the surface of Coruscant, after the planet had been transformed into a likeness of Yuuzhan'tar. Sh'simm was one of the few Shamed Ones who lived independently, away from groups like that led by Vuurok I'pan. Like the other Shamed ones, though, Sh'simm believed that the Jedi Knights were not abominations, but saviors of the Shamed Ones and symbols of the new ideology which should be embraced by the Yuuzhan Vong. For this reason, their band remained small, in case they were captured by the Yuuzhan Vong warriors. This ensured that their small cult of Jedi followers would never be fully discovered. (FH1)

Sh'tk'ith

this Ssi-ruuvi Elder was known as Bluescale because of his coloration. He was extremely well-versed in the physiology of humans, and was the leader of the task force dispatched to subjugation the planet Bakura. Sh'tk'ith was also charged with maintaining the obedience of Dev Sibwarra. It was discovered that Sh'tk'ith was chosen for the leadership of the Bakura mission by the Shreeftut itself, and acted as the Shreeftut's voice to the Ssi-ruuk on the mission. There were rumors that Sh'tk'ith was the true power behind the Shreeftut, but no facts were discovered before Sh'tk'ith died during the Battle of Bakura. Luke Skywalker believed that Sh'tk'ith was the exact opposite this, sent to Bakura with enough power to draw potential enemies away from Lwhekk and the Shreeftut. (TB, TBSB)

Shturlan

this is the twelfth of the Tunroth Hunter rankings, and is an average level of achievement. (GG12)

Shu Mai

this female Gossam served as the President of the Commerce Guild, some ten years after the Battle of Naboo. Shu Mai was known among her peers and competitors as a being of unusual intelligence. It was Shu Mai who gathered enough credits to purchase her homeworld of Castell from the Commerce Guild, but she remained loyal to the Guild and kept taxes high to maintain control of her people. Her shrewd actions impressed the Guild, which continued to promote her to higher ranks. Her unscrupulous work ethic soon earned her the promotion to President. She was also a confidante of Count Dooku, and was

one of the leaders of the secession movement which formed the strongest undercurrent of the political landscape of the Old Republic at the time. Shu Mai made arrangements with Senator Mousul to work toward Mousul's homeworld of Ansion being one of the first worlds to secede, hoping to drag along the Malarians and the Keitumites and bring about a sudden and strong reformation of the Republic. While their plans were thwarted by the Jedi Knights who negotiated a treaty between the peoples of Ansion to remain part of the Republic, Shu Mai and Senator Mousul remained loyal to Count Dooku's plans for secession. However, Shu Mai refused to openly support Dooku and the Separatists, instead pledging secret support in order to keep from actually committing treason against the Republic. After the Battle of Geonosis, Shu Mai and her assistants returned to their base of operations on Felucia, only to learn that the Republic was planning to attack the planet. They fled Felucia on the orders of General Grievous, who advised them to go to Belderone. After Grievous was routed at Belderone by Anakin Skywalker, Shu Mai returned to Felucia. However, the Republic's forces tracked her down, and Shu Mai might have been captured if Grievous hadn't returned to transport her to Utapau. After hiding on Utapau under the protection of General Grievous, the Separatist leadership was taken to Mustafar. It was there, after Darth Sidious finally lured Anakin Skywalker to the Dark Side of the Force, that the Separatist leaders met their deaths. Skywalker was dispatched to Mustafar by Sidious himself, with orders to eliminate them. Skywalker quickly killed Shu Mai, before setting off after the rest of the Separatist leaders. (APS, SWDB, ROF, LEV, IS3)

Shu Shu

meaning "beloved" - or, more literally, "love love" - this name was common among Gungan females. (GCG)

Shubelle, Graekus

this man served as the Administrator of Hologram Fun World, during the years leading up to the Clone Wars. (HNN5)

Shud

this was the fifth planet in the Obas System. It had five moons. (IA)

Shudderup

this was a form of music which was not enjoyed by the Gungan race of Naboo. Many street vagrants chose to play it, encouraging passersby to pay money to make them stop playing. (NEGC)

Shug

this given name was common human males across the galaxy. (GCG)

Shug Ninx

an outlaw tech on Nar Shaddaa, and an old friend of Han Solo. He is part Theelin and part Corellian human, and had only two fingers on each hand, along with a two-jointed opposable thumb. This combination left him with few choices as far as education and careers went. He found a niche as a mechanic, and saved up enough money to buy a space on Nar Shaddaa. There, he set up his own "spacebarn." This starship garage got him a few good friends, namely Solo, Salla Zend, and Lando Calrissian. They all left to pursue the stars, but Salla's accident brought her back to the spaceport moon. Their partnership was solidified over the years, during which time Shug continued to grow in expertise. His starship garage is located within the spaceport's inner depths, and its entrance is hidden by a large holoscreen. The entry is built from a kilometers-long chute built from a construction module from the second Death Star prototype. (He found the surplus on Bonadan.) He and Salla Zend left the spaceport after Han Solo destroyed one of their prized cruisers, and after Zasm Katth and Baddon Fass ransack the garage. (DE1, DESB, DE2, THG)

Shug's Spacebarn

this was Shug Ninx's starship repair facility, located on Nar Shaddaa. (RD)

Shuldene

this ice-covered planet was located in the Yarith Sector of the galaxy, just Coreward of the Kiax Nebula.

The planet was once covered with oceans, but its orbit was pushed outward by an unknown event, and the surface water froze solid. (WOA33)

Shulell

this city is the capital of the planet Lan Barell. (SWJ1)

Shullos, Trebian

this man was the Maestro of the Conservatory Epic Orchestra during the height of the New Order. (SWJ13)

Shulstine V

this was a planet known for its seedy cantinas. (WOA32)

Shultisam

meaning "twilight", this was a common female name among the Mon Calamari race. (GCG)

Shumavar

this planet was the site of a trade conference at which Bornan Thul was to turn over the Emperor's Plague to Nola Tarkona. (TEP)

Shume

this was the name of a noted Sludir individual. (UANT)

Shumogi

this planet was the site of an Imperial Ordnance Research Facility during the Galactic Civil War. (JASB)

Shun

this was the term used by the Jedi Knights of the Old Republic to describe a one-handed grip on a lightsaber, which is then spun through a 360-degree arc to gain speed for an attack during lightsaber combat. (VD2)

Shunta Osarian Dharrg

this Osarian was the ruler of the planet Osarian, during the time when Nom Anor rose to power among the Rhommamoolians. (VP)

Shurrg

this female Quarren worked as a ship thief for Pal-Nada, during the height of the New Order. Shurrg often stole the uniforms of port authorities where she worked, claiming to be a safety inspector in order to gain access to a target ship. (WOA17)

Shusk

this Chadra-Fan was an ocean guide during the New Order, working with Kimsh to take visitors out to see the bildogs and proops. (EGA)

Shusugaunt

this ocean-covered world was the homeworld of an alien race by the same name. Ancient xenobiologists of the Old Republic believed that the planet was also the homeworld of another race, the Anx, a theory that surfaced after the skeletons of several Anx were found in the shallow seas of the planet. It was later learned that the skeletons were from members of an exploration party of Anx that had made a trip of several dozen light-years to explore Shusugaunt, but were killed by the natives. (GMR7)

Shusugaunt

this language, the native language of the Shusugaunt race, was also adopted as a second language by the Anx. (UANT)

Shusugaunt

this race of spacefaring warriors was native to a planet of the same name. A short-statured race, the Shusugaunt were encountered by one of the many Anx colonization ships that spread throughout their

sector during the millennia before the Clone Wars. The Shusugaunt then tried to take control of the planet Gravlex Med, hoping to wipe out the Anx, but the Shusugaunt were unprepared for Gravlex Med's heavy gravity. Unable to fight without quickly becoming fatigued, the Shusugaunt fled Gravlex Med and left the Anx alone. *Note that Star Wars Gamer magazine, issue 7, claims that Shusugaunt was the heavy-gravity world, not Gravlex Med.* (UANT, GMR7)

Shutter Shield

this form of planetary defense shield doesn't encase a planet in a sphere of energy broken only by fire gaps. Instead, the shutter shield can be opened and closed to allow starships to move through, as well as to fire weapons at orbital targets. Shutter shields are less expensive to power, but are also less effective at keeping an enemy outside as the opening of the shield creates a large hole to fly through. (HAS)

Shuttle 37

the designation of the shuttle Mara Jade and Luke Skywalker used to get on board the *Chimaera* and rescue Talon Kaarde. (DFR)

Shuttle-skimmer

a large repulsorlift craft used to transport people and cargo across short distances. (HSR)

Shutz

an Alliance Lambda-class shuttle captured during the Galactic Civil War. (TIE)

Shuura

native to the planet Naboo, this plant produced a yellow-and-cream-colored fruit, which was juicy and sweet. (AOTCN)

Shuxl

this star was located in the Yarith Sector of the galaxy, on the edge of the Ivax Nebula. There were no planets in orbit around this star, just a series of dust-filled rings. However, a hyperspace beacon was inserted into the system to help starships traveling along the Corellian Trade Spine reorient themselves. (WOA33)

Shuzz

this huge Kubaz was part of the group working for Meres Ulcane and the Kaarenth Dissension. Shuzz worked the cantinas of Betha II's starport, inviting members of non-human races to Ulcane's rallies. (SWJ8)

Shvash

this was the name of the noxious gas which developed below the surface of the swamps covering the planet Gelgelar. (SWJ14)

Shvash Gas Cooperative

this loose affiliation of shvash gas collectors was run by Vleen Argoe, and attempted to ensure that collectors were paid a fair and consistent procie for the swamp gas. Its officers were located in Gelgelar Free Port. (PSPG)

Shwock Dubllon

this piece of classical music is probably the best-known piece from the Mon Calamari composer Dembaline. Considered Dembaline's most rousing music, it opened with a flourish before fading into a soft mix of discordant notes. The title, when translated to Basic, is known as *Crested Wake*. (VP)

Shwpi

this small herbivore was native to the planet Bimmieel. They were fairly abundant, once the planet swung into the closer portion of its elliptical orbit and began to warm up. As plant life re-established itself after winter, the shwpi were roused and began to breed. They were the favored prey of the slashrats, whose voracious appetite kept shwpi population under control. During the winter period of the planet's orbit, the shwpi hibernate until the next warm season. (DTO)

Shwuy Exchange

this minor hyperspace trade route ran between Shwuy and Fakir Sectors. (PP)

Shwuy Perimeter

this was the area of the galaxy located along the Coreward border of Shwuy Sector. (PP)

Shwuy Sector

an area of the galaxy that was heavily re-equipped by the Empire during the Galactic Civil War. (ISB)

Shyarn

this was the traditional dueling scimitar used by the Cerean race. Its name was derived from an ancient word meaning "dancer", and described the sinuous curve found in the scimitar's blade. Made from metals found only on Cerea, the shyarn was a light weapon that required a certain amount of skill and finesse to wield. The martial art form shyarn-ado evolved to teach Cereans how to fight and defend with a shyarn. The metals in the blade have unique magnetic properties, which added to the skill necessary to use it. When two shyarn blades struck each other, the impact created vibrations which increased its natural magnetic forces, locking the blades together and forcing the wielders to move in intricate steps to free the blades. Strength and control were needed to break the connection without losing possession of the shyarn. (UANT)

Shyarn-ado

this was the specialized form of swordfighting which was developed by the Cerean people to wield the shyarn scimitar. Usually, a trainee must agree to train with a single master for their entire lifetime, before training can actually begin. This helped to ensure that the availability of shyarn blades was strictly controlled. (UANT)

Shylar

this Jedi Master was one of many who volunteered to infiltrate the Separatist forces surrounding Count Dooku, during the height of the Clone Wars. After the defection of Sora Bulq, the Jedi Council was dismayed to lose contact with Master Shylar for several months, fearing that she too had defected. However, Dooku saw through Shylar's deception and had her imprisoned and interrogated. Despite her situation, Master Shylar refused to say anything to Count Dooku. She was angry and dismayed when Quinlan Vos appeared at Dooku's side, and Vos himself was dismayed by the fact that he couldn't reveal himself without blowing his cover. When Shylar died during the torture, Vos held himself somewhat responsible. Later, Vos admitted to the Jedi Council that he had had a relationship with Master Shylar, during their training as Padawans. Their relationship was voluntarily ended, so that they could remain true to the Jedi Order. (J4, RDR)

Shynne

this woman was raised in the Citadel Inquisitorius, on the planet Prakith, during the early years of the New Order. She eventually became an Inquisitor herself, and chose the Deep Core as her jurisdiction, since her connection to the Dark Side of the Force was strongest in the Deep Core. (PH)

Shyntak

this name was common among members of the T'surr race. (WOTC, UANT)

Shyrack Caves

this series of natural caves was found on the planet Korriban. The primary entrance was hidden in the Valley of the Dark Lords. (KOTOR)

Shyriiwook

this was the name of the Wookiee language known as the 'tongue of the Tree People.' It had a wide range of emotional adjuncts, and was primarily used for trade and travel. Because the Wookiee homeworld of Kashyyyk was covered with dense forests, Shyriiwook provided many different words that translated into a single word in Basic. For instance, Shyriiwook had over 150 words for "wood", depending on grain, moisture content, and underlying structure. (TBH, RD, VD3)

Shysa, Fenn

it was believed that Fenn Shysa was one of the three surviving Mandalorian Protectors, along with Alpha-02 and Tobbi Dala, from an original group of 212 which was sent into battle by the Separatists during the Clone Wars. Popular rumor held that it was Boba Fett, not Alpha-02, who survived the conflict. *Note that The Essential Guide to Characters claims that the two other Mandalorians were Boba Fett and Jodo Kast.* Shysa and Dala served under Alpha-02 during the battle, and both returned to Mandalore when the fighting was over. Whatever the truth to these rumors, what was known was that Fenn Shysa organized the natives of Mandalore and got them to fight back against the slavers who had taken control of the planet in their absence, during the height of the Galactic Civil War. One of the beings they captured was the bounty hunter Dengar, just after Tobbi Dala was captured by the slavers. Shysa agreed to a prisoner exchange, but Leia Organa demanded to speak to Dengar. The swap was canceled when Dengar escaped and led the Imperials in Kadalbe to Shysa's base. Fenn infiltrated the slavers' base and rescued Leia and Tobbi Dala, but was unable to protect Dala when the Suprema shot him in the chest. Fenn managed to capture the Suprema, but could not save Dala's life. Fenn was eventually named Mandalore, and the Mandalorian Protectors once again flourished. He remained in touch with the Alliance, and eventually pledged Mandalore's support to the Alliance of Free Planets. Unknown to Shysa, though, was the fact that the former Kaminoan cloner, Taun We, had discovered that he was the only surviving Mandalorian from an attack on Kamino during the Clone Wars. She asked Boba Fett to hunt him down to avenge the destruction of her homeworld, and Fett agreed. *Note that, although Star Wars Insider magazine, issue 80, says that Fett hunted Shysa down, it also says that Shysa gave his life for Fett on Shogun.* (MC68, MC69, EGC, MC99, SWI80)

Shysa, Fenn

see Shysa, Fenn (GMR9)

Si

this Gran served as a Commander in the New Republic, and was one of the first base commanders of the Esfandia Long-Range Communications Base. It was Commander Si who discovered that the Brrbrlpp were sentient, and devised a form of trinary machine language which the Brrbrlpp could use to communicate with the base. (FH3)

Si Qurr

this noted poet was one of the surviving members of the Abinyshi race. (SWJ14)

Si Treemba

this young Arcona worked for Arcona Mineral Harvest Corporation, and was transported to the planet Bandomeer aboard the Monument with Obi-Wan Kenobi. The two became good friends after Obi-Wan stood up to Offworld Mining's Hutt leaders aboard the transport ship. To Si Treemba, this was one of the bravest things a being could do, and he held Obi-Wan with high regards. When the two discovered that Offworld had been sabotaging Arcona Mineral Harvest's equipment while en route to Bandomeer, they tried to tell their superiors but were thwarted by a pirate attack on the Monument. In the aftermath, Si and Obi-Wan brought out the dealings of Grelb and Jemba, and helped bring many Offworld workers over to Arcona Mineral Harvest. After landing on Bandomeer, Si Treemba and Obi-Wan discovered Xanatos' part in the sabotage of the Home Party Mine, and helped Arcona Mineral Harvest take control of Bandomeer. (RF, DR)

Sia

this given name was commonly given to female human children throughout the galaxy. (GCG)

Siak-series Protocol Droid

developed and manufactured by Roche Industries, the Siak-series of protocol droids was the first real commercial success the Verpines had during the New Order. More human in shape than the J9 worker drone, the Siak incorporated the technological advances of the TranLang IV communications module. (FTD)

Sian

this name was common among Sullustan males, and meant "inventive". (GCG)

Sian

this was a common name among the Zeltron people. (UANT)

Sian Tevv

this rebellious councilor from Sullust was responsible for bringing Nien Nunb and his raiding squad into the Alliance after the Empire forced them out of the Sullust system. He was a rebel from the start, hanging around with spacers and technicians in order to learn more about starships and droids. This dismayed his parents, who were Sullustan diplomats. One of his first friends was another Sullustan youth, Nien Nunb, who taught Tevv a great deal about starships. Eventually, though, Tevv went to school and became a diplomat like his parents. He was known as one of the youngest Sullustan diplomats to ever travel to Coruscant. However, while he was there, he witnessed first-hand the real power behind the Empire, as the Senators debated over policy changes while the military subjugated world after world. He decided that Sullust would have to join the Alliance to Restore the Republic if it truly wanted to be free. At first, Tevv was worried about what open rebellion would mean for his people. In early talks with Bria Tharen, he and Jennsar SoBilles felt that rebellion would simply mean powerful reprisal for the Empire. He was later instrumental in the development of the Declaration of a New Republic. Tevv then contracted the Krytos virus while on Coruscant, shortly after the planet was liberated from Ysanne Isard. He didn't evidence any symptoms, but underwent preventative bacta treatment to maintain his health. Because of his various dealings with the Provisional Council, Tevv was considered a possible suspect in the Delta Source leak, although he was never charged with any crimes. His innocence was proven when the ch'ala trees near the Imperial Palace were discovered to be bugged. During the hunt for Prince-Admiral Krennel, Tevv was one of the many Republic councilors who doubted the veracity of Wedge Antilles' transmission to the Republic which indicated Rogue Squadron was alive and well, though in the control of Ysanne Isard. (TLC, HTSB, KT, RD, IR, TTSB)

Siang Lance

this was the traditional weapon of the Kilian Rangers, and served as a form of badge of office and symbol of their loyalty to Kilia IV. The lance was essentially an ancient sporting blaster rifle, to which was attached a long bayonet. High-ranking Kilian Rangers learned to imbue the Force into their lance, giving it enhanced power and accuracy. (RESB)

Siarr Tepinnet

this vocal opponent of the Corporate Sector Authority was imprisoned at Stars' End by Viceprex Hirken. (CSA)

Sibarra

this Hutt was the brains and the funding behind Ace Entertainment Corporation and the Ace of Sabres casino. A demented Hutt with cybernetic replacements for his right arm and right eye, Sibarra was outcast from mainstream Hutt society. From that point on, he hated all other Hutts, and went out of his way to harass them in business ventures. Many believed that the only reason Sibarra was still alive during the height of the New Order was because of the skills of Dunan Par'Eil, who managed the security of the Ace of Sabres. Sibarra used the Ace enterprise to cover his more illegal activities, and he also curried favors from his high-powered guests in return for small wins at the games. Sibarra also sold the less-fortunate losers at the Ace to Aubro Ahntanda. (WSV)

Sibble

this was a common name among the Kushiban race. (UANT)

Sibha Habadeet

this collective was one of the Alliance's major suppliers of micrel equipment, during the height of the Galactic Civil War. They specialized in the manufacture of bioelectronic power supplies, like the one which powered Luke Skywalker's cybernetic hand prosthesis. (HTTE)

Sibisime

a planet. (GMR10)

Sibiu

one of Munto Codru's younger, less experienced families. (CS)

Sibwarra

this was the name given to the captured *Shree*-class Ssi-ruuvi warship, the *Shriwirr*, in the wake of the Battle of Bakura. The New Republic refitted the ship for humanoid operation, and sent it into the Ssi-ruuvi star cluster to reconnoiter the threat the aliens posed to the fledgling Republic. The New Republic discovered that the Ssi-ruu had been attacked by a force of Chiss from the Unknown Regions, and that the aliens were all by defeated. (TB, ECH)

Sibwarra, Dev

a human forced to work for the Ssi-ruuvi during their invasion of Bakura, Dev was a small boy born to Force-sensitive parents. His mother, Ydra Kilwallen Sibwarra, had just begun Jedi training on Chandrila when the Emperor ordered the Jedi purged from existence. They fled to the planet G'rho, but they arrived just before the Ssi-ruuk overtook the planet. The alien invaders captured the curious lad, and brought him to their own homeworld for five years of conditioning. After that, Dev became a spokesman for the Ssi-ruu race in their quest to entech human minds. The Ssi-ruuk brought Dev with them to Bakura, and hoped he would ease the struggle to entech its human inhabitants. However, Dev's Force-sensitive mind was discovered by Luke Skywalker, who helped Dev overcome the Ssi-ruuvi conditioning and shrug off their restraints. Dev came back to the world of humans following the defeat of the Ssi-ruuk, but he sustained mortal injuries and died at Bakura. (TB, TBSB)

Sibwarra, Ydra Kilwallen

this woman was an apprentice Jedi at the rise of the New Order, and was forced to flee her homeworld of Chandrila. She hoped to avoid Emperor Palpatine's Jedi Purge, and to save her family, which included a young son named Dev. They decided to settle on the Chandrilan colony world of G'rho. Later, Ydra was killed when the Ssi-ruuk first invaded G'rho. (TBSB)

Sickener

this was the name of one of the most disgusting training facilities established for the training of cloned soldiers on the planet Kamino, during the build-up to the Battle of Geonosis and the Clone Wars. The Sickener was named because the facility was basically a huge field of trenches, each of which was filled with the entrails of dead animals and other decaying matter. The clones were forced to crawl, wade, or slither through the Sickener, as part of a training regimen designed to ensure they didn't falter in actual combat. The instructors who drove their soldiers through the Sickener constantly reminded the soldiers that it was nothing compared to what they would encounter on an actual battlefield. (RCHC)

Sickhealers

this caste of Bosph was made up of those individuals which excelled at tapping into the Force to help heal others. (SWJ13)

Sickle Rasp

this species of rasp was native to the moon of Rori. It was named for its sickle-like beak, and was known to deliver a mild poison when it attacked its prey. (GQRG)

Sickle-back Mantis

this predatory insect, native to the planet Dantooine, was known for its intense mating rituals. During the ritual, the red-and-black insects court each other. However, once mating was successful, the female mantis tore the head off her mate and laid her eggs in his carcass. The young mantises then ate their way out of his body, attacking each other to gain their freedom. (YDR)

Sicorn

this Nebulon-B2 frigate was part of the Imperial Navy, during the height of the Galactic Civil War. (XVT)

Sic-Six

an intelligent race of arachnids from the planet Sisk, these black aliens have hard outer shells, eight eyes, and eight 6-jointed legs. They are a highly antisocial race, and have been unable to form a coherent

government or any form of industrialization. However, they do have an advanced technology (which they consider to be better than anyone else's), and use it to capture their prey. The poison used in the Sic-six' fangs, while deadly to other members of its species and other creatures native to Sisk, is valued throughout the galaxy as an intoxicant by other races. They are descended from a race of web-lingerers which simply lunged around waiting for prey to become entangled. However, as the star Sisk collapsed and cooled their homeworld, the Sic-Six were forced to begin foraging for food. Eventually, they became the intelligent, sophisticated hunters they are today. (GG4, CCG7)

Sid Te', Berren

this man, a native of the city of Fabrillan, was the leader of the Alliance sleeper cell known only as V-16. He lived most of his life as a lowly street urchin, but used his standing to create a massive network of unknowing spies and informants. Sid, as he was known to his associates, detested the Imperial presence in Fabrillan. He had seen firsthand that the Empire despised entrepreneurs and individuals, and worked to provide any information he could to the Alliance. For all appearances, though, Sid seemed to be an enterprising street vendor with a large network of salesbeings. (CRO)

Siderider

developed by Chop Harlison, this unusual swoop racer was based on the standard Nebulon-Q swoop chassis. The main difference was the addition of a sidecar, which most corporate swoop producers believed would always overturn a standard swoop. Chop Harlison added a large wing on the opposite side of the swoop, counterbalancing the sidecar with the help of gravity compensators. The working prototype of the Siderider was also armed with a pair of blaster cannons. (SWJ6)

Sidewa

meaning "musical", this was one of the most common names among Rodian females. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Sid'han

known as a mud crawler, this large reptile was native to the planet Seikosha. Resembling a small-headed crocodile, the Sid'Han were vicious predators which were capable of taking down multiple victims at once. They burrowed in the mud, sensing their prey's approaching footsteps by vibrations. When the prey was close enough, the Sid'Han lashed out with its tail, wrapped the prey before inflicting terrible wounds with its toothy jaws. They can grow to be 10 meters in length. (POC)

Sidi Driss Inn

this was one of the most luxurious hotels found in the city of Anchorhead, on the planet Tatooine, during the early years of the New Republic. During the last decades of the Old Republic, the Sidi Driss was a simple moisture farm, until Dama and her newly-married husband decided to transform it into an inn. Over the years, the Sidi Driss became quite elegant, and catered to all sorts of beings. The Hutts who used to control much of Tatooine's criminal operation even had a special wing set aside for their use. *Note that this hotel was named for the actual Sidi Driss Hotel, located in Tunisia, which served as the location for shooting the Lars homestead during the making of Star Wars: Episode IV - A New Hope.* (TG)

Sidney Shortfang

this Pada was a miner and prospector, and spent much of his career working the Sil'Lume Asteroid Belt with Gideon Smith. Like all Pada, Sidney hated violence and killing, and was rather reserved. This made him the opposite of Gideon's swaggering boisterousness, but their relationship deepened because of their good fit. Shortly after the Battle of Yavin, Sidney and Gideon met Luke Skywalker, and enlisted his help in rescuing Erling Tredway from Imperial Governor Parnell's prison on Tol Ado. During the rescue, Sidney was forced to kill a stormtrooper who would have surely killed Luke and Gideon. Sidney greatly regretted the action, feeling that his soul would be stained forever. Both Gideon and Luke reminded him that, if he hadn't shot the trooper, they would all be dead along with Erling. This reassurance did little for Sidney's spirit, but he remained loyal to his friends. However, Sidney was killed shortly after Luke and Erling escaped from the prison, in a firefight with Imperial troops. Luke made sure to remember Sidney's contributions when he returned to Yavin 4. (JH)

Sidral II

an Alliance freighter used to transport war materiel to a hidden stockpile during the Galactic Civil War. (XW)

Sidras, Mael

this Old Republic Senator who somewhat outspoken in his opposition to the New Order. Sidras was assassinated while vacationing aboard the *Savage Pleasure*, an action which resulted in the deaths of many other passengers. (CRO)

Siege of Dalron 5

when the Empire decided that it wanted to subjugate the planet Dalron 5, it laid siege to the planet using techniques developed by Jan Dodonna. The Empire was able to overtake the planet, dishoming its people. (MTS)

Siege of Kal'Shebbol

this was the name given to the New Republic's assault on the planet Kal'Shebbol, some four years after the Battle of Endor. The New Republic's goal was to bring down Imperial Moff Kentor Sarne, but Sarne managed to escape and fled to Kathol. (E)

Siege of Kyrskia

this intensely-fought, three-month struggle took place during the Galactic Civil War. It involved several house-to-house campaigns. (ROE)

Siege of Saleucami

this was the term used by historians to describe the five-month-long battle between the forces of the Confederacy of Independent Systems and the Old Republic, during the final months of the Clone Wars, for control of the planet Saleucami. The Jedi Order had discovered that Sora Bulq and Rath Kelkko had begun creating clones for a "shadow army" from the genetic material of Bok, a Morgukai Warrior of great renown. This shadow army was trained by the Anzati in the ways of stealth and assassination, and was deemed too dangerous to develop by the Jedi Council and Chancellor Palpatine. The Republic's forces were led by Jedi Masters Oppo Rancisis and Quinlan Vos, but accomplished little more than preventing the cloned Morgukai from leaving the planet. (RSOS)

Sien

this name was common among Sullustan males, and meant "ingenious". (GCG)

Sien Siev

this New Republic Councilor was part of the new breed of intermediaries created after Ponc Gavrisom was named President. Siev was also a historical expert, with a vast knowledge of Imperial history. (SOP)

Sien Sovv

this Sullustan Admiral was the backbone of the New Republic Defense Force, during the Yuuzhan Vong invasion of the galaxy. In the wake of the debacle at the Battle of Fondor, Sien Sovv barely overcame a vote of no confidence within the New Republic Senate. He happened to be leading a small fleet of warships in the vicinity of Reecee when Han Solo discovered Yuuzhan Vong forces massing near the Black Bantha. Sovv was forced to engage the Yuuzhan Vong, in an effort to disrupt their plans to attack Coruscant. His fleet was woefully small, and only delayed the second wave of ships which eventually attacked Coruscant. In the wake of the Second Battle of Coruscant, Admiral Sien Sovv was the highest ranking officer in the Navy, and was designated by Senator Pwoe as the Supreme Commander of the remaining New Republic armed forces. Unfortunately, this rank stood even after Pwoe was ostracized on Kuat, and Admiral Sovv was forced to take the brunt of the criticism when New Republic forces were soundly defeated in many battles against the alien invaders. After the Yuuzhan Vong surrendered to the Galactic Alliance at Coruscant some five years after the start of their invasion, Admiral Sovv unexpectedly decided to retire. He was succeeded by Traest Kre'fey. (HT, BP, SBS, EL1, DW, UF)

Sienar Advanced Projects Laboratories

this division of Sienar Design Systems created many experimental prototypes during the last decades of

the Old Republic, including the Infiltrator craft used by Darth Maul. Many credit the Advanced Projects team with the earliest advancements in the use of contained hypermatter, which eventually led to the immense power core of the Death Stars. (X1, RP)

Sienar Army Systems

this brand-name used by Santhe/Sienar Technologies was introduced following the Battle of Endor. Lady Valles Santhe created this division to help redeem her name in the eyes of Imperial supporters. (EGV, NEGC)

Sienar Coporation

new name of Santhe/Seinar Technologies, after the fall of the cloned Emperor Palpatine on Byss. (COJ)

Sienar Design Systems

this early brainchild of Raith Sienar was an internal workshop of Sienar Technologies, and eventually became Sienar Fleet Systems. SDS was known for its one-of-a-kind designs and secret projects, which were developed in the Advanced Projects Laboratory. *Note that The New Essential Guide to Weapons and Technology indicates that SDS was a subsidiary of Republic Sienar Systems.* (X1, NEGC, NEGW)

Sienar Fleet Systems

a division of Santhe/Seinar Technologies and once known as Republic Seinar Systems, they are the builders of the TIE family of starfighters, *Interdictor*-class Cruisers, and other Imperial war machines. They have the reputation of being one of the most dominant starfighter manufacturer, and their designs have become wildly successful since the advent of the New Order. (SW, SWSB, EGV)

Sienar Intelligence Systems

this subsidiary of Santhe/Sienar Technologies was developed during the early years of the New Order to provide droid programming for the Empire. It worked with smaller corporations, like LesTech, to ensure that Imperial automata were given similar personalities, skills, and traits. (FOP)

Sienar Patrol Ships

this was a form of patrol craft produced by Sienar Fleet Systems, during the years following the Battle of Endor. (DFR)

Sienar Refinery

this was the name given to the immense refinery and reclamation facility established on Raxus Prime by Sienar Fleet Systems, during the last decades of the Old Republic. *Note that the Star Wars Databank provides the Sienar Fleet Systems reference, placing its formation from the old Republic Sienar Systems many years before the institution of the New Order.* Scientists at the Sienar Refinery discovered that the sewers of Raxus Prime were constructed to help sweep away waste many thousands of years before the Battle of Geonosis, indicating that the planet had been a toxic wasteland for many generations. (WOTC)

Sienar Ships

this was the civilian branch of Sienar Fleet Systems, and produced many freighter and transport ship designs. (CRO)

Sienar Technologies

this corporation took control of the industrial world of Lianna about 100 years before the Battle of Yavin. Sienar Technologies was the latest in a series of corporations headed by the Sienar family, which traced its roots back to the designers of the warships used by Empress Teta during the Unification Wars. When Emperor Palpatine took control of the galaxy, he nationalized Sienar Technologies and renamed it Sienar Fleet Systems. Shortly afterward, Kerved Santhe purchased controlling interest in Sienar and renamed it Santhe/Sienar Technologies. (ML, NEGC)

Sienar, Narro

this man was the father of Raith Sienar, and was the chief executive officer of Sienar Technologies before he was killed in a explosion aboard a family starship near Dantooine. The explosion was caused by a group of mercenaries, who had been hired by the Xi Charians to eliminate Raith. Raith managed to

escape before their ship blew up, but Narro did not survive. The board of directors of Sienar Technologies, upon learning of the ambush and Narro's death, turned over full control of Sienar Technologies to Raith. (NEGC, LEV)

Sienar, Raith

this man was the founder of Sienar Design Systems, and the designer of the basic courier ship which eventually became the Infiltrator. He was born around the same time as Wilhuff Tarkin, and the two grew up as friends within the complex social structure of the planet Coruscant. Raith was the son of Narro Sienar, and was part of a long line of industrialists who could trace their roots back to the warship producers of Empress Teta's Unification Wars. He was trained at the Rigovian Technical University, and his skills with starship design and construction were well-known, and Sienar ships were in high demand. In fact, it was one of Sienar's designs - the Expeditionary Battle Planetoid - which Tarkin eventually stole and claimed as his own which became the first Death Star. Sienar spent a considerable future buying 2,112 failed designs of his competitors, looking for new ideas which failed for simple reasons which could be adjusted to his own uses. In their early thirties, Tarkin convinced Sienar to join him in an attempt to take control of the planet Zonama Sekot. Tarkin hoped to gather one of the unusual Sekotan starships, but he also hoped to eliminate Sienar and gain favor with Supreme Chancellor Palpatine. He appointed Sienar a Commander, and gave him a small fleet led by the Admiral Korvin. Tarkin also assigned Ke Daiv as Sienar's assistant, a move which told Sienar he would be expendable if the mission failed. Until the end, though, Sienar was unaware that he was already expendable. He convinced the Blood Carver that Tarkin was only working for the good of humankind, and was able to turn Ke Daiv away from his assassination attempt. In the end, Ke Daiv was unable to recover a Sekotan starship, and Tarkin decided to attack Zonama Sekot and take control of it himself. Sienar struggled against Tarkin's plans, until the planet disappeared into hyperspace. Both Tarkin and Sienar was disgraced in the eyes of Palpatine, but both worked to turn the loss to their own advantage. Years later, Raith developed the basic outline of the T.I.E. starfighter, which became the design basis for the TIE fighter and its follow-on fighters. Unfortunately for Raith, his success created many jealous rivals, and it was believed that one of these rivals arranged for Raith's assassination during the height of the Galactic Civil War. (X1, RP, NEGC)

Siene Symm

this male Sullustan was the co-pilot of the modified Lantillian Deluxe short hauler, the *Long Shot*. He was obvious from most Sullustans by his gaudy clothing, which is considered tasteless by some of his acquaintances. Siene Symm is a natural con artist, and made his living taking credits from whoever was fool enough to part with them. When the Empire abducted him, Siene Symm was put to work as a starship mechanic. This provided him with invaluable skills and a burning hatred for the Empire. When he escaped and joined Ixsthmus's crew, he threw himself into this new line of work with great pleasure, which impressed Ixsthmus. Siene Symm's cunning side has also endeared him to his new employer, for it helps make negotiations easier. (SWCP)

Sienn

this was a common name given to Twi'lek females, and meant "maiden" in the Twi'leki language. (GCG)

Sienn

this Twi'leki female, a member of the Rha clan, was abducted by Bib Fortuna and sent to the best dancing schools in preparation for her presentation to Jabba the Hutt. Sienn was younger than her companion, Oola, and Fortuna's instructors had cultivated the image that Sienn was young and vulnerable. Her lekku were tattooed with floral patterns just before she landed on Tatooine. Once there, Sienn and Oola were approached by Luke Skywalker, who offered to rescue them from Jabba. While Oola couldn't make herself leave, Sienn escaped with Luke. (TJP, KT)

Sien'Soro

this band was popular during the height of the Clone Wars. Their transport convoy once ran into a Separatist blockade, and escaped only after Jedi Master Darrus Jeht arrived on the scene. The band was indebted to him, and was able to provide him with tickets to several upcoming shows. Jeht used the tickets to bring his fellow Jedi, Aayla Secura and Trilinae, to one of their concerts. (LFCW)

Siep-Irol

manufacturers of passive sensor arrays. (SCRE)

SIE-TIE Engine

developed by Sienar Advanced Systems and overseen by Republic Sienar Systems, this groundbreaking starship ion drive system was the forerunner of the modern twin ion engine system used on Imperial TIE fighters. Designed by Raith Sienar, the SIE-TIE system employed microparticle accelerators to agitate ionized gasses to relativistic velocities. One of the key features of the SIE-TIE was the fact that it had independently articulated ion stream deflector manifolds for pinpoint maneuvering accuracy. Like the modern TIE fighters, the SIE-TIE drew power from onboard solar panels. (HNN5)

Sif, Doak

this Corellian man and his brother, Hirsch, were combat veterans of a mercenary gang that was active during the early years of the New Order. When the Empire began to extend its power, the Sif brothers "retired" to Talus, where they established their own mercenary crew of Trandoshans. (SWGAL)

Sif, Erran

this Corellian woman was believed to have once been an Imperial spy, active during the height of the Galactic Civil War. Her primary role was to infiltrate the Alliance and report back on any information that might be useful. Sometime after the Battle of Yavin, it was learned that Erran was actually working for the Hutts, stealing information from both the Alliance and the Empire. She fled Corellia and went into hiding on Talus, where she was protected by her two brothers, Hirsch and Doak. (SWGAL)

Sif, Hirsch

this Corellian man and his brother, Doak, were combat veterans of a mercenary gang that was active during the early years of the New Order. When the Empire began to extend its power, the Sif brothers "retired" to Talus, where they established their own mercenary crew of Trandoshans. (SWGAL)

Sif'kric

this planet, the primary world in the Sif'kric System, was the home of the Sif'krie race. (SOP, VOF)

Sif'krie

this alien race was native to the planet Sif'kric. They were involved in a feud with the Frezhlix which began shortly after the Battle of Endor and lasted for the next fifteen years. It flared up after the revelation of the Caamas Document, when the Sif'krie supported the Drashtine Initiative and blocked the Frezhlix Senator from voting against it. (SOP, VOF)

Sifo-Dyas

it was believed that this being - a Jedi Knight of small renown - placed the first order for the cloned soldiers developed by the Kaminoans for the Army of the Republic. The order was placed around the time of the Battle of Naboo, directly to Lama Su himself, despite the fact that Master Sifo-Dyas was supposedly dead at that time. The Kaminoans believed that Master Sifo-Dyas hand-picked Jango Fett to serve as the genetic basis for the clone army, admiring his bounty hunting skills, discipline, and incredible attention to details. Yoda later revealed to Obi-Wan Kenobi that Master Sifo-Dyas had, in fact, placed the order for the clone army. Sifo-Dyas had foreseen the disenchantment of both Qui-Gon Jinn and his Master, Count Dooku, and realized that the Old Republic was going to experience a period of conflict. He had also seen the Jedi Order retreat within itself, becoming self-absorbed with its own neutrality. Sifo-Dyas became one of Dooku's closest friends, and Dooku's plans were something that he agreed with, but couldn't act upon. In secret, however, and without the consent of the Jedi Council, Master Sifo-Dyas traveled to Kamino to order the clones. An investigation on Kamino revealed more about Sifo-Dyas' plans, including physical evidence of his presence on the planet. Unfortunately, these investigations also led to the discovery that Count Dooku had murdered Sifo-Dyas shortly after the initial order was placed, allowing Dooku to choose the clone template: Jango Fett. (TCG1, AOTC, AOTCN, LEV)

Sifu mungu

this Sunesi phrase translates loosely to "He has touched you," and refers to the Maker's ability to work wonders through the Sunesi. (SWJ10)

Sifuchi

a planet. (WOA32)

Sif-Uwana

this planet was the homeworld of the Sif-Uwanai race. (SWJ7)

Sif-Uwana Council

Talon Kaarde claimed to be a part of this consortium whenever he used the alias Syndic Pandis Hart. (EGC, TFE)

Sif-Uwanai

this alien race was native to the planet Sif-Uwana, and are very "casual" with their money. (SWJ7)

Sig

this gas is one of the most common gases used for blasters. (CFG, GG2)

Sightline

this was the brand name of Incom's IN-344-B holographic targeting computer system. (SCRE, EGW)

Sigil

this was one of the many crystals used by the ancient Jedi Knights in the construction of a lightsaber. It was believed to have given the wielder the ability to cause more energy damage to an opponent. It was mined solely in the Sigil System. (KOTOR)

Sigil System

this star system was believed to have been the only source of sigil crystals, which could be used by the ancient Jedi Knights in the construction of a lightsaber. (KOTOR)

***Sigma*-class Shuttle**

this starship design was developed and manufactured by Koensayr during the early years of the New Order. The *Sigma*-class shuttle measured 21.6 meters in length, and could carry up to eight passengers and 100 metric tons of cargo. It required a pilot and co-pilot to operate, as well as a pair of gunners. The *Sigma*-class shuttle was eventually replaced by the more powerful *Lambda*-class shuttle. It was armed with a pair of turret-mounted laser cannons. (AIR)

Sign of the Tri-Forked Tongue

this seedy tavern was located in the underworld of the planet Coruscant, during the last years of the Old Republic. It was one of several businesses run by Hat Lo by himself, funded by profits he had skimmed from his agreements with the Hutts. The entrance to the tavern was denoted with a virtual-reality image of a huge monga serpent, its mouth open to reveal its three tongues. (BF6)

Signal Operating Instruction

this was a specialized datapad created by the military forces of the Old Republic, designed to carry all the current signs and countersigns used in combat. The datapad was updated each month, and loaded with the identification codes for every day of the month. All dates were cross-referenced to the date on Coruscant, so that each force with a datapad knew what day's codes to use. (JT)

Signal Your Surrender

this was the trademark song played by the band called Boss Code. (WSV)

Signaler

this subnode was generated by Kud'ar Mub'at to provide incoming ships with external information on where to land on the web. A snakelike subassembly, Signaler encircled the section of Mub'at's web set aside for starship docking, and had just enough intelligence to guide incoming ships to their berths. (MA)

Signature

produced by Paradour Enterprises, this scent synthesizer was developed to allow the user to create his or her own unique perfumes and scents, using thousands of stock fragrances as a base. (GFT)

Sigrit

this was a common name among Quarren females. It meant "cherished". (GCG)

Sigurd

a family of moisture farmers who were contemporaries with the Lars and Jensen families. (TME)

Sihan Peach

a fruit grown by the colonists of Sapella. (KO)

Si-hen

this female bird was native to the planet Gelgelar. They were raised for their eggs, and as a source of meat. (SWJ14)

Sihha

this young Bothan male was a student of astrogation at Garqi Ag University shortly after the Battle of Endor. He was a member of the resistance there, working with Dynba Tesc to throw off the Imperial yoke. (TFE, SWJ7)

Siin Suub

a Sullustan, and Chairman of the SoroSuub Corporation when it assumed leadership of Sullust and aligned itself with the Empire. (WSB)

Siiruulian Phantele

this was the name given to Max Rebo upon his birth. Siiruulian was the youngest of five offspring, and was also the runt of his family. His mother feared that he would waste away, since what food he consumed was immediately digested. He adopted the name Max Rebo at the behest of Evar Orbus, in an effort to make his name more accessible to humans. (SWI67)

Sika Peninsula

this spit of land was part of the Encheeko continent, on the planet Rodia, and extended into the Ioliu Sea. (SPG)

Sikadian Gardens

found on the planet S'krrr, this cultural landmark was created by the insectile S'krrr. Its exact age is unknown, but historians know that the Gardens have been around for thousands of years. No modern technology is used to maintain the gardens, which were built on the site of an ancient worshipping ground. Several insect-shaped statues mark where a cult of S'krrr worshipped the insects which they believed were gods. (GOF8)

Sik'ark'kuck

this Gree word literally means "Swallower," and is the name of the largest desert found on the planet Te Hasa. (SWJ8)

Sikes

this Alliance soldier accompanied Leia Organa, Luke Skywalker, and Han Solo to Kiva, in an effort to expose Project Starscream. Unfortunately for Sikes, he was consumed by the biological weapon known as Eppon. (GOF6)

Sikurd

this planet was the homeworld of the Sikurdian race. (SWMW)

Sikurdian

this alien race was native to the planet Sikurd. (SWMW)

Sikurdian Battle-Axe

a dangerous weapon, this was an unpowered axe created by the Sikurdians. (MC7, SWMW)

'sil

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Osil clan. (GCG, WOTC)

Sil Unch

this Neimoidian served as a communications officer during the blockade of the planet Naboo. Sil Unch specialized in the programming of droid command ships and droid control interfaces, and was known to have disliked taking orders from Daultay Dofine. Sil Unch perished in the Battle of Naboo. (YJC6, CCG15)

Sil Vaturha

this Twi'leki female was orphaned on Corellia and left to fend for herself. She was captured and sold into slavery, and was eventually purchased by Kaylo NaKuda. She found her calling while tinkering with speederbikes and swoops, and truly enjoyed the company of the mechanics and technicians who worked in Kuda's Compound. (WSV)

SIL-50

commonly referred to as the "Sleep Inducer," this was Pacnorval's most advanced sonic weapon. It used hypersonic wave energy to disrupt a target's nervous system, rendering the target disoriented in a few seconds. (EGW)

Sil-50

see SIL-50 (AEG)

Sila

this Galacian was part of Deca Brun's political campaign team, during the democratic elections to determine Queen Veda's successor. (MOC)

Sila, Civ

this man was a frequent patron of the Coruscant underworld during the years leading up to the Clone Wars. He was often seen in the company of his friends, Zey Nep, Dixon Just, and Artuo Pratuhr. *Civ Sila was portrayed by Trevor Tighe in Star Wars: Episode II - Attack of the Clones.* (SWI75)

Silais

a common name given to Twi'lek males, this name meant "gatekeeper" or "caretaker". (GCG)

Silais

this Twi'lek was a representative of the Old Republic, and was dispatched to assist in bringing the planet Cerea in the Republic. He was not expecting the elders of the planet to resist becoming a member of the Republic. Silais spoke of the benefits the Republic could bring to what he considered a backwater world, but Ki-Adi-Mundi the elders remained stoic in their position. Despite their rebuffs of his efforts, Silais provided the technology which exonerated Ki of the murder of a young man and implicated Maj-Odo-Nomor. After the discovery of the Trade Federation's role in the import of technology to Cerea, Silais was recalled to Coruscant without warning. (PTR)

Silan

this creature was believed to be nothing more than a terrible legend, although Qui-Gon Jinn and Obi-Wan Kenobi discovered a specimen on Arorlia during the years leading up to the Battle of Naboo. The silan was an immense, gray-skinned creature which was armed with a multitude of suckered tentacles, and its body was covered by many wide mouths filled with knife-like teeth. Despite his reverence for all living things, Qui-Gon was directed by the Force to kill the Silan. (T1)

Sil-ar

this is one of the six races of Tiss'shar. Sil-ar Tiss'shar are characterized by their diamond-shaped markings. (GG12)

Silas

this man was a member of the surviving Mandalorian Shocktroopers, working with Jaster Mereel and young Jango Fett after Vizsla and the Death Watch split from their band. Silas joined the Mandalorians after the split with the Death Watch, and had very little knowledge of their existence until the mission to Korda 6. There, Silas was one of a handful of Mandalorians to survive the ambush laid by Vizsla's forces. Unfortunately, Silas was captured by Count Dooku some ten years before the Battle of Geonosis and interrogated, so that Dooku could gather evidence and information on Jango Fett. (JFOS)

Sileen

a Mistryl warrior working with Manda D'ulin. She was the pilot of the *Skyclaw*, and survived the ambush in Gorno. (TME)

Silencer

this IntelStar communications jamming system allowed pirates, smugglers, and independent starship captains to block a nearby vessel's outside communications. (PP)

Silencer 1

this first World Devastator was built at the shipyards of Thomork. (DESB)

Silencer 7

a "mature" World Devastator, the Silencer-7 was under the command of Titus Klev during the Battle of Calamari. This huge ship - the largest World Devastator ever seen - measured 3,200 meters in length, and stood 1,500 meters tall. It was manned by a crew of 23,684, with 1,975 gunners, 2,000 slaves, 1,600 droids, and could transport 8,803 troops and 1,500 pilots. It was armed with 125 heavy turbolaser batteries, 200 blaster cannons, 80 proton missile tubes, 15 ion cannons, and 15 tractor beam emplacements. The World Devastators were disabled by Luke Skywalker and R2-D2 when R2 was able to tap into the Master Command Codes and take control of the ships. R2 then programmed the World Devastators to destroy themselves. (DE1, DESB, NEGW)

Silent Blades

this group of pirates was eventually wiped out by Captain Kenit and the *Far Orbit*, but took out a full squadron of Imperial starfighters and caused considerable damage to the *Far Orbit* before succumbing. The survivors eventually formed the Tarnished Blades. (FOP)

Silent Meditation

this was a relaxation technique practiced by the Jedi Knights of the Old Republic. Most students learned the technique by the time they were five standard years old. (YDR)

Silent Voices, The

this was the term used by the Anzati race to describe the unusual auroral lights that were often seen in the skies of their homeworld of Anzat. Many Anzati claimed that the lights had voices, and could communicate with them in their minds. The Anzati did little to dispel these stories as myths of urban legends, since stories of the Silent Voices originated in the earliest recorded history of their race. The original Anzati believed that the Silent Voices were the disembodied spirits of their dead, and formed a vast collection known as the Sea of Memory. It was this Sea of Memory that later became associated with the idea of "soup". (RT)

Silent Water

a Mon Calamari cruiser commanded by Adar Tallon as the flagship of his Alliance fleet. (RC)

Silent, The

this mysterious group of veiled individuals began showing up in hospitals and medical facilities throughout the galaxy during the height of the Clone Wars. Their mission - which was communicated in writing and never spoken, thus the name of the group - was to assist doctors and surgeons in healing their patients simply by means of their presence. Members of The Silent always wore an identity-concealing osmotic veil when in the presence of the sick or injured, ostensibly to prevent transference of contagions. They never spoke, not even to each other, and took their meals in a private location. It was unknown how The

Silent drew their strange power, but the evidence in their favor was startling. Those operating rooms and hospitals in which a member of The Silent was working experienced higher recovery rates than non-staffed facilities. Many believed that The Silent drew upon the Force, although the Jedi Order claimed no relation to The Silent. (MBS)

Silerian Stall

this starfighter maneuver requires a pilot to stall his ship's forward progress, causing pursuers to shoot past and in front of his ship. The pilot can then fire on them, rather than be fired upon by them. (XWWP)

Sileron

this is the first planet in the Veron System, and it has a radical axial tilt. This causes wild and violent seasonal changes. The plants and animals found on the planet have developed distinct cycles that coincide with the seasons. Sileron had two moons. (PG1)

Silicartha

this drug, developed on the planet Tatooine, was used to kill nuisance creatures and pests that dug into hydroponics and destroyed the meager crops of moisture farmers. (MC63)

Silicavore

native to the planet Kamur, this family of creatures consumed rocks as part of their diet. (COG)

Silika

this species of aliens was made of living stone, and was distinguished by their craggy faces and wide mouths. They were humanoid in shape, but had a third arm protruding from the center of their chests. To other species, individuals were indistinguishable. The Silika had many deep-rooted traditions, including using the same initials for children in a specific family unit, which seemed inane but were nonetheless treated with the utmost respect. (SWJ1)

Silika Water

a highly-potent alcoholic distillation created by the Silika race. (SWJ1)

Silky

this unicorn was native to the Forest Moon of Endor. It often pretended to be a loving, caring creature, in an effort to gain the confidence of its victims. Then, Silky would rob them of their most valuable possessions. (ECAR)

Sill

this name was given to female Zabrak, and meant "warm breeze". (GCG)

Sillizar, Gurion

this man spent much of his life trying to exact revenge on Doctor Evazan. Evazan killed seven members of his family by first poisoning them, then operating on them. Gurion attempted to kill Evazan in his castle laboratory, on the planet Ando, with three other brothers, but they all perished while trying to gain access to the castle. Gurion nearly killed Evazan, but he was killed in a fall from the roof of Evazan's castle. (TME, SWDB)

Sil'Lume

this weak, orange star is the central body in the Sil'Lume System, which included the planet Tol Ado and the Sil'Lume Asteroid Belt. (JH)

Sil'Lume Asteroid Belt

orbiting the star Sil'Lume, this huge asteroid field was considered fairly easy to navigate. This was because, despite a million planetoids and billions of smaller chunks of rock in the belt, there was a great deal of space between them all. The Sil'Lume Belt was incredibly wide, taking up millions of square kilometers of orbital real estate. Nearly 900,000 of the asteroids had been catalogued by their owners, and each was assigned a number and a name. The number corresponded to the order in which it was catalogued, and the name was that of the asteroid's first owner. Thus, 24 Tredway was the twenty-fourth

asteroid catalogued in the Belt, and was originally owned by the Tredway family. Most of the asteroids in the Sil'Lume Belt were owned by miners and prospectors, until the Empire took control of the Belt and began taking taxes and other tariffs from the independent owners. (JH)

Silly Rabbit

this constellation of stars, which contained the Coachelle System, was located in the Mid Rim. (GMR4)

Silman Eel

an aquatic creature native to Yavin 4. (EVC)

Silooth

this normally docile creature, no larger than a womp rat, was altered by the ancient Sith alchemists to become a huge, ferocious predator. Its eight legs were strengthened and given huge talons, and its skin was altered to become covered with chitinous, armor plates. Its huge jaws gnashed as it moved, biting and consuming anything in its path. Although these creatures had excellent night-vision, the average silooth could only see things within ten meters of its location. Once it located prey, however, the silooth attacked furiously, and could actually spit acid in a wide spray in an effort to bring down its prey. This acid is stored within the creature in two separate sacs, and was inert until mixed and expelled. (DSSB)

Silttes

this was a common name among Quarren females. It meant "quiet". (GCG)

Siluria III

this planet was subjugated by the Empire, until Kaiya Adrimetrum rallied the inhabitants against the Imperial forces and deposed the local Governor, Quannith. (DARK, GG9)

Silurian Rodents

filthy rodents who live in dank cave connected by tunnels. (GG9)

Silver

an Alliance shuttle group destroyed during the Galactic Civil War. (TIE)

Silver Arch Hotel and Casino

one of the Outer Rim's most popular resort locations. (GG9)

Silver Bolt

Erisson Flask's starship. (RC, TM)

Silver Bull

this Imperial container transport was assigned to the SpecWar manufacturing facility. (TIE)

Silver Claw

this was the name of Gchalla's personal starship. (PSPG)

Silver Egg

this was the name of Nandreeson's personal starship. (TNR)

Silver Falcon

this was the general name for V'Jar Technologies' V'Jar be' Mun De' B'Den rotorcraft. (GSE)

Silver Flow

the name given to the period of Alderaanian spring when the millions of glimmerfish eggs hatch. The abundance of tiny silver fish flooded the waterways, creating a flashing, silver flow. The Silver Flow was held as a planet-wide holiday on Alderaan, signifying the wonderful rebirth of life each spring. (ISU)

Silver Foil

this thin cable is a common connector found on swoops. (CFG)

Silver Forest of Dreams

located on the planet Kubindi, this forest is filled with giant trees which have huge, 20-meter-wide leaves. When the leaves fall in autumn, they float to the ground like giant rafts. (RF)

Silver Fur

this was the codename of the Alliance's chief undercover agent on Bespin's Cloud City, during the period between the Battle of Hoth and the Battle of Endor. An aging Bothan, Silver Fur was one of the agents charged with helping refugees of the Empire's occupation of Cloud City to the safeworld of Kaliska. Silver Fur was killed when Jodo Kast opened fire on the Alliance agents, hitting the Bothan square in the chest with a small missile. (GMR3)

Silver Koanwood

this exotic tree is found on very few worlds. A stand of them is maintained in the Lonatran Gardens. (SWJ8)

Silver One

this was Loh'khar's nickname for Platt Okeefe. (SWJ6)

Silver Sea

found on the planet Chandrila, this body of water was located near Mon Mothma's childhood home. Her mother was the governor of a port city along its coast, and she later redecorated her rooms on Coruscant to inspire her memories of the place. (KT)

Silver Speeder

a sleek racing landspeeder owned by Boba Fett, it was equipped with cutting lasers, harpoons, and a chainsaw shredder. (DCAR)

Silver Star

a luxury liner operative during the Galactic Civil War. (RPG)

Silver Station

this YsreTech Mining Outpost Station was located in a hidden position within the Doldur Sector. Located near the Dragonflower Nebula, it was originally known as Machenry Station, and was established to mine the nebula of gases. It measured 400 meters in length, and is comprised of a central tube surrounded by interconnected cylinders. After Una Poot and her second husband renamed it to Silver Station, it became a secret base of operations for Alliance activity occurring in the Doldur Sector. (SWJ6)

Silver Unifir

this is the official title given to the brotherhood of the Pedducian Warlords. (POT)

Silver-backed Fish

a species of fish native to the moon Yavin 8. They are consumed by adult Melodies. (LW)

Silverblade

this was the Yuuzhan Vong's name for Corran Horn. (DTR)

Silverblade Squadron

this Alliance X-Wing squadron was based out of outpost DVL-181, on the planet Aracara. (HAS)

Silver-class Engine

see Type 7 Hyperdrive (RP)

Silver-class Starship

this class of starship used Type 7 hyperdrives, which were specially designed for it by Haor Chall. (RP)

Silverhand

this was the nickname given to H-9PO. (SWJ11)

Silverhorn

this tree, native to the planet Cularin, was noted for its tightly-grained wood. This wood was used to carve all manner of objects, including unique blaster handles. (LFCW)

Silverjaw

this was another name for the C'Oon Bel of Gorothe Prime. (GSE)

Silver-nape Beetle

this flying insect, named for the silver color at the base of its head, was native to the planet Dagobah. Silver-nape beetles often burrowed into gnarl-trees to make their homes. (IWS)

Silvertreads

this was the name used by Han Solo to describe the primary droid which served the masters of the *Nova Prince*. It resembled a beefed-up version of the basic Treadwell platform, with a large dome in place of the manipulator arms. (LTA2)

SilverWing Squadron

designated 20/181, this was one of two starfighter squadrons commanded by Vel Terno and assigned to protect space station 2LC/Blue during the Galactic Civil War. (FOP)

Silverwood

this tree grows in the forests of the planet Kubindi. The silverwood is named for its highly reflective bark. The bark is not mirror-like in its reflectivity, but it does seem to glow with reflected light. (SWJ10)

Silvu Donte

this Advosze was a member of the powerful Zorrsin family, and represented his homeworld of Riflor to the Galactic Senate, during the last years of the Old Republic. (GMR4)

Silvuit Corporation

this subcontractor of Sienar Fleet Systems was used in the design of the *Lambda*-class shuttle. They emerged from obscurity after the death of Grand Admiral Thrawn to produce the *Svelte*-class shuttle and the *Vibre*-class cruiser. (JASB, SOG)

SIM

see Systems Infiltration Manager (GOF10)

Sim, Balthazar

this noted smuggler and mercenary was known for his ability to cover up his tracks. During the height of the New Order, Sim was hired by the Imperial financiers of Aucellis Park to clean up the mess which occurred when a shipment of the drug known as "pleaz-mo" was stolen and planted in the food and beverages of a dinner party. Unfortunately for both parties, Sim was caught on a security tape, and found himself pursued by his old rival, Evin Telbre. Several years earlier, Sim was implicated in the death of one of Telbre's friends on Coruscant, as part of his activities to cover up a conspiracy. Sim evaded capture, although Telbre continued to follow his activities. When Sim stole a crystalline corsage from a victim, he failed to realize that the corsage contained a tracking device which was designed to locate its original owner. Telbre learned of the theft, and used the corsage's transmissions to locate Sim while he was en route to Keriba VI. A group of agents, assisting Telbre, located Sim and his commander, Hoogi Grym, beneath the Cavern's Delight ride at Aucellis Park, sparking a wild chase through the attraction and the Imperial facility beneath it. Grym used lies and deceit to enable a hasty escape, leaving Sim behind to be captured. In order to gain a measure of revenge, Sim agreed to tell Telbre and his associates about the true nature of Aucellis Park. (WOA27)

Simcronics

this specialty manufacturer produced several models of personal shielding systems, during the height of the Galactic Civil War. (GFT)

Sim-First

this was the name of the first settlement established on the abandoned world of Simpla-12, after the planet had been strip-mined by the Old Republic. No other settlement had ever been established, and Sim-First simply spread out from its center and eventually covered a great deal of the planet. (EVE)

Simik System

this area of the galaxy was controlled by the Empire during the height of the Galactic Civil War. (AIR)

Simito, Siro

this charismatic man was born into the Vallaido pirate clan, and spent much of his childhood manning turbolasers on pirate vessels. When he was forced to kill four of Gorbu Dalo's henchmen during a boarding exercise, he began to rethink his involvement with the pirate group. He retired from active duty, and was soon employed by Pann Tefilous as a starship racer. He excelled as a racer, and remained neutral as the Galactic Civil War spread through the Outer Rim Territories. He was forced to change his stance when Yearo Seville and his gang allied themselves with the Empire and used Imperial warships to destroy the Vallaido fleet. Simito allied himself with the Alliance and offered his services as a courier. His skills as a racer, and his fast ship - the *Axe* - allowed him to take sidetrips during a race, in order to make his drops and still finish at the top of the leaderboard. (CRO)

Simiyar-class Light Freighter

produced by the Mon Calamari shipyards, this 26.3-meter freighter was built to transport up to 150 metric tons of cargo and eight passengers, with just a single pilot controlling the ship's functions. (AIR)

Simms, Merrick

this young starfighter pilot served the Alliance at Dantooine, in the years leading up to the Battle of Yavin. A disciplined and controlled pilot, he successfully led Alliance forces in a victory against the Empire about a year before the destruction of the first Death Star. This victory earned him the rank of Captain. (RA)

Simonelle

this Ingoian created Guri from the plans stolen from the Alliance's Project Decoy. A noted leader in the field of automatons, Simonelle used the nine million credits he received for Guri to create a replica droid of himself, in order to avoid Xizor's plans to ensure Guri's uniqueness. Simonelle's planning paid off, for Xizor later sent Guri to dispatch him. She effectively killed the replica droid, and Simonelle fled to an hiding. (SSE, SESB)

Simons

this man served as helmsman on the bridge crew of the *Errant Venture*, during the raid on the Imperial Ubiquitorate base at Yaga Minor. Led by Garm Bel Iblis, the raid was designed to obtain a copy of the Caamas Document. (VOF)

Simoom

a desert region located on the forest moon of Endor, it is the home of the phlogs. (ECAR)

Simpla-12

a remote planet, Simpla-12 was considered one of the most notoriously criminal planets in the galaxy. The planet had been strip-mined of its natural resources and abandoned by the Old Republic, and eventually became a haven for outcasts and smugglers. Over time, a thriving black market community evolved. Simpla-12 orbited a weak sun, and it was continually shrouded by dense cloud cover. (DH, EVE)

Simple Homes

these buildings were used by the Zanazi of the Cosmic Balance religion as places where adherents could live and work in their faith. Led by Home Mothers and Fathers, every member of a Simple Home had specific duties to perform. Additionally, each member of the Home had to regularly deny themselves of some necessity in order to cleanse their spirits. (TBSB)

Simpson, Mason

this noted mathematician was a professor at the Salis D'arr Academy. In the aftermath of the Battle of

Bakura, Simpson was consulted by the New Republic to investigate the Ssi-ruuk's mathematics. Simpson and his team discovered that the Ssi-ruuk once used a system based on the number twelve, ostensibly because they had a total of twelve digits on their hands and feet. However, Simpson's team learned that the Ssi-ruuvi computers were base-10. Simpson concluded that the Ssi-ruuk simply got lazy, and simply adopted technology from the greater galaxy. (TBSB)

Simran Hit-trap

this device is used to screen visitors to a building or room. It is used to detect the presence of weapons and explosives. (MJEH)

Sims, Tigor

this man was a member of the Alliance's intelligence agency during the years following the Battle of Yavin. He suddenly disappeared while en route to the command base aboard *Home One*, during a mission to recover datafiles on the reconstruction efforts being taken by the Imperial military to rebuilt itself after the destruction of the first Death Star. His ship crashlanded on Granus IV, and a team was sent to recover the datafiles. (RESB)

Simsoft

this is military slang for the software which gets loaded into a flight simulator. It defines the mission, the opponent's strength and configuration, and the the artificial intelligence necessary to simulate the opponent's actions. (XWES)

Simula-Scenery

this was a brand of specialized form of wallscreen, which could be programmed to display a wide range of backdrops for a room. Simula-Screens were popular in casinos and restaurants during the height of the New Order, allowing the owners to change their décor quickly and regularly, in order to maintain interest with their customers. (MC20)

Simunition

this was a specialized form of ammunition that was created for the training of the clone troopers produced on Kamino for the Grand Army of the Republic. Combat instructors were forced to recognize that they had just a few years to get the clones ready for combat, and took advantage of technology whenever possible. Simunition was essentially pretend ammunition, so it wouldn't permanently harm any individual it hit. However, it delivered a nasty hurt when it struck, so that a clone knew when it was hit. By using simunition, combat instructors trained the clones to shoot their weapons instinctively, rather than by relying on targeting technology. (RCHC)

Simus

this ancient Sith Lord was one of the most powerful of his era. He trained the Sith magician Naga Sadow while in his prime. However, he was defeated in battle by Marka Ragnos and fated to die. Simus had other plans, and used the Dark Side magic of the Sith to preserve himself. His head was encased in a specialized, crystalline container, and he existed this way for another century before Ragnos died. When Ludo Kressh and Sadow began fighting over the rulership of the Sith Empire, it was Simus who urged Kressh to consider the possibility that Jori and Gav Daragon were truly hyperspace mappers, and not advanced scouts for the Old Republic. When Kressh refused, Simus gave his support to his former student, Naga Sadow. This trust proved to be short-lived, for Sadow had Simus killed as part of the deception surrounding his plans to become the Dark Lord of the Sith. (GAS)

Simus Minor

this star was the central body of the Simus Minor System, located in the Outer Rim Territories beyond the Tion Hegemony. (WOA32)

Simus Minor Belt

this asteroid belt marked the outer edge of the Simus Minor System, orbiting Simus Minor beyond the path of Muskree. (WOA32)

Simus Minor I

this barren, rocky world was the innermost planet of the Simus Minor System. (WOA32)

Simus Minor II

this planet was the second world of the Simus Minor System. (WOA32)

SimuTunnel

a point-to-point hyperspace connection, these pathways - in conjunction with S-threads - were used to connect the various star systems linked via the HoloNet. (ISB)

Sin Shai

this was a noted member of the Nagai race. (UANT)

Sin Suub

this Sullustan was one of the chairbeings of SoroSuub Corporation, during the early years of the Galactic Civil War. (AIR)

Sinal

this ball of searing rock was the innermost planet of the Bacrana System. (FBS)

Sinan Mat

this Yuuzhan Vong warrior was part of the group which was dispatched to Yavin 4 to capture the students at the Jedi praxeum. A Field Commander in the military, Sinan Mat was able to discover Anakin Skywalker's whereabouts, after the young Jedi escaped from the training complex. However, Anakin's control of the Force allowed him to call down a swarm of piranha-beetles on Sinan Mat, who was unable to repel the attack. The beetles tore the flesh from his bones, and Sinan Mat was eaten alive. (EVC)

Sin-bullet

this was the name given to the gullet-stones which were coughed up by Vashan bodhis, as part of an unusual religious ceremony that took place at Inicus Mont, on the moon of Mina, every mid-winter. The bodhis of Mina coughed up the polished stones from their six antestomachs, spraying them around the base of Inicus Mont. Vashan pilgrims then rushed to acquire the sin-bullets, an event that often led to fighting. However, it was believed that any Vashan who consumed a sin-bullet and crushed it in their true stomach would be absolved of any sins they had made during the previous year. Thus, the pilgrimage to Mina was a highly religious and spiritual event for the Vashan people. (GMR9)

Sinded

General Crix Masst was assassinated by Morteos on this planet. (WBC)

Sinewy Ana Blue

this smuggler plied the trade from a base in the Smuggler's Run. She earned her nickname from the blue replacement tooth she wore. She is an old acquaintance of Han Solo, having dealt a number of sabacc matches in which Solo won a great deal of credits. She always thought he was lucky, but couldn't ever link up with him. Eventually, as the Empire crumbled and the Hutts lost control of the Run, Ana went to work for the Glottalalphib crimelord Nandreeson. She worked with Zeen Afit, Kid DXo'la, and the Wookiee Wynni, and was secretly in love with the rogue Davis. She met up with Solo once again when he came to the Run to investigate Jarril's death. Like her colleagues, she pretended to befriend Solo in an effort to bring him to Nandreeson. However, her conscience got the best of her, and she helped Han rescue Lando Calrissian from Nandreeson. Her life took a rough turn, though, when stolen droids - meant to be on Coruscant as part of Dolph's plans - exploded all over the Run. Ana was injured, but Davis was killed in the explosion. (TNR)

Sing, Advisors, Sing!

this was one of the trivial, pro-Imperial dramas produced by Ahric Korownosek and the NovaCluster Players, during the height of the New Order. (SS)

Sing, Necil

this dark-skinned woman, distinguished by the jeweled veil she wore across her face, was a regular patron of Coruscant's Outlander Club during the years leading up to the Battle of Geonosis. (SWI75)

Singfruit

this unusual tree grows on the planet Di'wor. When it pollinates, the tree gives off a strange song as an attractant. The annual pollination attracts tourists from around the galaxy. The tree itself produces a tasty fruit. (SOP)

Singing Lamp

this was a form of functional art which was created by the Jumerian race. (AFA)

Singing Mountain

this settlement was the home of a witch clan by the same name, on Dathomir. (CPL)

Singing Mountain Clan

this clan of Force-using witches on Dathomir was one of the first to be raided by Brakiss and Tamith Kai, during their early "recruiting" for the Shadow Academy. (DK)

Singing Plant

this plant, distinguished by its glistening leaves, was native to the equatorial regions of the planet Ansion. (APS)

Singing Savrip

this freighter was owned and operated by Hagk Baht, during the height of the Galactic Civil War. (WOA6)

Single Trooper Aerial Platform

see STAP (X1)

Single Trooper Compact Assault Vehicle

this small, armored land machine was designed for use by Imperial stormtroopers. It was developed with enough defenses and firepower that a single stormtrooper could use it to control a large amount of space on undeveloped worlds which could offer little resistance. (MMY)

Single-celery Soda

this is a favored beverage of the Ugor race. (SH)

Singularity

this highly-modified *Imperial*-class Star Destroyer was controlled by the Imperial agent known only as Blackhole, during the height of the Galactic Civil War. Its armor plating was coated with a stygium-triprismatic polymer that made it virtually impossible to detect using standard sensor systems. It was armed with 60 turbolasers, 60 ion cannons, and 10 tractor beam projectors. (GMR5, RESB)

Singularity Mine

this Yuuzhan Vong weapon was essentially a miniature dovin basal - an organic black hole - contained in the shell of a normal explosive. When activated, the singularity mine exerted an incredibly strong, highly focused gravity field, sucking anything in close proximity into the black hole. (SBS, NJOSB)

Sinidic

Drom Guldi's aide, he was a nervous little man with faded blonde hair and faint wrinkles covering his skin. He is killed by a Wampa on Hoth, when the beast slipped inside their base unnoticed and attacked him in a storeroom. (DS)

Siniteen

this humanoid race is characterized by their huge craniums, which are ridged and convoluted as if their brains were directly under their skin. They have incredible mental abilities, and can process huge calculations in their heads. (CCG2)

Sinjaffe

this childhood disease sometimes struck young members of the Bitthaevrian race, and was almost always fatal. (AIR)

Sinjan Outpost

this was one of the Alliance's many bases, during the height of the Galactic Civil War. (SWJ10)

Sink Crab

a life form native to the rocky islands of Bestine IV, these crustaceans use several swim bladders to help propel themselves through the water. (SWSB, EGP)

Sink Hole, The

this was the name given to a section of the Agrilat Swamp Circuit, one of the most popular swoop racing courses of the New Order. (SWGAL)

Sinkar

located in the Lawreys System, this frigid world barely supported life. Much of the oxygen on the planet was frozen on the planet's surface, making carbon-based life impossible. However, the planet was the homeworld of the Sinkar race. The Empire garrisoned the planet, although the exact reason for their presence on the planet was never discovered. (SWCP)

Sinkar

this species of helium-based slug creatures was native to the inhospitable world of Sinkar, and resembled huge, black amoebas. These huge creatures crawled across the surface of Sinkar, living on solar energies and minerals scraped from the ground. They were believed to live for an extremely long time, and many believed that their minds held many of the secrets of the universe. However, the Sinkar were also known as slow and ponderous thinkers, and obtaining even tiny bits of information from them could take years. (SWCP)

Sinker

this young man, born two years after the Battle of Endor, was one of the many smugglers - known as Huxlings - who worked for Jerf Huxley. When Huxley tried to bully Mara Jade Skywalker into surrendering 500,000 credits from Talon Karrde, Sinker was ordered to take Mara's lightsaber. Mara used the Force to ignite the weapon in his hands, then move it about wildly while he tried to control it. This distraction allowed Mara's husband, Luke Skywalker, to arrive on the scene. After the Skywalkers gained control of the situation, Sinker was forced to turn the lightsaber back over to Mara. (SQ)

Sinking Stone

a Stellar Mag V mining vessel used on Jatee. (SN)

Sinn, Jahren

this man, a farmer from the planet Nez Peron, married Mirith Sinn. He was elected to speak for the farmers of his nation, in an effort to convince the planetary government to align with the New Republic. When Imperial forces demanded that Jahren provide them with supplies, he refused, and was executed for hindering their efforts. (CE, CE2)

Sinn, Mirith

this strikingly beautiful, red-haired woman was the leader of the New Republic's forces in the sector of space controlled by the Imperial garrison on Phaeda. Her base of operations was on Phaeda itself. A one-time native of the planet Nez Peron, she was married to Jahren Sinn when Imperial forces decided to stop at his farm for supplies. They tried to take what they wanted from Jahren, but he refused. The Imperial troops shot him dead on the spot, and Mirith escaped only because the troops were too busy stealing supplies to notice. She dedicated her life to the destruction of the Empire, joining the Alliance just before the Battle of Endor, and rising quickly to the rank of Commander. However, her skills were more in Intelligence and counter-insurgency rather than battle tactics. When Tem Merkon told her about the existence of Kir Kanos, she decided to bring the former Imperial into her organization. She was met with resistance from Massimo, who challenged her to a duel. When Colonel Shev discovered location of her

stronghold on Phaeda, she tried to rally her troops but instead sent part of her force too far. She ignored the warnings of her second-in-command, Sish Sadeet, and nearly lost the battle. Kir Kanos took control of the fight, quickly dispatching Shev's stormtroopers. She offered to get him off-planet on the Millennium Falcon, for she was a friend of Han Solo. Kanos declined, and Sinn set about moving her forces to Collo Fauale. She also donned a cloak and tried to draw Imperial forces away from Kanos' escape, hoping to use Merkon's treacherous double-cross to her advantage. She was captured in Kanos' place, but was severely tortured by General Wessel's forces and Carnor Jax himself. After Jax let her go, she followed Kanos to Yinchorr where she and Sish Sadeet eliminated Blim before he could kill Kanos. They then tried to take Jax alive, but Kanos killed him in combat. When Sish Sadeet tried to kill Kanos for not keeping Jax alive, Kanos also killed Sadeet in defense. He then left Yinchorr to plan his next move. Mirith, angered by the loss of Jax and Sadeet, vowed to hunt down and destroy Kanos. She employed the services of Grappa the Hutt, in an effort to locate and eliminate Kanos. While in his employ, she discovered that Grappa held the real Feena D'Asta captive. Mirith's fiance had done business with Feena's father. She tried to free D'Asta, and was assisted in her rescue by a cloaked assassin. However, Mirith was confronted by Grappa himself, who had learned from Massimo that she was secretly trying to break Grappa's piracy ring which had been plaguing New Republic ships. Grappa had both Mirith and Massimo turned over to the Zanibar for betraying his trust. She was rescued from certain death by Kir Kanos, and they left Massimo to die a traitor's death. They then fled the Zanibar camp, and Sinn was rescued by Kennede's son. She later rescued Kanos from Grappa the Hutt, when she imprisoned Grappa and recovered the real Feena D'Asta. Mirith then contacted the Baron D'Asta and returned his daughter, then helped Kanos eliminate Xandel Carivus. She tried to convince the Baron to side with the New Republic, but he chose to lead his sector of space by himself. They did remain friends, however. She met with a similar failure when she tried to convince Kir Kanos to stay with her. He chose to leave, knowing in his heart that he would always be an Imperial while she was loyal to the Republic. (CE, CE2)

Sinni

this was a common Psadan name. (UANT)

Sinosai

native to the planet Ithor, this highly intelligent predator had unusual teeth. The outer covering of the teeth was shed like skin, and each tooth maintained several layers at one time. (TBSB)

Sinsang

this industrial world was located in the Raioballo Sector of the galaxy. (GMR7)

Sintalta, Derembus

this man served the Alliance for many years, after years of distinguished service to the Old Republic. He continually refused to be promoted to a desk job, in order to remain working as a field agent. Shortly before the Battle of Hoth, Sintalta held the rank of Commander, and served in Midnight Squadron, the heavy weapons division of Eclipse Team. (AIR)

Sinthenol

this drug, developed during the last years of the Old Republic, was believed to counteract the affects of alcohol in the systems of many humanoid races. With the correct dosage, a being could imbibe in large quantities of alcohol without suffering any of the long-lasting effects on the brain. (MJH)

Sinthia Pulchatt

this Kibnon spice merchant worked as a liaison between her own boss and Jabba the Hutt. She worked in Mos Eisley. (GG7)

Sinton

a planet which was subjugated by the Empire during the Galactic Civil War, General Sulamar claimed to be in command of the Imperial forces that route the planet's defenses. (DS)

Sinya

this was a common name given to Twi'lek females, and meant "darkness" in the Twi'leki language. (GCG)

Sinya

this white-skinned Twi'lek female served as Darnada's personal bodyguard, during the years leading up to the Battle of Naboo. She was distinguished by the scar which ran across her left eye, and wore the traditional *lekku* wrappings of a dancer. It was Sinya who claimed that Darth Maul was nothing but a common assassin, when the Sith Lord arrived on Darnada's space station to eliminate any being who had been in contact with Hath Monchar. However, she soon learned that Maul was much more, and was killed when Maul eliminated every being on the space station. (DM)

Sio

this species of tree towered above the jungles of its native planet, Joralla. (PG1)

Siolo

a common name given to Twi'lek males, this name meant "poet". (GCG)

Siolo Ur Manka

this Twi'le Jedi Master left Coruscant for the Jentares System more than seventy years before the Battle of Naboo, in an effort to separate himself from the rest of the galaxy and meditate on the Force. During the time he spent at the Jedi Temple, he was considered among the best Jedi warriors of the time. However, just before leaving for Jentares, Siolo Ur Manka renounced his lightsaber and set out to contemplate a purer technique. Darth Sidious ordered his apprentice, Darth Maul, to assassinate Siolo Ur Manka, but the Twi'lek managed to disarm Darth Maul with little more than a wooden stick. It was rumored that this defeat caused Maul to develop his two-bladed lightsaber, since the single-bladed weapon he had used against Siolo Ur Manka had been ineffective. Rather than creating a single weapon, though, Maul welded two lightsabers together at the base, creating a weapon with the element of surprise. Maul returned to the Jentares System shortly afterward, to complete his mission. When Siolo Ur Manka again bested Maul in combat, the Sith apprentice activated the second blade and killed the Twi'lek. Darth Sidious was impressed with Maul's skills and his creation of the two-bladed lightsaber. (T10)

Siolu Sporipri

this being was the Mayor of the city of Lagabee, on the planet Ord Tiddell, during the years leading up to the Clone Wars. (HNN5)

Sione, Marcus

this youth was regarded as one of the most talented freelance tech specialists on the planet Kuat, during the height of the New Order. Just thirteen years old at the time of the Battle of Yavin, Marcus was known as "The Wizard" among his peers. For this reason, the Empire tried to have him abducted and imprisoned, but to no avail. Marcus always seemed to have an escape route, and many believed that he must have been sensitive to the Force. His primary adversary, Lucius Rothingham, made a career out of trying to capture Marcus. (CCW)

Sionian Skup

a race of bio-engineered humanoids of human stock. They have small, close-set eyes, thin, brittle hair, and cheese-colored skin. They are known throughout the galaxy as master thieves. (TME)

SIP

see Scientific Information Packet (SWI77, RAR)

Sipharium

the Imperial shuttle used to take Kirtan Loor from Borleias back to Imperial Center. (XWN)

Sir

a large, red alien C-3PO and Kalarba's baron meet on Hosk. He has a square, noseless face with a wide, toothless mouth. (DRO)

Sir Mac

this Bith was a frequent patron of the Outlander Club, during the years surrounding the Battle of Geonosis. (OWS)

Siran

this was a common name among the Sarkan race. (UANT)

Sirdar

this planet was overrun with winged xendrites, after a small population of the avians was brought in to control the insect population. (COG)

Siren III

this modified Aavman Extravagance 11-S space yacht was owned and operated by Leger DeMain. Much of the ship's original infrastructure was gutted and rebuilt to accommodate the traveling revue, with the entire bow dedicated to a large stage. The original 24 staterooms were converted to dressing rooms and living quarters for the members of DeMain's troupe. The middle engine was removed and replaced with a mocked-up cargo hold, and a small shuttle hidden among the escape pods for emergency escapes. (CRO)

Sires Vant

this Devaronian male was known as a criminal and loanshark during the early years of the New Republic. He was a member of Valis Lorn's organization, and controlled much of the underworld money-lending on the planet Andasala. (GG11)

Sirhka

this Noghri was one of the group which accompanied Corran Horn and Jacen Solo to Garqi, during the Yuuzhan Vong invasion of the galaxy. Sirhka later assisted in helping Ganner Rhysode recover from the facial wounds he suffered in battle with Krag Val. (DTR)

Siri

this smuggler felt that a C4LR litigation droid might be useful as an astromech replacement, given the C4LR's flawless memory. Siri worried, however, that the C4LR would suddenly remember that it was once programmed for use by the Empire, and call in the nearest Imperial patrol to arrest the smuggler and recover the droid. (FTD)

Sirilla

this gas giant was the fourth, and outermost, planet in the Cirius System. It was orbited by seventeen moons. (WOTC)

Siringana

this huge, reptilian predator was native to the planet N'zoth. These beasts had four three-taloned legs, a pair of clawed arms, and a spiked tail. Their mouths were filled with dagger-like teeth, and were considered to be as brutal as the Yevetha. The Yevetha themselves revered the siringana with a kind of holy awe, seeing the creature as the perfect killing machine. (EGP, CCW)

Si'rin'ha

this Rodian word was used to describe the best hunter of a clan. The si'rin'na was chosen from among the rin'na of a given clan, and the term literally meant "chief protector." (SPG)

Sirl, Marten

this man was the father of a twelve-year-old girl who received a cybernetic replacement for her injured arm, thanks mainly to the work of Jondrell Inx. Sirl remained indebted to the pirate, and helped Inx evade capture by the bounty hunters dispatched by Prefect Rinn. (GG10)

Sirlahn Alsek

this was the name of a noted Sluissi individual. (UANT)

Sirlul

a Quarren Commander serving under Admiral Ackbar on *Home One*, Sirlul was Ackbar's personal assistant. (WG, KT)

Siro

see Isolde. (T5)

Siroma

one of six Kathol Republic *Marauder*-class corvettes sent to rescue the *Bravado III* from attack, shortly after the *FarStar* offered assistance. The 195-meter vessel was armed with eight double turbolaser cannons and three tractor beam projectors. (KO)

Sirpar

this arid world, located in the Arkanis Sector, had a gravity which was 1.25 times heavier than standard, and was used by the Empire as an Army training post. It was the homeworld of the Eklaad race, and had an ecosystem that was filled with hardy flora and fauna. The Empire chose Sirpar for its varied terrain and environments, established eight distinct training centers. The heavy gravity made the Imperial trainees that much stronger, earning Sirpar a prominent place in Imperial circles. (SWJ2, SWMW)

Sirpar Hills

this was the name of the hillside country that surrounded the Anaxes Citadel, on the planet Anaxes. Most of the Sirpar Hills were covered with the estates of families whose members had provided generations of officers to the naval defense of the galaxy, both during the Old Republic and the New Order. In order to preserve the natural beauty of the landscape, motorized vehicles were forbidden within the borders of the Sirpar Hills. Most residents maintained stables of keffi, which they rode between Sirpar Station and their homes. (CCW)

Sirpar Station

this was the name given to the guardpost which protected the entrance to the Sirpar Hills, on the planet Anaxes. It was here that residents exchanged their landspeeders and groundcars for keffis, since motorized vehicles of any kind were forbidden in Sirpar Hills. (CCW)

SirparSpeeder

manufactured by the Azure Motorworks corporation, this quiet, low-emission speeder was developed with environmental requirements of Sirpar Hills and Pols Anaxes in mind. (CCW)

Sirplex

manufacturers of shipboard shield projectors. (SCRE)

Sirrakuk

Lowbacca's younger sister, she was a free spirit who didn't want to conform to her family's idea of normal. Although she didn't resent her brother's ability with the Force, she chafed at the idea of simply working in the local factories on Kashyyyk. In open defiance of her family's wishes, she shaved her fur in intricate patterns in order to make herself different. She hoped that her parents would realize her desires for an adventurous life. Sirra wanted to spend her life among the stars, much like her uncle Chewbacca. She shared this dream with her best friend, Raabakyysh. Sirra was shaken by the disappearance of Raaba, who was never found after the young Wookiee tried to prove her adulthood by venturing into the lower jungles without Sirra. Shortly afterward, Sirra decided that it was time to prove her own adulthood. Lowie returned to Kashyyyk to accompany her, but their plans were cut short by the Shadow Academy's raid on the Wookiee factories. The Imperials succeeded in gaining essential computer and starship components used by the New Republic, but Lowie and Sirra had their own success. They battled the Nightsister Vonnda Ra in the depths of Kashyyyk's jungles, and both Sirra and Vonnda Ra fell into the clutches of a syren plant. With the help of Jacen Solo and Tenel Ka, Lowie managed to rescue his sister before the plant captured her. Vonnda Ra was eaten by the plant, but not before Sirra managed to obtain some of the tough, silky fibers from the plant's interior. Thus, she had proved her bravery to Lowie and her parents, and was recognized as an adult for her bravery. As the struggle with the Diversity Alliance

intensified, Sirrakuk was captured and held on Ryloth with Lusa, Lowbacca, and several other non-human friends of Jaina and Jacen Solo. They were eventually freed. (DK, TEP)

Sirrik Olyeg

this female Chagrian earned the respect of Hugo Bartyn as a boat captain on the planet Lamaredd, many centuries before the Galactic Civil War. After toiling for nearly two decades as an underpaid laborer, she finally earned the right to pilot her own ship. However, she was not blind to the fact that Bartyn was a pro-human bigot who only kept his alien workforce on-hand because they were invaluable assets. Olyeg quietly began to foment unrest among the other non-human ship captains, and was instrumental in staging several work stoppages that attracted the attention of Bartyn. It was Olyeg who demanded a meeting with Bartyn, and he was forced to agree to her terms in order to maintain his business. Among the concessions were the ceding of Jotsen's Island to the Union and the opening of large portions of The Ring to non-human inhabitants. Because of her work, Olyeg was named the first chairbeing of the Sailor's Union. However, Bartyn never forgave her for putting him into a bargaining position, and eventually ordered her assassination. (GMR7)

Sirrus

this man was one of the Jedi Masters assigned to the task force which was dispatched to liberate the planet Jabiim from Separatist force, during the height of the Clone Wars. Master Sirrus and his Padawan, Aubrie, were kept near the front lines to help ensure the health and safety of the Republic's forces. (RBJ)

Sirta Kum

this Ho'Din physician was once an assistant to Doctor T'jaleq Kith'Araquia. (SWJ1)

Sirty

this was the nickname used by the ARC trooper designated CT-36/732, during the height of the Clone Wars. During the height of the Clone Wars, trooper CT-36/732 was the first of his kind to face a JK-series security droid in combat, although it was in a demonstration at the T'Chuk Arena on Coruscant. Sirty was soundly defeated by the droid, known as JK-13, which captured him after a mere twenty seconds of effort. Sirty suffered little physical damage, although his nervous system was overloaded, causing an irregular heart beat for several hours. His experiences earned him the notice of the ARC trooper known as Nate, who was forming a group to accompany Obi-Wan Kenobi and Kit Fisto to Ord Cestus to investigate the production of the JK-series droids. Nate recognized the knowledge Sirty might have, and requested his presence on the team. Sirty helped Kit Fisto and Nate train the commandos of the Desert Wind terrorist group, and was among the survivors who managed to escape their lair when Asajj Ventress sent a group of infiltration droids to destroy them. When Nate's body was not recovered, they feared that Nate had been killed, or had broken the Code and betrayed them all in the first place. (TCD)

Sirul Rosk

this was the name of a noted Shistavanen individual. (UANT)

Sisar Run

this hyperspace trade route was controlled by Sprax and Black Sun during the Galactic Civil War. The Run cut through the heart of the Periphery, linking Tharin Sector with Hutt Space. It ran along the borders of Hutt space, a situation which led to animosity between the vigos Sprax and Durga. It started at Nwarcol Point, where it connected with the Salin Corridor, then traveled through Sriluur to Terman Station before terminating at Sespe. (SSR)

Sisar Runners

this group of resistance fighters sprang up during the Yuuzhan Vong invasion of the galaxy. Led by the male Hutt known as Embra, the Sisar Runners harrassed the alien invaders from a number of secret locations along the Sisar Run. (UF)

Sisar Terminal

another name for Nwarcol Point. (SSR)

Sise Fromm

an Annoo-dat, Sise Fromm was a powerful crime boss from the planet Annoo during the early years of the New Order. He controlled most of the planet by fear, having sent the Trigon One weapons satellite into orbit around the planet. He wanted Thall Joben and his friends killed for angering him, and so he employed Boba Fett to kill them in the speeder races on Boonta. Fromm, covering all his bases, also planted a bomb on Joben's speeder. When Fett tried to kill Joben during the races, he activated a magnet in order to draw Joben nearer. However, the magnet dislodged Fromm's bomb, and Fett was nearly destroyed. In his anger, Fett captured Sise Fromm and his entire gang, and turned them over to Jabba the Hutt. (DCAR)

Sish

this was one of the more common, albeit archaic, names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "swims through fire", and referred to an ancient Trandoshan test of courage and endurance. (GCG)

Sish Sadeet

this green-skinned Trandoshan was a member of the New Republic's forces, and was assigned as Mirith Sinn's second-in-command on the planet Phaeda. He had fled Trandosha by stowing away on an Imperial transport, but was left to die on Mook IX when he was discovered. There, he met up with Mirith Sinn, who nursed him back to health and convinced him to join the New Republic. A suspicious creature, Sadeet thought it very unwise for Sinn to bring Kir Kanos into their group. However, he accepted her orders. This did not stop him from disliking Kanos, especially when the human scoffed at the defenses Sadeet had established to protect their hideout. In the end, Sadeet learned that the real traitor to their operation was Tem Merkon, and after the New Republic had freed Phaeda from Imperial control, he accompanied Mirith Sinn to Yinchorr. She hoped to find Kanos again, and Sadeet hoped to regain an ally. They arrived just in time to eliminate Blim, who was trying to shoot Kanos. Kanos then killed Jax in battle. Sadeet and Sinn had hoped to take Jax alive, in order to extract information about the Empire from him. When Kanos killed him, Sadeet grew angry and tried to attack Kanos. The former Imperial Guard anticipated Sadeet's attack, and speared the Trandoshan with a jab of his double-bladed sword. Sadeet died next to Jax, and Mirith vowed to kill Kanos for the unnecessary death. (CE, HCE)

Si-shae-ral

this was one of the many Eickarie tribes native to the planet Kariak, during the height of the New Republic. The Si-shae-ral was one of the strongest and most influential tribes, having produced some of the more prominent leaders in Eickarie history. Just before the Yuuzhan Vong invasion of the galaxy, Haran was revealed to be a Prince of the tribe, nominally the leader of his people. (FB)

Sisk

the red dwarf star which is the primary sun for the planet Sisk, it was once a large orange star that underwent a partial atomic collapse. This caused the normally lush planet of Sisk to cool, reducing it to a barren, cold world. (GG4)

Sisk

a planet which is home to the Sic-six race, it is the primary planet orbiting the star Sisk. It was a lush, warm world until the star Sisk suffered a partial atomic collapse. The planet was then rapidly cooled, and most of its natural flora and fauna died out. (GG4)

Siskeen

this planet, located in the Outer Rim Territories, was the site of a Separatist research facility during the height of the Clone Wars. (RT)

Sisquoc

this Samuac graduated from the Galactic Outdoor Survival School before joining the Alliance as a scout and tracker. His wilderness skills eventually earned him a promotion to the rank of Major, shortly before the Battle of Hoth. He later served the Alliance at the Suolriep Sector headquarters on his homeworld of New Kiske, serving as an instructor and field agent. (AIR)

Sissalik

this Mon Calamari starship pilot and former oceanographer was enslaved by an Imperial officer named Farvakine and forced to work on the planet Tatooine during the height of the New Order. In order to avoid dying from dehydration, Sissalik - known to his friends as "Slick" - killed his master by slowly adding a poison created from chubas to his personal water supply, and set out on his own. His escape from Tatooine led him to Ando, where he slowly recovered from the variety of health problems he suffered in Tatooine's dry climate. He eventually took a job working on the *Nanda's Luck*, despite the obstacles he faced as a Mon Calamarian. He proved to be a hard-working, loyal addition to the crew, attributes which bore themselves out when the Pirate Queen of Ando herself, Pyash Yopayomba, attacked the *Nanda's Luck*. She offered the vessel's Captain, Bipopa Bogzider, a chance to have the vessel repair in exchange for his surrender. Captain Bippi grudgingly surrendered, at which point Yopayomba cut off his head. She forced Sissalik to go to work for her as the new Captain of the *Nanda's Luck*, growling that nobody who worked for her ever surrendered, no matter what the situation. Sissalik once again found himself an indentured servant, as well as the unwitting accomplice in a grand scheme. Yopayomba had been led to believe that the Imperial governor of Ando would pay her handsomely for starting a civil war between the Aquala and the Quara, a war which the Empire could use to fully subjugate the Aqualish. Her plans failed, though, when Sissalik reprogrammed the autopilot on the *Nanda's Luck*, ramming the ship into Pyash's own flagship, the *Majestic*. All hands on board, including Sissalik himself, were killed in the explosion. (PH)

Sisseri Deo

this golden-skinned Firrerreo youth was one of the many students of the Force who were training at the Jedi Temple on Coruscant during the height of the Clone Wars. He was one of the many students who participated in the Apprentice Tournament, and was known for the way he mixed lightsaber combat with other types of martial arts. Sisseri made it to the third round of the tournament, but was defeated by Tallisbeth Enwandung-Esterhazy. Scout, as she preferred to be called, distracted Sisseri's initial lightsaber attack by throwing a cup of muja juice in his face, then launching into him with a melee attack. They rolled across the floor for several minutes before Scout managed to get Sisseri in a choke-hold, then pinned his arm with a painful nerve pinch. Writhing in pain, Sisseri was forced to yield. (YDR)

Sissk

a group of Trandoshans, the Sissk were the primary builders of the Stouker concussion rifle. All such weapons are hand-built. (DF)

Sissubo

this ball of frozen rock was the seventh and outermost planet of the Chandrila System. It was orbited by a single moon. (CCW)

Sistek, Nogo

this Corellian scout and information dealer worked from a base on the planet Darlyn Boda during the height of the Galactic Civil War. He was known for his encyclopedic knowledge of the hideaways and boltholes found in the Greater Javin area of the galaxy, and was often approached by beings who needed a place to hide to escape from the law. He willingly took their credits and gave them excellent information, but he made no guarantees that he wouldn't sell information on their whereabouts after six months had passed. It was believed that Sistek provided information on the locations of both Salmakk and Clabburn the Younger for Figg Excavations. When a group of freelance agents began sniffing for clues on the reappearance of Salmakk and Clabburn, Sistek provided only minimal information before he was murdered by FiggEx goons. As he died, he gave the agents the name of Barseth Gynes as his contact at FiggEx. (WOA34)

Sisters of the Crimson Mark

founded by the Aquar known as Vilhona, this band of female Aquar dedicated themselves to disrupting the operations of Nexcore Mining Corporation on the planet Velusia. Vilhona herself had been summarily fired and dumped into the lowest levels of Mount Hollow when it was discovered that NMC had tried to monopolize the mining of Velusia's seas, and Vilhona knew too much to keep her around. The Sisters rose up, opposing NMC's abuse of the Aquar people and its control of Velusia. Most of their crimes were small, but over time they began to cause real trouble for NMC. (CCW)

Sistra Mountain

a mountain found on Yavin 8, Sistra has an almost religious connotation for the Melodies. (LW)

Sistros

this was a noted demagogue from the early years of the Old Republic. (VD2)

Sith

this ancient race of insect-like humanoids was native to a region of the galaxy that was isolated from the rest of the Old Republic for many millennia. As a race, they were characterized by its dark, red skin, cranial horns, and long bony chins. There were several subspecies of Sith, each with its own place in their society. Some were slaves, other were warriors, and the highest caste of all were the magicians. They lived in a remote sector of the ancient galaxy, and were unknown to most until a group of Jedi Knights discovered their existence. The early Sith regarded the Dark Jedi as gods. The Force-sensitive Sith magicians proved to have control over the Dark Side of the Force, and the Jedi took many of their tomes and teachings back to study. They hoped to determine ways to avoid the Dark Side, but a group of Jedi found the allure of the Dark Side and the Sith teachings too powerful. They rose up against their Masters, but were not yet powerful enough to defeat them. The Dark Jedi were banished from the Old Republic, and chose to flee across the galaxy to the worlds of the true Sith. Over the millennia, the two groups intermingled, until very little pure Sith blood remained. One of the early Dark Lords of the Sith was Marka Ragnos, who was succeeded by Naga Sadow. Freedon Nadd was a later Dark Lord who was caught by the Jedi Knights on Onderon and entombed there. Nadd's spirit invaded the body and mind of Exar Kun, who eventually became a Dark Lord himself. They developed a rigid hierarchy of magicians and warriors, with the leadership of the brotherhood falling to the current Dark Lord of the Sith. The Sith wrote expansive volumes on the control and use of the Dark Side, and described incredible manifestations of power. Later, they were able to create amulets and weaponry that could assist the user in controlling the Dark Side. These devices amplified the Dark Side, making the user incredibly powerful. Much of the Sith lore was hidden on various worlds when the ancient Jedi Knights first sought to eradicate the Sith. Some was stored on Korriban, some on the moon of Yavin 4. The last remaining true-blooded Sith were wiped out by Exar Kun during the Great Sith War, when he stole their life energy in an effort to defend his fortress on Yavin 4 against the forces of the Old Republic. (SW, DA, FNU, DLS, TSW, GAS, FOSE, NEGW)

Sith

this was the name used to describe any creature which had been altered by Sith rituals and magicks into something hideous and terrifying. These creatures were bred from naturally-evolved stock, but were heavily tainted by the Dark Side of the Force. (TOJC)

Sith

this was the ancient language of the extinct Sith race, and was spoken mainly on the planet Korriban. (EGP)

Sith

this ancient brotherhood of Jedi Knights split from the ranks of the "lightsiders" when access to the ancient Sith lore was forbidden. The Jedi Council feared that the knowledge of harnessing the Dark Side of the Force would be twisted and used to perform many evil acts. The Sith brotherhood was founded some 2,000 years before the Battle of Yavin by a rogue Jedi Knight who yearned to learn more of the Dark Side of the Force. Together with about 50 followers, this rogue fled the Old Republic and established his own Sith order. With galactic domination on their agenda, these new Sith Lords quickly became distrustful of each other and abusive of their dark side powers. In a short time, they had nearly wiped themselves out again. One Sith Lord remained, a man by the name of Darth Bane. He swore that the Sith would never again vanish from the galaxy, but also made certain that they never grew beyond their means. He established a rigid code by which there could only be a single Sith Lord and a single Sith apprentice. When the Lord finally expired, his current apprentice was promoted and allowed to take his own student. This pairing continued for the next several centuries until Darth Sidious rose to power as the Sith Lord. Sidious eventually took Darth Maul as his apprentice, and hoped to take control of the galaxy by bringing the Old Republic down from the inside. However, Maul was destroyed by Obi-Wan Kenobi, and Sidious' plans were briefly thwarted. Decades later, Emperor Palpatine established Darth Vader as

the last Dark Lord through the rigorous training he gave Anakin Skywalker. Following the deaths of Vader and Palpatine at the Battle of Endor, and with the destruction of Palpatine's clones on Byss, the order of the Sith was exterminated. Interestingly enough, it was the Sith who realized that the Force was more than just light and dark, and that a complete understanding of the Force could not be achieved without embracing both aspects as a single entity. Although their ultimate use of the Force was evil, the Sith were perhaps closer to a true union with the Force than the Jedi Order of the time. (SW, SW1, TPM, DSSB, LEV)

Sith Academy

this was the name given to the training facility established by the Sith on the planet Korriban, during the build-up to the Great Sith War. The facility continued to operate during the war, producing multitudes of soldiers and warriors imbued with the Dark Side of the Force. (KOTOR)

Sith Archives

this hidden storehouse of knowledge was the repository of all information known to the Sith. It was formed shortly after Darth Bane established the Sith brotherhood. (JDM)

Sith Assassin Pistol

this ancient blaster weapon was developed by the Sith as a tool for dispatching an opponent without revealing one's true identity until absolutely necessary. The power output of the pistol can be regulated to cause a quick or lingering death, depending on the desire of the Sith using it. These weapons were common during the era of the Great Sith War. (KOTOR)

Sith Assault Gun

this was a specially-created blaster carbine that was imbued with the Dark Side of the Force by the ancient Sith, during the decades leading up to the Great Sith War. (KOTOR)

Sith Battle Cruiser

this immense, 215-meter-long warship was developed by the ancient Sith Empire to serve as the flagship of its naval fleets. Each Battle Cruiser was armed with six blaster cannons and three concussion missile launchers, and required a crew of 25 officers and gunners to operate. It could transport up to 850 troopers and 5,000 metric tons of cargo, and was equipped with a Class-4 hyperdrive. (DSSB)

Sith Elite Warbot

these combat droids were developed by the ancient Sith to serve as part of their ground-based armies. Individual Elite warbots were used for both training and active combat, with stun blaster and stun batons used on training versions. Full combat versions were armed with a blaster pistol mounted on each arm, and carried a Sith sword as a melee weapon. The armor of the Elite warbot was alchemically treated, giving it additional protection in combat. Unfortunately, they were very expensive to produce, and never found widespread use in the army. Like most other ancient Sith droids, most of the Elite warbots disappeared after the Great Hyperspace War. (GMR5)

Sith Fighter

this was the term used to describe the unusual starfighters that were created within the Star Forge for use by the Sith, during the Great Sith War. The drive systems of the Sith Fighter were a hybrid of technologies from the Rakata and the Old Republic, and were based on a twin ion engine design that provided incredible amounts of thrust and maneuverability. This combination required that the fuselage and auxiliary systems of the Sith Fighter be greatly enhanced, to overcome the instability that speed and maneuverability created. When docked or cruising, the Sith Fighter could retract its wings and power down its weapons, conserving energy for later consumption. In combat, the wings were spread open to provide maneuverability and a wider distribution of weapons. The weaponry of the Sith Fighter included a blaster cannon at each wingtip. (SWDB)

Sith Gunship

this 75-meter-long attack craft was the primary warship of the ancient Sith naval fleet. Armed with six autoblasters capable of carrying 30 troops into battle, the Sith Gunship was built for speed and

maneuverability. These ships required a dedicated crew of eighteen Sith warriors, and could also carry up to 250 metric tons of cargo. (GMR5)

Sith Hall

this section of the ancient Galactic Museum on Coruscant contained a wealth of artifacts and texts which were used by the Sith Empire. These artifacts were created by the original Sith species, many of which died out after the fall of the Sith Empire 1,000 years before the Great Sith War. (TOJC)

Sith Hound

this mutated canine was developed by the ancient Sith warriors from stock native to the planet Korriban. These hounds were alchemically enhanced, giving them increased size and strength, as well as a collection of horns and vicious teeth. The brain of the Sith Hound was also increased in size and intelligence, and they were rumored to have had the ability to speak limited amounts of the ancient Sith languages. These beasts were black in color, with a mane of bony spikes surrounding their heads. Their glowing, red eyes sat atop a fearsome snout, and their huge paws were studded with razor-sharp claws. (DSSB, RSS)

Sith Infiltrator

one of Sienar Advanced Projects Laboratories' prototype designs, this ship was eventually modified for use by Darth Maul. Originally designed from the Star Courier platform, the 26.5-meter-long Infiltrator was given advanced weaponry, propulsion systems, and a full-effect stygium-based cloaking device for invisibility on command. The sublight engines were X-C 2 ion arrays, while the hyperdrive was an SSDS 11-A powerplant. Weapons included six prototype laser cannons which were concealed along the side of the craft, and which could be deployed in seconds. The craft had a long, main fuselage to which was attached the ball-shaped control center aft. The wings of the craft were used to radiator the intense heat of its engines, and could be folded down during landings. The designs of the control center and the wings were later incorporated into the TIE Advanced prototype produced for Darth Vader. Darth Maul named his ship the *Scimitar*. It could attain speeds of 1,180 kilometers per hour in atmosphere, and was equipped with a Class 3 hyperdrive. After the Battle of Naboo, the *Scimitar* disappeared, and its whereabouts were never discovered. (X1, DSSB, IG1, NEGV)

Sith Lanvarok

this wrist-worn weapon was used by the ancient Sith warriors, derived from the ancient lanvarok polearm. It was extremely complicated to use, and favors those users who are left-handed because of its configuration. The firing mechanism was mounted on the left side of the weapon, with the firing stud in a position to be pushed by the left thumb. The Sith lanvarok was originally developed as a hunting weapon, and fired a spread of thin, razor-edged disks at its target. It was time-consuming to reload, but deadly accurate at short range. A more primitive version of this weapon was used by the Massassi warriors of Yavin 4, which resembled a polearm and required brute strength to throw the disks. After being used to launch the disk, the Massassi lanvarok could also be used as a slashing weapon. Both forms of the lanvarok were little-used after the Great Hyperspace War, as the Sith began to use more modern weaponry. (BW, MJEH, DSSB, NEGW)

Sith Mammoth

this immense beast was developed by the ancient Sith as a warbeast. Sith warriors rode atop the huge beasts, to be carried into battle. (GMR5)

Sith Mask

this unusual mask was created by the ancient Sith, many millennia before the Galactic Civil War. It was imbued with the Dark Side of the Force, and was worn to block outside mental influence and sensory input, thereby allowing the wearer to focus their concentration without interruption. (KOTOR)

Sith Meditation Sphere

this was the name given to the unusual starships of the ancient Sith warlords, developed to help them channel their battle meditation techniques. First used by Naga Sadow some 5,000 years before the Battle of Yavin, the Sith Meditation Sphere resembled a huge, floating eye that was propelled by huge wings. (NEGV)

Sith Personnel Carrier

this ancient craft was developed by the Sith Empire, more than 5,000 years before the Battle of Yavin, to carry troops and smaller craft into battle. Very few of these ships survived the Great Hyperspace War, and those that did were quickly outdated. The 215-meter-long Personnel Carrier was armed with eight light laser cannons, and normal hull plating and shielding, with most of its protection coming from the Sith magic of its operators. It could transport up to 360 troops or 24 Sith Mammoths, and had space for 1,000 metric tons of war materiel. Each of these ships required a command crew of twelve Sith officers. When deploying troops or vehicles, the Personnel Carrier hovered in the atmosphere, using massive chains to lower troop containers to the ground. It was during the delivery or pick-up of troops that the Personnel Carrier was most vulnerable. Each of these troop containers could accommodate 60 troops, a Sith Slayer, or a War Behemoth. (GMR5)

Sith Regenerator

this unusual cybernetic implant was developed by the ancient Sith, many millennia before the Battle of Yavin. The Regenerator stimulated cell replication in the user's body, allowing wounds to be healed quickly and easily. It was designed for use by spies operating behind enemy lines for extended periods, where medical treatment was not normally available. (KOTOR)

Sith Scorchers

this was one of the more popular mixed drinks served at The Glow Dome, on Adarlon, and was set afire before being served. (WSV)

Sith Sects

during the last decades of the Old Republic, this was the term used by the Jedi Council to describe the small groups of beings who tried to emulate the ancient Sith brotherhoods. Most of the members of these Sith Sects were not attuned in any way to the Force, but their anger and frustration with the galaxy led them to search out the Sith teachings. (JAF)

Sith Sentry

these ancient droids were developed for use in the Sith army as security guards and sentries, replacing organic beings. Each Sith Sentry was armed with an arm-mounted blaster rifle, and was often deployed in groups of six droids. (GMR5)

Sith Slayer

this ancient Sith war droid was essentially a tank with a droid brain, although it was alchemically created by Sith magicians. The average Slayer was costly to produce, requiring a wealth of magical elements and alchemy techniques which were arduously molded over a long period of time. Measuring over twelve meters in height, the Sith Slayer was armed with two shoulder-mounted blaster cannons, and two spinning blades mounted on each arm. Like the Sith Elite warbot, the Slayer was protected by magical armor, giving it a measure of invulnerability which was lacking in organic warbeasts like the Sith Mammoth. (GMR5)

Sith Speeder

this was a specialized, circular, one-man speeder developed for use by Darth Maul. Designed to be compact and fast, this speeder was built on the basis of the Razalon FC-20, resembling a circle with the upper arc removed. The rider sat in the concave section of the speeder, and had hand and foot controls with which to maneuver the speeder. This speeder was unarmed, something that was not a deficit for its rider due to their skills in the Dark Side of the Force. This speeder was also easily stored in the forward section of Maul's Infiltrator starship. (SW1, IG1, AEG)

Sith Starfighter

these bulbous fighters were developed for use in the ancient Sith naval fleet. Like the more modern TIE Fighter, the Sith Starfighter lacked a hyperdrive. It was armed with a triple blaster cannon, and was highly maneuverable. (GMR5)

Sith Torture Mask

this ancient Sith mask was developed to completely cover a being's head, allowing only the eyes to see

what was happening. The Sith placed the mask on their prisoners and captives, especially the Jedi Knights, in order to break them for questioning. The mask itself was unremarkable to behold, but was imbued with intense Dark Side energy, which made it impossible for a Jedi Knight wearing the mask to concentrate on using the Force for little more than basic survival. (RHF)

Sith Warbird

this was a form of organic lifeform which was twisted by Sith alchemies to perform a specific role for the armies of the ancient Sith. Most of these warbirds were naturally-occurring avians which stood more than six meters in height, and which had been altered to submit to the control of a Sith master. These creatures were fitted with a special harness that provided a saddle for a Sith warrior and a mounted blaster cannon as weaponry. A small fusion generator was also mounted on the harness to power the cannon. (GMR5)

Sith Wars

see Great Sith War (LFC)

Sith Wyrn

originally created by Naga Sadow, this immense reptilian insect lived in a subterranean lair on the moon of Yavin 4. The ancient Massassi worshipped it as a god, until Exar Kun killed the beast in an effort to prove his worth to Freedon Nadd. The Sith Wyrn was originally an infant space slug which was captured and altered using Sith alchemy. The slug had attached itself to Naga Sadow's personal starship, and Sadow chose to keep the beast alive and use it in experiments in magical alteration of physical forms. Jedi historians believed that there was only one Sith Wyrn, as there was no record of another space slug being captured and altered in any way. (DSSB)

Sith'ari

this was the name used by the ancient Sith to describe a perfect being who would rise to power and bring balance to the Force. According to prophecy, the Sith'ari would rise up and destroy the Sith, but in the process would return to lead the Sith and make them stronger than ever before. (KOTOR)

Sithspawn

an expletive used by Wedge Antilles. (XWN, KT)

S'itl Thirr

this Abinyshi came out of hiding to make contact with Doctor Tem Eliss, in order to expose the true story of the Empire's part in nearly wiping out the Abinyshi. (SWJ14)

Sitnalta

this New Republic officer personally led the investigation into the whereabouts of the Nikto agent Ma'w'shiye. (SWJ4)

Sitrep

this was a military term used to denote a situation report. (TG, RCHC)

Sittana Marble

this was one of the most exquisite kinds of marble found in the galaxy. Known for its lustrous graining, Sittana marble was used to build some of the most expensive buildings in the galaxy. The Kallarak Amphitheater on Coruscant used Sittana marble to create its teired benches. (CCW)

Sitting Duck

this small ship was Una Poot's hidden escape craft, docked on Silver Station. It was originally used by Una and her first husband, Drogue, as a culslon gas transport, and was equipped with twelve gas canisters that were tethered to the stern of the ship. (SWJ10)

Sitting Hummock

this form of plantlife was developed by Yuuzhan Vong Shapers to serve as a kind of moldable chair. The sitting hummock conformed its soft cells to match the user's form. (FP)

Sitting Right of Refusal

this was one of the most obscure of laws created by the Senators of the Old Republic. It could be invoked when a Senator had good reason to keep the details of their personal or private business from the public eye. In most situations, the right of refusal was necessary to protect the Senator's alliances and certain business or political property. In other situations, however, it could bring the Senator's dealings into doubt. (JQ5)

Situng Borokii

this was one of the two most powerful overclans of the Alwari Ansionians, during the last decades of the Old Republic. They were challenged in size and power only by the Hovsgol Januul overclan. Like the Januul, the Borokii overclan was made up from several smaller clans, forming a large unit. The Borokii and Januul had been enemies for many generations, until Obi-Wan Kenobi and Luminara Unduli, along with their Padawans Anakin Skywalker and Barriss Ofee, met to discuss a treaty between not only the Borokii and Januul, but between the Alwari and the city-dwelling Ansionians of Cuipernam. The Jedi hoped to avoid the secession of Ansion from the Old Republic, preventing a massive crumbling of the Republic. After Obi-Wan and Luminara were able to form a peace between the Borokii and Januul, both overclans agreed to the treaty with the city dwellers. (APS)

Sivantlie Base

this was the name of the temporary base, located on Coruscant, used by Wraith Squadron as they planned their assault on Warlord Zsinj. (IF)

Sivar

this man owned and operated the *Suprosa* during the Galactic Civil War. (SESB)

Sivel, Ela

this frail woman was a native of the planet Naboo, shortly before the Battle of Naboo. An artist, Ela was one of the first residents of Theed captured by the Trade Federation's battle droids during their invasion of the planet. (IOT)

Sivestri Trace

this remote branch of the Rimma Trade Route connected the Rimma to the Inner and Outer Zuma regions of the galaxy. However, the connection was tenuous at best, and even the Empire's formation of the Sanctuary Pipeline did little to ensure safe passage to planets such as Endor. (GMR9)

Sivilin

this was a common name among the Umbaran people. (UANT)

Siviviv

this spreading vine was native to the planet Cartao. (SWI68)

Sivorian Sea

this vast ocean was famous for its deep, emerald-green waters. (JH)

Sivron

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "shrewd". (GCG)

Sivulliq

this prototype RK-720 freighter was stolen from the SoroSuub headquarters in the Cularin System, but was eventually returned to SoroSuub by the citizens of Cularin. Miim Te'Suub, the Director of Formal Activities for SoroSuub, announced that the corporation decided to forego producing such an exquisite starship design. Instead, they turned the *Sivulliq* over to one of the Cularin natives who turned the ship in. It was later discovered that a key piece of proprietary technology was never removed from the freighter, and the pilot refused to allow the technicians of SoroSuub to retake possession. (WOTC)

Six Local Systems

this was a collection of Mid Rim star systems. During the height of the New Order, all six systems were under the control of a single Imperial Governor, Shran Etison. Governor Etison's base was on Tuttin IV, in the Tuttin System, during his tenure. (GMR6)

Sixteenth Vissencant Variation

supposedly entitled *Etude for Dawn*, this was a false name used by Zan Yant to fool his good friend, Jos Vondar. Vondar had no knowledge of classical music, but truly enjoyed listening to Zan play. Thus, when Zan first played Duskin re Lemte's *Cold Midnight* for Jos, the human was bewildered at the fusion of leap-jump and heavy isotope fusion. To poke gentle fun at Jos' lack of refinement, Zan called the piece the "Sixteenth Vissencant Variation" to see if Jos knew that, in fact, there were only fifteen Vissencant Variations. (MBS)

Sixth Decant

this section of the galaxy was held by the Alliance shortly after the Battle of Yavin. (CSWEA)

Sixty Hour War

this was the brief conflict during which the Empire subjugated the various rebellious factions on the planet Derilyn. During the War, the Empire wiped out the city of Paran in an effort to wipe out the rebels. (PG3, OE)

Sizinnian

this Snivvian spent most of his adult life trying to read and understand the *Journey of the Minds*. To this end, the slightly insane Snivvian lived deep in the sewers of Eyar City in a collection of chambers he called his "Inner Sacntum." Sizinnian would often become emotionally unstable whenever Eyar Treatment Systems came through to clean the sewers, reaching a peak of paranoia and fearing that everyone was out to steal his research. (HAS)

Sizzton, Andar

this bounty hunter was contracted by the Empire to search out the group of Alliance agents investigating the construction of the Bissillirus Resupply Base, shortly after the Battle of Yavin. The Empire actually contracted five bounty hunters, in an effort to ensure that the agents were captured. Sizzton was the only hunter who trailed the agents to Entrus from Draenell's Point. For a number of reasons, Sizzton's hunt was known to the Alliance agents, which made him nervous because he wasn't sure their actions weren't meant to draw him into a trap. (GMK)

Sk

this is a unit of measure, and describes a large amount of computer data. (CFG)

Ska Chusko

this Rodian expression translated into Basic as "grow up". (HFG)

Skaak Tipper Gang

this gang of miscreants was active on the planet Naboo during the height of the New Order. (GQRG)

Skagras

a primary city on the planet Dohu VII. (SWJ1)

Skahrolta

this Dug was a member of Sebolto's gang during the years following the Battle of Naboo. The Pixelito Grand Council issued a bounty for his capture in connection with the sale of death sticks to the youth of Pixelito, a bounty that Jango Fett managed to claim during his attempt to meet with Sebolto. (BH)

Skahtul

this female Barabel bounty hunter was the first to stumble onto Luke Skywalker following the Battle of Hoth. Skahtul had been trained by another bounty hunter who had taken her on as a guide, and allowed her to pursue her own freedom as long as she never tried to hunt him down. She and her band had heard

of both the Imperial bounty on Luke, issued by Darth Vader, and Prince Xizor's bounty. As a Barabel, she held a deep respect for the Jedi Knights, but capturing Luke and turning him over to the highest bidder was just good business. Luke managed to escape from her before she could deliver him to either Vader or Xizor. Shaktul was later contacted by Xizor's niece, Savan, in the hopes that the Barabel could track down the human replica droid Guri. She staked out Doctor Thrumble's labs on the world, noting the increased defenses after Kar Yang failed to capture Guri. *Note that she is called Skahtul in the Dark Horse Comics version of Shadows of the Empire.* (SE, SEE, SESB)

Skako

this city-covered planet was the homeworld of the Skakoan race. The atmosphere of Skako was filled with methane and other unusual chemical compounds, many of which were incredibly heavy. This meant that the atmospheric pressure on Skako was extremely high, making it unlivable to many other species. The Skakoans, however, evolved over time to survive there. This meant that nearly all Skakoans remained on Skako, since the equipment needed to maintain the unusual atmospheric pressures of Skako was prohibitively expensive. (SWDB, SWI70)

Skakoan

this vaguely humanoid race was native to the planet Skako. Because the atmosphere of Skako was unusually dense, Skakoans evolved over time to survive in the intense pressures there. This meant that nearly all Skakoans remained on Skako, since the equipment needed to maintain the unusual atmospheric pressure was prohibitively expensive. Any Skakoan caught on a world with low atmospheric pressure would explosively decompress. Despite their relative anonymity, Skakoans were known for their ability to create microelectronics, and their manufacturing processes were considered quite advanced. Very few beings ever saw a Skakoan without their protective suits, although it was believed that they resembled giant humans with folds of sickly-colored skin. During the last decades of the Old Republic, the Skakoan presence in the galaxy was most felt during the Clone Wars, as the Techno Union sided with the Confederacy of Independent Systems while under the direction of Wat Tambor. However, with the rise to power of Emperor Palpatine, the Skakoans were relegated to subordinate positions, and many retreated to Skako, disgusted with the human race. This self-imposed isolation continued even after the Battle of Endor, leading the rest of the galaxy to consider the Skakoans to be secretive xenophobes. (SWDB, SWI70, UANT)

Skakoform

this was the native, written language of the Skakoan race. Many other races often mistook Skakoform for technical blueprints or circuit diagrams. (GMR10, UANT)

Skakoverbal

this was the native, spoken language of the Skakoan race, a complex form of machine language which closely resembled Bocce. (GMR10, UANT)

Skalokor

this was the second moon of the planet Yabosta. It was covered with treacherous mountain ranges, and was the homeworld of the Dolandu. (GMR10)

Skalus

this Imperial Consul-General was assigned to maintain and control access to the Gree Enclave. He hated the posting, and cared little about maintaining the balance of trade in the Enclave. He was purposely inattentive to his duties, and hoped that the backlog of uncollected taxes would get him reassigned to another world. (SWJ8)

Skandit

a squirrel-like creature that lives in forests of Endor's Sanctuary Moon, the skandits have black, furry masks. They use slingshots and whips to ambush unwary travelers. (ECAR)

Skandrei Bandits

this group of cutthroat pirates was extremely active in the Kathol Outback during the early years of the New Republic. They maintained a fleet of capital ships and support craft that was rivaled only by the

Imperial Navy fleet assigned to Kathol Sector, making them a formidable opponent. This firepower made them virtually unstoppable, and they attacked wherever and whenever they chose. The Skandrei later allied themselves with Gorak Khzam and the Sabriador Slavers, in an effort to eliminate the Qektoth Confederacy. During the Battle of Kathol, the Skandrei agreed to help Khzam defeat the *FarStar* as well as the Confederacy, but their combined forces were not enough to overcome the Imperial warships in orbit around Kathol. The Skandrei Bandits and the Sabriador Slavers were both destroyed in the battle. (KO, E)

Skann

this planet is located in Astal Sector. It is famous for its Skannbult Likker. (GG9)

Skannbult Likker

this alcoholic drink is made from surplus dust-corn and dry gene wheat on the planet Skann. It has been described as the galaxy's most volatile form of fire-water. (GG9)

Skar

this was the alias used by the droid SCr-114, during the height of the Galactic Civil War. The simple name allowed the droid to appear to be organic during early negotiations, where another being might resent having a droid as a smuggler. (SWJ5)

Sk'ar

this immense, humanoid being was assigned the rank of Imperial General, and was placed in command of the garrison on Shiva IV shortly after the Battle of Hoth. Distinguished by his grayish skin, toothy jaws and jutting chin, Sk'ar ordered the capture of Aron Peacebringer and Leia Organa just after the destruction of the city of K'avor. Sk'ar's mission was to subjugate the populace of Shiva IV and conscript the strongest survivors to become soldiers for the Empire. He believed that defeating Aron in combat would break the spirit of the Calian Confederacy and make his job that much easier. It was Sk'ar who had ordered the destruction of K'avor, an event he hoped to repeat at Illyriaqum during the celebration of the signing of the Concordat of Peace. His dreams of power were shattered, however, when Luke Skywalker, Lando Calrissian, and Chewbacca arrived on Shiva IV to rescue Leia. They apprehended Sk'ar's warship as it attempted to destroy Illyriaqum, and Leia managed to disarm the bomb Sk'ar planned to drop on the city. Protected by a personal shield, Sk'ar tried to escape in an airship, but Chewbacca was able to destroy the ship before it could flee. Sk'ar died in the explosion. (MC53, MC54)

Skar'kla

also known as the glitterclaw, this predatory beast was native to the planet Bothawui. The skar'kla were distantly related to the krak'jya feline, having evolved more for speed than power. Skar'klas rely on stealth to get close to their prey, then burst from cover and attack before the prey even knows they were being hunted. If a prey should ever escape, the skar'kla had plenty of speed to catch them and bring them down. Skar'kla were native to the mountainous areas of Bothawui, and tended to stay well away from civilization. However, as the populations of krak'jyas was hunted down for its pelts, the skar'kla numbers rose, and they began to encroach on urban areas. This results in attacks caused more by mistake than by deliberate planning. (SPG)

Skarten

a Kalkal academic who, along with Ra Yasht, wrote the paper *Torture Observed: An Interview With Jabba's Cook*. This work brought both of them instant tenure at Beshka University, much to the chagrin of P'tan. (TJP)

Skartis

this planet was known for its seven, wondrous moons. (MCA1)

Skatecoaster

this small boat-like vehicle is driven by a small repulsorlift engine. Large enough for a single rider, it is easily slowed by placing a foot on the ground. (SA1)

Skavers

this swoop gang of Skeebo operated from a base in the Southern Crags of the planet Skeebo. They were considered outlaws, but were secretly working for Kaptain Voor. They kidnapped the H'uun Anachro, during her honeymoon on Skeebo, and held her for ransom. Their plans were thwarted when Gorga the Hutt employed Boba Fett to rescue Anachro. (BF)

Skawn

a common name given to Twi'lek males, this name meant "merchant". (GCG)

Skawn Bonduna

this Twi'lek male was a gifted musician and scholar, who grew up during the last years of the Old Republic. His education allowed him a future as an attorney or governor, and his musical skills seemed to promise a fabulous career in show business. His band, the Sonic Free, was coming into its own just as Emperor Palpatine instituted the New Order, and much of their music was banned by the Imperial Board of Culture. The IBC claimed that Sonic Free was using subliminal manipulation of their music to coerce citizens into acting against the Empire. The other members of Sonic Free were arrested, but Skawn managed to escape. He was spotted in the Mid Rim shortly afterward, and a bounty was posted for his capture. Skawn then fled into hiding again, and remained at large even during the Galactic Civil War. (GMR6)

Skee

meaning "charismatic", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Skee

a Tetsus Rodian, noted for his ability to hunt and kill the Manka cat. (TME)

Skeebo Desert

this is the largest desert found on the planet Skeebo. (BF)

Skeebo

the Hutt Gorga and his new bride, Anachro, spent time on this planet during their honeymoon. Anachro was kidnapped and held for ransom by Kaptain Voor and the Skavers. Skeebo was also the homeworld of a race which was known as the Skeebo. (BF)

Skeebo

this ancient race of spotted-skinned humanoids has lived on the planet Skeebo for several millennia. (BF)

Skeebo City

this is the capital city of the planet Skeebo. (BF)

Skeeg

this creature is infamous for its incredibly noxious smell. A mollusk, skeegs were native to the planet Vendara, where they lived in the warm swamps and rainforests. They were considered unique in the mollusk world because of the shape of their shells. Over time, the calcareous material exuded to create the shell forms a pair of movable wings. However, these wings provide no assistance to the locomotion of the skeeg, which simply moves by contracting and expanding the muscles of its fleshy foot. What the wings do allow the skeeg to do is catch its prey. When an insect lands on the skeeg's back - attracted by the scent exuded from glands on its rearend - the skeeg used its wings to reach up and grab it. Then, using spines on its body, the skeeg injects a poison into its prey to immobilize it. Once the prey stopped moving, the wings helped move the insect to the skeeg's mouth for consumption. (TPS, COG)

Skeel

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete

male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Skeel referred to a famous warrior in Cerean mythology. (GCG)

Skeel

this was the name of a famous hero from Cerean mythology. (GCG)

Skeel

this well-muscled Cerean youth was the leader of the band of techrats which hung out with Kordren and Maj-Odo-Nomor. In order to hide his identity while riding swoops out on the plains, Skeel often painted his face white with black markings around his eyes. He led the raid on Ki-Adi-Mundi's house to steal groceries, shortly after Sylvn joined their band. Skeel's desire for technology, and the thrill of racing a swoop, often clouded his judgement, and when he and Kordren tried to race within the walls of the Outsider Citadels, Skeel lost control of his swoop and crashed into a dead-end wall. He was killed instantly, and Kordren was hospitalized after leaping from his swoop before it hit the wall. (PTR)

Skeendo Tunnels

this network of abandoned mining tunnels and canyons is found in the Southern Crags of the planet Skeebo. A city was built from the wreckage of starships scavenged from the Skeebo Desert by the Skavers. It was here that the Skavers held Anachro for ransom. Boba Fett was able to infiltrate the tunnels and rescue the H'uun. (BF)

Skeete, Jaspar

the last City Governor of D'larah, Skeete was notorious for his poor crisis management. The fact that Demophon and its star were doomed during the Galactic Civil War placed Skeete out of his comfort zone. (SN)

Skeeter

this tiny, winged being was the majordomo of Princess Lourdes. He held Lord Gar-Oth's guards at gunpoint while Lourdes defeated Gar-Oth and Yoshi Raph-Elan destroyed The Goliath battle droid. (SWS)

Skeezer

this Imperial Navy Captain was dispatched to Yavin 4, to pick up Grand Moff Tarkin in the wake of an assumed Imperial victory over the Alliance. When he arrived at Yavin 4, he found no sign of the Death Star or Tarkin, and was hard-pressed to defend his small fleet against the Alliance's meager forces. (MIS1)

Skefta

this game of chance was popular in the Outer Rim Territories, where much of the gambling done during its play was controlled by the Hutts during the New Order. (MA)

Skekfish

this species of fish-like creature was a hybrid of carbon- and silicon-based lifeforms. They were named for the way they "swam" through soil, and could easily move through solid rock. They accomplished this by their swimming motion, which placed their razor-sharp, metallic scales in contact with the surrounding material. These scales literally scraped away material. Skekfish had no eyes, and hunted purely by their sense of hearing. When they attacked larger prey, the skekfish would first jump at their prey, using their knife-like bodies to slash at it. Skekfish were known for their swift speed, voracious appetites and incredible reproduction rate, and it was theorized that a colony of skekfish could eliminate the major fauna on an undeveloped planet in little time. Whenever a colony of skekfish ran out of food, they reproduced one last time, laying their eggs in the carcasses of their prey. These last eggs, if undisturbed, could survive for thousands of years before hatching again. The only known defense against these creatures was the use of ion weapons, which caused them to explode. (WOA10)

Skerr Kyrriic

this was the Yuuzhan Vong name for their living armor, creating from the organic material of the vunduun

crab. In essence, the skerr kyrric armor was just one large vonduun crab, bioengineered to wrap itself around a Yuuzhan Vong warrior. (NEGW)

Skerrit

this male Devaronian, spouse of Anirak, was one of many who smuggled bandaras off Devaron in order to breed them for eventual return to the planet. His work helped offset the desire of the female Devaronians to exterminate the bandaras. (COG)

Sketto

this large, flying, carnivorous reptile was native to the deserts of Tatooine. It can reach lengths of up to a meter. These creatures were something of an anomaly in the galactic animal kingdom, being warm-blooded reptiles which gave birth to a single offspring at a time. They lived in caves and crevasses, hanging upside down by clinging to the rock with the claw on their tail. The large fangs and teeth of the sketto were used for gathering insects and piercing the hide of larger creatures, allowing the sketto to lap up the blood which flowed from the wound. It was rumored that a swarm of skettoes could suck a sleeping dewback dry of blood. (GF, WSW)

Skevon

this gas is one of the most common gases used for blasters. (CFG)

Skewer

this was one of the many Zorbian pirate ships that harassed the spacelanes of Moddell Sector, during the early years of the New Republic. It was believed that the *Skewer* attacked and disabled an Ayrou freighter near the Forest Moon of Endor several years before the Battle of Yavin, stranding the Ayrou Tessent somewhere in the forests of the moon. *Note that Star Wars Gamer, issue 9, also seems to indicate that the Skewer was the ship that was shot down.* (GMR9)

Skew-flip

this starfighter maneuver was used during the height of the Clone Wars, and involved a pilot using his forward attitude jets to kick his starfighter into a reverse position. In this way, a pilot could surprise the pilot of an enemy ship that were in pursuit. Because the fighter was suddenly facing backward, the pilot could fire on his pursuit and eliminate them. (E3N)

Skidder, Wurth

this brash young man graduated from Luke Skywalker's Jedi *praxeum* on Yavin 4 during the years leading up to the Yuuzhan Vong invasion of the galaxy. He was part of a group which followed Kyp Durron and formed an almost vigilante brigade of Jedi Knights, bringing their own form of justice to remote parts of the galaxy. He was one of the first Jedi to fly the XJ version of the T-65 X-Wing, a vehicle he used to bring down the Rodian mercenaries of the Osarian First-Force, against the wishes of Leia Organa Solo. Later, during the Battle of Ithor, Wurth was severely injured in battle with the Yuuzhan Vong on Ithor's surface. He survived, and vowed to return the fight to the Vong. He was part of the delegation sent to Gyndine to help relocate refugees, where he allowed himself to be captured by the Yuuzhan Vong. He tried to convince the young yammosk aboard the *Creche* that Randa the Hutt was plotting to Chine-kal, while Sapha planted the idea in Randa's mind that Chine-kal was going to kill him. The plan was to create confusion aboard the clustershship, but only succeeded in killing Fasgo and attracting the attention of Chine-kal. Chine-kal captured Wurth and planned to present the Jedi as a present to Tsavong Lah. After being attacked by Kyp's Dozen at Kalarba, though, Chine-kal fled to Fondor. He grew angry with the Jedi, and Skidder in particular, and physically abused him. Skidder was broken badly by the torture, and barely survived to discover that Kyp had found him at Fondor. Before he died, Wurth asked Kyp to rescue Randa, who had been playing the Yuuzhan Vong for information to give to the Republic. (VP, DTR, JE)

Skids

Esege Tuketu's weapons officer in the Fifth Battle Group, Skids controlled their K-Wing's bombs. (BTS)

Skids, The

this was the name given to the seedy section of the city of Tyrena, on the planet Corellia. (CCW)

Skiff

a repulsorlift utility vehicle like those employed by Jabba the Hutt. They average about 9 meters in length, and are piloted by a single driver who uses directional steering vanes to maneuver it. (ROTJ)

Skiffer

this man was part of a small group which managed to survive the destruction of his homeworld of Coruscant, after the Yuuzhan Vong took control of the planet. Skiffer was a member of a collection of humans which tried to wipe out the Walkway Collective and take over their territories and steal their supplies. Skiffer and his group were killed when Yassat led the being he described as Lord Nyax into Skiffer's territory. The dark being murdered them all, and Yassat managed to escape. (EL2)

Skifter

a fake sabacc card that can change its suit and value with a touch of one corner. (DFR, DA)

Skile Curve

this power-pulse pattern is generated on a computer monitor when a repulsorlift generator is correctly calibrated for proper output. The skile curve is a multi-humped curve which lessens over time before jumping back up slightly. (CFG)

Skilis

this man served the Empire as a Commander in the armed forces, and was assigned escort duty aboard the shuttle *Kandarra* during the Imperial occupation of Garos IV. (SWJ4)

Skillet-roe

this dish, which consisted of pan-cooked roe from a variety of native fish, was popular among the fisherman and sailors of the planet Ando. (PH)

SkillWare

this was the name given to the computer code which provided a droid with the ability to perform certain actions. It was copyrighted by Sienar Intelligence Systems during the Galactic Civil War. (FOP)

Skimboard

a repulsor-equipped board used by children and some athletes to move about. They are also called hoverboards. (GOF2, GOF7)

Skimm, Roth

this man and his partner, Belgar Overlord, were a pair of freelance explorers who stumbled upon a habitable world on the edge of the Core Worlds some 600 years before the Battle of Naboo. They named the planet Belgaroth, and the system became known as the Belgaroth System. Before they could turn the system into a way station and turn a profit for their efforts, however, they shot and killed each other over a disputed game of cards. (CCW)

Skimmer

this was the codename used by Alliance operative Lyda Skims, during the height of the Galactic Civil War. (SWGAL)

Skimmer

another name for a landspeeder. (SW)

Skimmer

this was the generic term used to describe any small starship designed to skim the atmosphere of a gas giant and collect gases. (FBS)

Skimmersub

this was a form of underwater transport, similar in many respects to the Gungan bongo, that was developed for use on the planet Lamaredd. Many of these vehicles were produced by the Noloh Gunga Bongoform corporation, which produced a standard version that was common across the planet. This

common skimmersub measured 9.25 meters in length, and required a single pilot to operate. It could accommodate up to 4 passengers and 18,000 kilograms of cargo. (GMR7)

Skims, Athon

this young Corellian man was the son of Doyle and Lynn Skims. Athon followed in his father's footsteps, joining the Alliance as a pilot during the early stages of the Galactic Civil War. Unfortunately, Athon was delivering information to Alliance contacts on Alderaan when the planet was destroyed by the first Death Star. He perished in the explosion. (SWGAL)

Skims, Doyle

this Corellia man joined the Alliance as a fighter pilot, and was one of the many Y-Wing pilots who died during the Battle of Yavin. He was survived by his wife, Lynn, and their daughter, Lyda. (SWGAL)

Skims, Lyda

this young, Corellian woman was an Alliance operative during the height of the Galactic Civil War. Her mother, Lynn, was a textile worker, and imparted a wealth of information on clothing design to Lyda. She also was an accomplished engineer, and learned a great deal about droid repair from her father, Doyle. Lyda joined the Alliance after the deaths of her father and her brother, Athon. She was known to her fellow agents as Skimmer, and was responsible for locating information on Project Dead Eye, shortly after the Battle of Yavin. Unfortunately, she went into hiding shortly after discovering the information, fearing that the Imperials would locate her before she could return. A group of Alliance agents working in the Corellian System managed to locate her and return her safely to Alliance headquarters, where she revealed that Dr. Vacca was the leader of Project Dead Eye. (SWGAL)

Skims, Lynn

this Corellian woman owned a small textiles on her homeworld of Corellia, during the early years of the New Order. Her husband, Doyle, and her son, Athon, were both killed during their service to the Alliance, and Lynn was forced to sell the business after Doyle's death. Lynn retired to her small home, and feared for the life of her only surviving child, Lyda. (SWGAL)

Skin Buster

this was the working name of a biochemical substance created by the Genetech orbital lab over Gorsh. This red goo was created from an irritating sap which caused severe burning sensations on the skin of most humanoids. If left untreated, the victim often went insane, screaming from the pain. (PG1)

Skinchanger

this battered transport ship was owned and operated by Prit Kessek. (WOA26)

Skine Bounty Hunter College

this Outer Rim syndicate was a small-time operation which specialized in locating vagrant fugitives. (GG9)

Skine Sector

this area of the galaxy is located in the Outer Rim. (GG9)

Skin-glove

developed for medical use during the years leading up to the Clone Wars, this special material could be applied to a doctor's hands in order to protect them from infection. Because it was a free-flowing material, skin-glove could be used to protect the hands of virtually any race. (MBS)

Skinker

this obese man, distinguished by his bald head and extravagant moustache, employed Valance the Hunter to bring in some of the galaxy's most wanted criminals. In return for Valance's services, Skinker provided the bounty hunter with droid. Skinker didn't understand why Valance always destroyed the droids on sight, but the removal of his rivals was well worth the price. Additionally, Skinker kept his ears open for any information on the whereabouts of Luke Skywalker, as the final payment for Valance's services. Skinker's base of operations was on the planet Junction, which gave him an excellent

opportunity to interact with Alliance agents. When the Empire blockaded the Yavin System, the Alliance was forced to look beyond well-known outposts for supplies, and Junction was quite near Yavin. Because of this, Skinker was able to discover that Skywalker had arrived on Junction to purchase droid repair parts. When Valance arrived to capture Skywalker, he was forced to blast open a magnetically-sealed hatch to reach him. In the resulting blast, Skinker and his helper, polyp, were killed. (MC27)

Skinkner

one of the Black Sun criminals working with Grobber during the reign of Zekka Thyne over Black Sun's Corellian interests. (TFE)

Skinpopper

this was a general term used by medics of the Old Republic to describe a small hypodermic needle used to administer small doses of medicine. (MBS)

Skinshirt

this was a shirt that was created from thinskin. (MBS)

Skinto, Mygo

this young woman resembled any of the multitude of children dishomed by the Galactic Civil War and the struggle to control her homeworld of Norne. Mygo could pass as a boy or a girl, and appeared to be a simple orphan. In reality, Mygo was old enough to have children of her own, although she had dedicated herself to making sure the children of Norne were given a chance to survive the battles. She also worked to ensure that the children of Norne weren't exploited and used as slaves or indentured labor. Mygo herself was an orphan who lost her parents when their space yacht disappeared. She was passed among various aunts and relatives until she was old enough to set out on her own. She was hampered by the fact that her physical growth stopped by the time she reached her teens, leaving her with the appearance of a child. She eventually went underground, establishing a series of warrens below the city where "her children" could hide out while still receiving the nourishment and care they required. Mygo was sympathetic to the Alliance, and often passed on information she gained to agents she knew. (CRO)

Skinwing

an avian creature native to the planet Trinta, the skinwing is a reptilian bird with leathery wings and a deafening screech. They have a large, bony head which ends in a long, tooth-filled beak. (DOE)

Skinwing

this flying predator was native to the planet Goroth Prime. Similar in many physiological respects to a Gorothite, the partly mammalian skinwing had longer arms and great membranes connecting them to its body. All the creatures fingers ended in long talons, and it lacked opposable digits. These ferocious beasts were quite clumsy on the ground, but were accomplished fliers. The average specimen stood almost two meters in height, and had a wingspan of three meters. (GSE)

Skip 1

the first of the Smuggler's Run asteroids to be colonized, it is the 35th asteroid in the Run. Despite being the most efficient of the Skips, it continually oozed a greenish-yellow slime which could not be stopped. A Bothan tried to stop it once, but the asteroid began to shake to its roots, causing a large amount of damage to the smugglers' haven. Skip 1 serves as the gateway to the Run, and contains an abundance of docking bays and repair facilities. (TNR)

Skip 2

this Smuggler's Run asteroid was rocked with a series of explosions when Dolph detonated his specially-built droids. The droids were meant to be on Coruscant when they exploded, but a number of smugglers stole droids to keep or sell on the black market. A great deal of damage was caused by the explosions, and there were a number of casualties. (TNR)

Skip 3

this Smuggler's Run asteroid was rocked with a series of explosions when Dolph detonated his specially-built droids. The droids were meant to be on Coruscant when they exploded, but a number of smugglers

stole droids to keep or sell on the black market. A great deal of damage was caused by the explosions, and there were a number of casualties. (TNR)

Skip 5

Han Solo, Chewbacca, and the Sullustan Seluss convened on this Smuggler's Run asteroid to discuss their reactions to Jarril's death and talk about their next move. Han and Chewie were in the Run, investigating not only Jarril's death but the unusually large amount of credits flowing through the Run. Skip 5 is riddled with caves strewn about in the stony planetoid, but is too hot for most species to inhabit. Some of the caves were large enough to house six luxury liners, and they believed that the strange cargoes passing through the Run were stored here. All they found was a group of resident Jawas and the smuggler Davis. Skip 5 was rocked with a series of explosions when Dolph detonated his specially-built droids. The droids were meant to be on Coruscant when they exploded, but a number of smugglers stole droids to keep or sell on the black market. A great deal of damage was caused by the explosions, and there were a number of casualties. (TNR)

Skip 52

this asteroid, part of the Smuggler's Run, is continually wracked by vicious, swirling rock storms. (TNR)

Skip 6

this asteroid, which is nothing more than a huge mudball, is found within the Smuggler's Run, and was the base of operations for the Glottalhib crimelord Nandreeson. He had it hollowed out and reformed into the perfect replica of Glottal, down to huge swarms of watumba bats and parfue gnats. His lair was hidden deep within the asteroid, and only by traversing a complex series of tunnels and caves could one get in or out. (TNR)

Skip 72

this Smuggler's Run asteroid was rocked with a series of explosions when Dolph detonated his specially-built droids. The droids were meant to be on Coruscant when they exploded, but a number of smugglers stole droids to keep or sell on the black market. A great deal of damage was caused by the explosions, and there were a number of casualties. (TNR)

Skip 8

Chewbacca once landed the *Millennium Falcon* here and decided to sleep inside the ship. This prompted the smugglers of the run to attack him for believing himself above their ranks, and Han Solo had to rescue the hapless Wookiee. (TNR)

Skipper

a species of wild bird known for its ability to avoid being caught. (TFNR)

Skipper

the generic term used to describe any small craft used to travel between Skips within the Smuggler's Run. These ships are quick and maneuverable, a necessity when dodging asteroids. (TNR)

Skipper Squid

this immense squid was native to the oceans of the planet Naboo. (NEGW)

Skippy

one popular rumor which sprang up in the wake of the Battle of Yavin, after Luke Skywalker had told of his humble upbringing on Tatooine, was that the droid R5-D4 was actually connected to the Force. Known by the nickname of Skippy, R5-D4 had been given lubricants what were infected with midichlorians, giving it incredible Force sensitivity. Among Skippy's abilities was the ability to foresee the future, which manifested itself when Skippy first encountered R2-D2. The Force told Skippy to blow is own motivator when Owen Lars purchased it from the Jawas, allowing R2-D2 to be pruchased instead. (T1)

Skipray Blastboat

this was another name for the GAT-12 series of heavily-armored starfighters, designed by Sienar Fleet

Systems to be fast and powerful. They are long, streamlined ships, about twice the length of an X-wing. Because of their size and their design profile, the Skipray Blastboat was created to fill the gap between small starfighters and well-armed capital ships. Despite the fact that the Skipray was equipped with a hyperdrive and could go on missions that starfighters could not, they never became as popular as TIE fighters, and became obsolete in the mind of the Empire. They were found primarily in smuggler defense fleets, until Grand Admiral Thrawn began using them to a great advantage against the New Republic. They have rear-mounted engines, and have a ventral fin for stability. (HTTE, DFR, WOTC, SWDB)

Skip-tracer

a slang term for a collections agent. (HSR)

Skirata, Kal

this man served as a Sergeant in the Grand Army of the Republic, and was one of the first instructors chosen to train the army's clone commandos. Despite his gruff and unfeeling demeanor, many commandos recalled his lessons with an emotion that bordered on fondness. Sergeant Skirata did everything he could to get the clones trained in time to participate in the Clone Wars, but knew that all his training was no match for real combat. He also provided them with the knowledge that their Jedi commanders might not have the same level or kind of military training, and privately warned them not to blindly obey the orders of an inexperienced leader. In addition to calling his trainees "dead men" and "wet droids," Skirata was forced to admit that they were data-rich but experience-poor. The clone perplexed him, because they were essentially children who had the best combat training in the galaxy, and because they were able to accept their fate and do their duty without questioning their creators. In public, Skirata seemed to be invisible, having an average appearance that tended to blend into a crowd. His short, wiry body and nondescript face allowed him to pass almost unnoticed in public. However, when he chose to fight, it was obvious that he wasn't just any other being. As the Clone Wars raged on, Skirata found himself "promoted" to the position of special security advisor to the Senate Security Council, helping the Senate Guard and the Coruscant Security Force interact with the various clone commando units dispatched to handle volatile situations. (RCHC, SWI81)

Skirmisher

this was the term used by the Old Republic's military officers to describe the small boarding craft used by the Separatist navies during the height of the Clone Wars. Skirmishers were usually cloaked, to avoid detection, and held back from the main fighting until most of the warships on both sides were engaged. Then, they would slip behind a Republic ship's defenses and latch onto the ship's hull, blowing a hole in the plating to allow swarms of battle droids to board the Republic ship. Because the Separatist boarding party was made up entirely of battle droids, skirmishers didn't require life support systems that could be detected by most scanners, providing an added measure of stealth. (JT)

Skirtopanol

a drug which is used to reduce a prisoner's resistance to any interrogation. When it reacts with the drug lotiramine, it causes chemical amnesia and, sometimes, death in the prisoner. (XWN)

Skitter

this small creature, native to the planet Verkuyl, is known for its attraction to metal and other shiny objects. (TFNR)

Skitterfly

a small insect native to the planet Hirsi, skitterflies live on the surface of the freshwater lakes. (GG12)

Skloob

a Brigian term for urination. (HSL)

Skoa

this refreshing beverage is best served cold. (SOL)

Skodhan, Rya

this woman was a native of Mantooine, where she grew up as a street urchin and thief. After learning to

deal sabacc and taking three months' pay from Airen Cracken, he recruited her into the Alliance. She later got a job dealing sabacc at the Imperial Palace Casino on Ord Mantell, where she could make contact with a great number of Imperial officers. She then steals information from their rooms - after learning its location with idle chatter during the game - and provides to Alliance agents who show up at her table. After establishing an agent's identity by dealing the agent a winning hand, and having the agent lose it intentionally, she deals the agent a hand that contains a coded message. (CRO)

Skoff, Emiel

this aging human male was a respected instructor at Darakin University before the Empire took control of its curriculum. Skoff left the university, rather than face persecution at the hands of Imperial agents, and set to work trying to discover a way for the Alliance to defeat the Empire. He believed that a heavily outnumbered force such as the Alliance could always prevail in battle. He also said that a reliance on technology provided a false sense of security. He once tried to locate information on a planet in the Gesaril system which was hidden by the Empire. Skoff cared little for appearances, and rarely bathed or changed his clothing. He wrote most of his notes on paper, rather than use a datapad. (GG6)

Skolos

this man served as the chief engineer aboard the *Black Ice*. He wasn't loyal to either side during the Galactic Civil War, but saw the Alliance team which tried to take control of the ship as a group of pirates. Skolos eventually turned the ship's computer systems against the Alliance, hoping to use her defense systems to eliminate them. Skolos caused a number of failures in life support and communications, then turned the maintenance droids on the Alliance agents. When he couldn't stop their actions, Skolos fought them to the death. He threw every form of grenade he could at them, but was eventually forced to surrender. (BI)

Skona

this was a common name among the Elom race. (UANT)

Skone System

this planetary system, located in Brak Sector, was controlled by the Empire at the height of the New Order. (FBS)

Skoo Runkin

this was a noted Nuknog individual in the history of the planet Sump. (UANT)

Skor II

this small, dense planet was the second world in the Squab system, and was the homeworld of the Squib race. It was located in the Calaron Sector, and had a virtually unlimited supply of natural resources, but they tended to be found in concentrated deposits. The temperate world was covered with forests, oceans, and mountains, and was temperate enough to support most forms of life. During the height of the Clone Wars, Skor II was one of many planets that became battlegrounds. (GG4, REB, LEV)

Skorp-lon

this was the name of the starfighter used by Quinlan Vos during the Clone Wars, when he appeared to defect from the Jedi Order to join the Separatists. The craft resembled an insect, with wide wings sprouting from a body that had segmented legs for landing gear. The tailfin on the *Skorp-lon* was curved upward and toward the front of the ship, giving it the appearance of a stinger. When Quinlan tried to escape from Dooku and found himself pursued by Asajj Ventress and Tol Skorr, he took the *Skorp-lon* through a series of random hyperspace jumps, only to have the ship damaged in the process. He was forced to dock with the abandoned hulk of the *Titavian IV* to make repairs, but the Dark Jedi found him and set the *Skorp-lon* adrift. Vos and Obi-Wan Kenobi were able to recover the ship after escaping from Ventress and Skorr. Unknown to the two Jedi, however, was the fact that Ventress managed to place a tracer on the hull of the *Skorp-lon*, which allowed them to follow the Jedi to Rendili, then Coruscant. (J4, RDR)

Skorr

Skorr was a hulking humanoid with pale, pebbly skin and pointed ears. He seemed to have been

disfigured, and he wore a metal half-mask. He worked with the Rybet, Gribbet. He kidnapped Luke Skywalker and Leia Organa, in an effort to draw Solo out. He left Luke's lightsaber behind a proof that he held them. A homing beacon inside the lightsaber gave him a measure of control if Solo left the planet too quickly. Solo managed to liberate Luke and Leia, but was followed by Skorr and Gribbet when they fled the planet. Skorr continued tracking the homing beacon in the lightsaber until Han ejected it in a lifepod. Skorr followed the life pod, believing Solo was in it. He ended up within the midst of an Imperial fleet on maneuvers in the system, and was shipped off to the spice mines of Kessel. He later escaped from Kessel, and vowed to get revenge on Solo. He tracked him to Hoth, where the Alliance was investigating the planet's suitability as a base. Skorr captured Han, Luke, and Chewbacca, with the help of Bossk and Zuckass. They agree to meet Boba Fett on Ord Mantell, where they would turn Solo over to the bounty hunter for transport to Jabba the Hutt. They were intercepted by Darth Vader's fleet near Ord Mantell, and barely made it to the surface. While hiding in a moisture plant, they were ambushed by Raskar, who managed to free the Alliance agents and thwart Skorr's plans. (CSW)

Skorr, Tol

this former Jedi Knight was shot down over the planet Korriban during the early stages of the Clone Wars. He was rescued by Count Dooku, who helped him recover. From that point forward, Skorr became an apprentice to the Dark Side of the Force, and remained one of Dooku's most loyal servants. Quinlan Vos, on a mission to infiltrate the Separatists, was forced to defeat Skorr and Kadrian Sey in combat in order to gain audience with Dooku. Skorr remained loyal to Dooku, however, even as Vos gained more and more power. He eventually became Asajj Ventress' chief lieutenant, and found renewed favor in the eyes of Count Dooku when Vos was exposed as a spy. Skorr and Ventress nearly captured Vos aboard the *Titavian IV*, but the timely intervention of Obi-Wan Kenobi saved his life. Skorr and Ventress were left to explain the loss of the two Jedi to General Grievous himself. However, Ventress set off on a mission of personal revenge against Kenobi, leaving Skorr to take the brunt of the General's displeasure. During the Siege of Saleucami, Skorr and a group of agents working for Salje' Tasha were dispatched to Saleucami to ensure that Khaleen Hentz and Vos kept their end of the bargain by relaying information on the movements of the Republic's forces on the planet. (J4, RSS, RDR, RSOS)

Skorrupon

this was one of the many resort worlds maintained by the Empire during the height of the New Order. (GCG)

s'Korth'an

this was a hilly region of the planet Guiteica. It was revered among Bitthaevrian warriors, for the greatest of their numbers were buried there. (AIR)

Skosef

this man was one of the small cadre' of Imperial officers who allied themselves with Grand Moff Trachta during the years leading up to the Battle of Yavin. A General in the Imperial armed forces, Skosef was assigned by Trachta to oversee the infiltration of special agents onto the shuttle which would have taken Emperor Palpatine to the first Death Star. The assassination attempt was actually a feint, designed to eliminate a large portion of Palpatine's personal detachment of stormtroopers. Trachta's specially-altered replacements would then be presented as a gift to Palpatine, allowing them to overtly infiltrate the Emperor's guard. Unfortunately for Skosef, his constant opposition to Trachta's plans led Trachta to set up a communications chain that linked Skosef to the explosion aboard the *Mathayus* that was supposed to assassinate Darth Vader. Skosef was arrested and later executed for his treachery. (SWEB)

Skotcarp

this lizard was native to the planet Barab I, where it lived on the slopes of Mount Ste'vshuulsz. (FH2)

Skoth

this dried-up riverbed is found on the planet Prakith, and was the source of valuable ores. The mines which studded the riverbed were controlled by the Imperial warlord Foga Brill. (SOL)

'skra

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Iskra or Askra clans. (GCG, WOTC)

Skra'akan

this huge ocean creature is found in the polar regions of the planet Calamari, but a sighting is incredibly rare. It resembled a massive, thick-bodied squid in that it had a number of long tentacles, but it also had a great mouth that it used to consume its prey. (CCR)

Skraeling

this was one of the many *Victory*-class Star Destroyers which were still active, as part of the Imperial Navy, during the height of the Galactic Civil War. (XVT)

Skrag

a Corellian swear word. (TFE)

Skrag Turn

this was the name given to a section of the Agrilat Swamp Circuit, one of the most popular swoop racing courses of the New Order. (SWGAL)

Skraj'Tais

this was the primary starport located on the planet Coyn, during the height of the Galactic Civil War. Its name literally meant "Skyland." It was similar in design to Kwenn Space Station, and was used mainly by beings who had no business on Coyn itself, but were merely stopping over. (PG3)

Skrank

this was a Sluissi swear word. (GMR1)

Skreeg

this bristly-furred herbivore was native to the moon of Yavin 4. Skreegs were known to be aggressive, especially when defending their herd. (GQRG)

Skreej, Tamtel

the alias used by Lando Calrissian to gain entrance to Jabba the Hutt's palace. EV-9D9 discovered Calrissian's presence when she became paranoid about the appearance of R2-D2 and C-3PO following a number of strange droid problems in Jabba's palace. She thought that Calrissian was in the palace to recapture her. (TJP)

Skreeka

this was a somewhat disreputable city found on the planet Atzerri. It was much less refined than Talos, and boasted a small spaceport. (SOL, EGP)

Skreeker

a small creature native to Belsavis, skreekers are nocturnal. (COJ)

Skree-skater

this predator was native to Galantos. Its feet had evolved over time to allow the skree-skater to move across the surface of the gelatinous pools which covered the planet. Their bodies were often covered with colorful, quivering tendrils, which helped them attract their prey. (EGP, CCW)

Skreev

this was another name for the Dxunian raptor, or the Dxun Devourer. (GMR3)

Skrilling

an alien race which evolved on the planet known simply as Agriworld-2079, the Skrillings are humanoid scavengers of large size and stature. They have baggy skin covering their large bodies. Their poor, small eyes sit above eight breather tubes that take the place of a nose. These tubes are studded with olfactory buds that allow the Skrillings to rely on their sense of smell instead of their poor eyesight. Their mouths

are filled with sharp teeth. They feed on the carcasses of the various grazing beasts of their homeworld, filling a niche in the ecological system. This has led many other races to regard them simply as disgusting, annoying beasts with no real intelligence. They avoid conflict, and were discovered by a M'shinni exploration ship. The Skrillings had no name for their world, so the M'shinni simply named it Agriworld-2079. It has been determined that the name 'Skrilling' is in fact a M'shinni term that means 'bone picker.' The Skrillings had been a nomadic race, but the segmentation of agricultural land by the M'shinni forced them to form loose villages. Skrillings have a unique talent that allows them to continually ask the same question in many different ways, wearing their opponent down but never angering them. This allows them to ingratiate themselves into any situation, and is the method they used to gain transport on M'shinni cargo ships and escape Agriworld-2079. The Skrilling race developed minimal levels of technology before the advent of the M'shinni, and have evolved minimally since then. (GG12)

Skrilling

this was the name given to the native language of the Skrilling people. (ANT)

Skrim, Wilhalm

this man lived on Tatooine during the height of the New Order. (QQRG)

Sk'rirak

this female Tarong was the younger sibling of K'derek, and has light and dark olive green plumage. Like her brother, she was a skillful merchant before she became an information gatherer for the Alliance. Sk'rirak and K'derek sold their information for droids and jewelry. (GG12)

Skrisst

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "tears his enemies to pieces". (GCG)

Skritch

Gudb's pet gorm worm, Skritch was responsible for the death of Andur Sunrider. (TOJ)

Skronkie

this species of small insect makes a loud humming noise when it swarms together. (VOF)

S'krrr

this is the third planet in the Ishanna System, and is a hot world blanketed by rainforests and jungles. It is the homeworld of the S'krrr race. The average day on S'krrr lasts 22 standard hours, and its year lasts 310 local days. (SWJ9)

S'krrr

this alien race, native to a planet of the same name, has been a rival of their human neighbors from the planet Rabaan. For centuries, the two races settled their differences in one-on-one combat on the Combat Moon. The S'krrr are tall, mantis-like insectoids with sharp body segments and small, transparent wings on their backs. They use these wings to communicate in what is known as "wingsong." They have managed to remain technologically advanced for their remote location, but never developed space travel. It is generally assumed that the S'krrr descended from insects, most likely the drog beetle, although there is no evidence to support this. Certain members of the S'krrr population worship the lower insects for this purported ancestry. (SWJ9, GOF8)

Sku

this was the Ewok word for "hello". (BTRKS26)

Skud

this alien was one of Jabba's henchmen during the height of the Galactic Civil War. Unfortunately, Skud was shot and killed by Han Solo on Orleon, when Jabba tried to capture the smuggler on the planet soemtime after the Battle of Yavin. (MC28)

Skugg

this was a derogatory name for an individual, but was often used in friendly arguments. (T4)

Skuhm

the hide of this creature, native to the planet Muzara, was used to make protective clothing and carrying bags. (TOJC)

Skull

starfighter pilot slang term for a Z-95 Headhunter. (IJ)

Skull of Thalemute

this remarkable xenoarchaeological find was discovered by Doctor Angrail Ryhl. (HR)

Skull-Biters Flightknife

one of the many Cartann fighter squadrons which opposed Wedge Antilles and the Running Crimson Flightknife during the war against the forces of the Yedagon nation, on Adumar. They were defeated by Wedge's forces in battle, and surrendered. (SOA)

Skulls

this swoop gang, founded on the planet Stend VI, was started by Jeng Seth. They have since relocated to the Hook Nebula. (GG9)

Skull-Stone

this pendant is worn by members of the Guild of Vindicators. (CSWDW)

Skurvis

this Krish worked as a bodyguard to Treytis Prash, until he was shot and killed by Celia Durasha. Celia was led by Thune to believe that Prash was a bounty hunter holding her partner, Kaj Nedmak. This allowed Thune to eliminate the two bodyguards and capture Prash. (SWJ14)

Skusk

an aromatic plant that Wuher uses to create the perfect liqueur for Jabba the Hutt. (TME)

Skustell Cluster

this collection of stars and systems was known as the home of the Ongree race. (SWDB)

Skutch

Meeka Reen's lieutenant, he was placed in charge of guarding Luke Skywalker and Leia Organa when they were taken from Ryko Vant in the wastes of Jerne. He was killed on Adony Station during the attempt to open the vault containing the eternity crystal. The vault had been rigged by Darth Vader to explode and kill Luke and Leia. They escaped, but Skutch was not so lucky. (CSWDW)

Skutu, Trel

known in Imperial circles as "Scourge," Trel was a flight leader for a wing of TIE Fighters during the Galactic Civil War. He believed that the starfighter and its pilot were the real victors in a space battle, not the slow capital ships. (MTSE)

Skuwkrith

this was the name of a noted Ssi-ruuk individual. (UANT)

Sky Cannon

this strange device was located within Mount Yeroc, on Tahlboor. The cannon resembled a huge spotlight, and generated an intense beam of energy when activated. The cannon was controlled by Chief Nimodro for many years. Although he knew that his ancestors had used the cannon to communicate with the planet, he never really understood what they meant. He knew that the beam of energy was blindingly bright, and seemed to be most powerful near the planet's surface. The true use of the cannon was eventually revealed by R2-D2 and C-3PO, when the droids were in the service of Counselor Harthan. Shortly before an all-out war between the Troobs and Hobors, R2-D2 determined how to activate the

cannon's communication functions. He used it to project a huge image of C-3PO above the surface of the planet, an image which was visible and audible several miles away. The cannon was actually built by an ancient, though highly technical, Tahlboorian civilization. They designed it to harness the power of the planet's inner core to carve the surface of the planet to their own design, hoping to create a paradise for themselves. They had planned to use the cannon to adjust the orbits of Tahlboor's moons, thereby modifying the tides, but they did not survive to see this goal achieved. Jake Harthan also learned of the sky cannon's abilities, and sought to undermine his father's work in order to gain control of the cannon. Thanks to the droids, he failed, and the Hobors and Troobs moved closer to achieving peace. (DRPC)

Sky City

this city is located on the northern-most end of the Landra continent of Lianna. (ML)

Sky Fire

this was the Langhesi name for the huge bolts of lightning which were called down by the boras and the Jentari during the process of forging their seeds. (RP)

Sky Mine

this form of explosive weapon was developed during the last decades of the Old Republic. Sky mines were deployed in orbit by a delivery ship, then activated. They were given rough targetting parameters, often with transponder code masks, and then hunted down their targets. They had excellent maneuverability, and chased after their target until they ran out of fuel or were destroyed. Since sky mines were mobile, and could lock onto a target of their own volition, starfighter squadrons had to have their missions coordinated with the parameters used to program the mines. (RP)

Sky Seraphs

a group of deities worshipped by Doallyn. (TJP)

Sky Slicing

this sport developed on urban planets during the height of the New Order. A one-man event, sky slicing involved "surfing" through the air on a repulsor-equipped platform, using only one's balance to maneuver. (GFT)

Sky Stone

see Um'Tal (HR)

Sky Striker 5000

this modified swoop was produced by Aratech during the height of the Galactic Civil War. Capable of achieving a top speed of 580 kilometers an hour, and with a flight ceiling of 200 meters, the Sky Striker 5000 allowed its rider to "surf" through the air in the sport of sky slicing. This small vehicle was controlled by pressure from the feet and legs, and maneuverability was based primarily on balance. A pair of magnetic boots was required to maintain contact with the swoop, and a leg rope was attached to prevent the platform from getting away from a rider. (GFT)

Sky Swooper

this repulsor-augmented hang glider was designed and manufactured by Nen-Carvon for the Empire., and was used to travel above the jungles of Aris. They have a twin blaster mounted on the frame, above the flier's head. The Imperial forces occupying Aris found sky swoopers invaluable transports. (RM, ROE)

Sky Yards-class Herdship

this Ithorian herdship was similar in most respects to the *Manollium*-class herdship, but it was solely produced by the Ithor-based Ithorian SkyYards corporation. (GMR4)

Skyarch

this is an architectural structure that resembles a group of suspended bridges. Made famous by the Grand Rim Promenade on Cejansij, skyarches span most of the Canyonade and link the opposing sides of the Promenade. The skyarch consists of nine walkways which are held in place without the use of repulsorlift technology. This is what makes them almost unique in the galaxy. There are nine walkways in

all, arranged in a diamond pattern. The three middle walkways connect the Promenade, and there are two walkways above and below, then one more above and below those two. The skyarch had been in place for nearly three centuries prior to the Battle of Endor. (SOP)

Skybarge

Fadoop's patched-up aircraft. (HSL)

Skybird

a popular model of racing swoop manufactured by Ubrikkian, the Skybird was designed to compete with the Nebulon-Q and Flare-S swoops. Despite the fact that it could attain speeds of 650 kilometers per hour or more, it was more expensive than the other models and had a flight ceiling of just 35 meters. (RPG)

SkyBlind

this Loronar reconnaissance ship found acceptance among galactic scouts, for its design and capabilities allow many scouts to explore new worlds with a great deal of concealment. The SkyBlind is a 21-meter sphere which can carry a pilot and up to seven passengers, along with about forty cubic meters of cargo. The SkyBlind is shielded, and is armed with a single proton torpedo launcher. The spherical shape allows most long-wave sensor scans to pass around it, providing a measure of stealth. The cargo space is often limited by half, however, because one of the SkyBlind's unique features is the inclusion of a small, spherical landing craft. The landing craft is six meters in diameter, and can transport the SkyBlind's entire crew to the surface of a planet. Where the main SkyBlind ship is an interstellar craft equipped with a hyperdrive, the landing craft is a repulsor-powered module and must have sufficient gravity to operate. The landing craft is air- and watertight, is minimally shielded, and has no weapons. Both the SkyBlind main ship and its landing craft are equipped with sensor-masking technology, allowing them to move into a hostile situation without drawing attention. (GG8)

Skyboat Pirates

this band of pirates terrorized the royal family of Xoman Free, during the years following the Stark Hyperspace War. They were thwarted in their efforts to kidnap the royal princess by Jedi Knight Quinlan Vos and his apprentice, Aayla Secura. (SHW)

SkyCenter Galleria

this amusement center was built on Cloud City by Lando Calrissian and Cojahn after the failure of Hologram Funworld, about 19 years after the Battle of Endor. Lando used the profits from GemDiver Station to build it, and hoped it would be the first of many centers throughout the galaxy. It boasted restaurants, shopping centers, holomazes, experience chambers, and thrill rides. He brought Jaina and Jacen Solo, as well as the other Jedi trainees at Luke Skywalker's praxeum, to Cloud City to try it out and give it a "test-drive." When he arrived, though, he discovered that Cojahn had been murdered by agents of Black Sun, who wished to gain control of the Galleria. (TCC)

Skyclaw

a *Preybird*-class attack ship owned by Mazzic. Its hull was painted to resemble a huge bird of prey surrounded by red flames. Mazzic and his crews performed heavy modifications to the *Skyclaw* and its twin, the *Raptor*, acquiring military parts produced by the Empire on the black market in order to augment their capabilities. The ship required a pilot and a gunner to operate, and was armed with a pair of heavy laser cannons and two concussion missile launchers. (TLC, LCSB, GMR4)

Skyclaw

one of two disguised starfighters used by Manda D'ulin's team of Mistryls. (TME)

Skycrawler

this was the affectionate term used by Leia Organa-Solo to describe any child who would be born to Luke Skywalker and Mara Jade Skywalker. (BP)

Skycycle

this was another name for a speederbike. (DRKN)

Skydome Botanical Gardens

a huge terrarium on Coruscant, designed, financed, and built by an Old Republic philanthropist. Ostensibly built to provide the people of the galaxy with a collection of the most wondrous plantlife, much of the Gardens were set aside for research and breeding. Among the "off limits" exhibits was a collection of carnivorous plantlife, which required more than two tons of meat each month. (JS, CCW)

Skydove Freight

this was one of the many legitimate businesses that were owned by Popara the Hutt, during the early years of the New Order. Skydove maintained a warehouse on the planet Endregaad for many years. (TF)

Sky-Dreadnaught

this huge airship was the primary warship of the fleet that protected Exocron from invasion. It was essentially a 200-meter long airspeeder, consisting of a central air-foil spar connected to two huge, finned cylinders. The crew consists of 340 officers and 120 gunners. The gunners handle outdated but nevertheless effective weaponry like 18 projectile cannons, 38 repeating percussion cannons, and 2 static ion field dischargers. These ships are incapable of travelling beyond Exocron's immediate atmosphere, with a flight ceiling of about 10 kilometers. They were escorted by squadrons of Skylark airspeeders, which could be landed in the central spar. (KO)

Skye

this rugged, mountainous planet was the homeworld of the S'kytri. During the height of the Clone Wars, the planet was kept free of Separatist control through the valiant efforts of Anakin Skywalker. However, years later, the Empire took control of the planet and renamed it Marat V. The planet was under Imperial control during the height of the Galactic Civil War, with Kharys ruling the world at the order of Darth Vader. However, Luke Skywalker's presence on Skye changed that, as he turned out to be the being who was prophesied to free the S'kytri from Kharys' domination. (LTA1, MCA1, SWI73)

Skyfang

this was another name for the mountain M'Nis, located on the planet Gorothe Prime. (GSE)

Skyflipper

developed by Sandtek, this small transport craft was designed to carry a pilot and passenger across short distances. (NEGC)

SkyFoil

this was Bespin Motors' amateur model of sling racer. It was capable of attaining speeds of 230 kilometers per hour. (SPG)

Skyheist 43v

this was a well-equipped repulsorcraft that was used on many aquatic worlds during the New Order and into the era of the New Republic. (GMR9)

Skyhook

the name given to any of the orbital platforms used by the wealthier residents of Coruscant as a stopover point in travelling from the ground into space. They are connected to a planet's surface by a long, flexible, elevator tube. Some were simply small landing pads on which beings could wait for further transport. Others were lavish constructions nearly the size of asteroids. Emperor Palpatine's skyhook was particularly lovely, as it had been created as a botanical refuge from Coruscant's urban buildings. Prince Xizor tried to steal Palpatine's gardener for his own skyhook, Falleen's Fist, but the being had an "unfortunate accident" before he met his new employer. (SE, SSE)

Skyhook

this *Imperial*-class Star Destroyer was part of the fleet assigned to Han Solo and the *Mon Remonda* during the hunt for Warlord Zsinj. In the attempt to trap Zsinj at Vahaba, the *Crynid* and the *Skyhook* were assigned to protect the Interdictor cruiser *Stellar Web*. (SOC)

Skyhopper

any craft designed to operate in a planet's atmosphere, such as the Bestinian Skyhopper. (ROTJN)

Skyhopper

this was the brand name for Incom's T-16 pleasure/utility craft, originally produced during the last decades of the Old Republic. It was a tropospheric craft, although it shared a number of common systems with the X-Wing T-65. (SW, SHPT)

Skyhouse

a form of architecture in which the entire house is levitated on repulsorlifts. The house then appears to float in the sky. (ZHR)

Skyjumper

this transport ship was owned by Drev Jalok. The ship was disabled over Altier by Drek Drednar and the *Sable III*. (SWJ5)

Skylane

this is generic term that was developed on the city-world of Coruscant. There, skylanes referred to the complex magnetic pathways which were established to regulate traffic moving throughout Imperial City and around the planet. There were a multitude of levels of skylanes, and each level was dedicated to a specific direction or speed. Any craft wishing to travel on the planet must have a navigational computer which could be slaved into the skylane's magnetic controls. Once a destination had been selected, the skylane control would move the craft along the magnetic pathways, changing levels and directions as needed, until the craft reached its destination. This automated control kept traffic accidents to a minimum, which was important on Coruscant where thousands of craft of every size and ship moved around the planet each hour. (IG1)

Skylark

this form of combat airspeeder was developed for use by the military police of the planet Exocron. They have a cylindrical shape highlighted by eight wing-like stabilizers. They are equipped with primitive wave-form communications terminals, and are armed with a single projectile cannon and two percussion cannons. (KO)

Skylight Market

located at the very center of the Center Sphere district of Bartyn's Landing, on the planet Lamaredd, this open-air market was the ideal place to purchase exotic or illegal items on the planet. It was named for the fact that it was located beneath the open section of the Sphere. (GMR7)

Skylight Squadron

this group of TIE Fighters served aboard the *Allegiance* during the defense of Adumar. (SOA)

Skylow, Tor

this former Imperial Navy officer convinced her crew - a group of customs inspectors on tour - to defect. They took over control of their frigate, and placed anyone who chose not to defect into the escape pods. The pods were jettisoned near Travnin, with Skylow informing the authorities of their whereabouts. The Empire responded to the defection by claiming Skylow and her crew cruelly left the Imperials to die. Skylow and her crew then fled to the Yelsain system, where they refitted the frigate and renamed it the *Counter Puncher*. They turned to waylaying Imperial supply ships, taking their cargoes but leaving the crews alive and intact. The goods they stole were then sold on Yelsain for cheap prices. In return, the natives of Yelsain hid Skylow's team whenever they were pursued. She has had several cyborg implants added to her athletic body, but the exact modifications are not known. She is the prototypical noble pirate, down to her flowing red hair and lavish dress. (GG6)

Skynara

this planet is located in Skine Sector. It was located at one end of the Five Veils' Tour Route. (GG9)

Skynx

a Ruurian expert on pre-Old Republic history in the Tion Hegemony, Skynx was still in his larval stage when Badure approached him to help translate the log-recorder from the Queen of Ranroon . He agrees to help Badure, for Skynx had a yearning to experience a true, human adventure before moving into his pupal stage. He is adept at playing the musical instruments of his people. Skynx proved a valuable asset, helping to translate the ship's log-recorder and later tricking Gallandro into following him into the Queen's holds. This activated the ship's anti-weapons systems, killing Gallandro before he could kill Han Solo. When the mystery of the Queen was uncovered, Skynx left to return to his studies, hoping to complete them before he was forced to spin his cocoon and metamorph into a chroma-wing flier. (HSL)

Skynxnex, Arb

this tall, thin human was imprisoned on Kessel as a young man for his involvement with the criminal organization Black Sun. The crime he was arrested for was theft, and he escaped the death sentence because he was young and healthy. He became part of Moruth Doole's spice-smuggling operation. He was assigned to the prison for his long record theft and assassinations, and grew in favor under Doole's watchful eye. Doole used Skynxnex as his liaison to the smugglers who transported loads of spice. Skynxnex was killed shortly Han Solo and Chewie crash-landed on Kessel, when they and Kyp Durrone escaped from the mines. (JS, WG, JASB)

Skypath Industries

this textile firm maintained an outlet on Dravian Starport. (GMH)

Skyraptor

another combat airspeeder developed for the Exocron Airfleet, it is superior to the Skylark in terms of agility and armament. The Skyraptor is armed with two percussion cannons and four air-to-air rocket launchers. (KO)

Skyreach Hotel

a chain of hotels operated in the Outer Rim Territories. (GG9)

Skyrung Manufacturing

headquartered in the city of Syward, on the planet of Lavisar, this corporation was a licensed builder of *Lambda*-class shuttles for the Empire. (IF)

Sky-scan Sensor

a portable sensor which can be mounted on high ground and used to monitor the approach of an enemy. (HSR)

Skysitter Restaurant

this was one of the most exclusive restaurants found in Galactic City, on the planet Coruscant, during the last decades of the Old Republic. Only the wealthiest of the galaxy's Senators could afford to eat at the Skysitter, which sat atop a spire in a rotating structure that provided patrons with an expansive view of the city. It was located near the Nicandra Counterrevolutionary Signalmens' Memorial Building. (IWE2)

SkySlayer

this is the name given to one of Aratech's light assault ships. The SkySlayer measured 20 meters in length, and was armed with a pair of quad-laser cannons and four blaster cannons. It required a crew of seven. (SH)

Skyspeeder

the primary mode of transportation used by the Cloud Riders on Aduba-3, a skyspeeder was the frame of an Aratech Peregrine 240 swoop which had been refitted with Nebulon-Q thruster jets. This pairing combined the speed and maneuverability of a swoop with the durability of a landspeeder. The main body of the skyspeeder was protected by an armored nosecone, and a pair of long rails served as landing gear. The Incom T-47 was a prime example of a skyspeeder, when it was modified to employ high-power repulsor engines and a pressurized cabin for high-altitude flight. (MC8, MC9, NEG, GMR4)

Skytowers Residence

this apartment building, located in the city of Brenn on Genesia, was an Alliance safehouse during the early years of the Galactic Civil War. (FBS)

S'kytri

this was name of the race of tall, winged humanoids native to the planet Skye. Despite being loyal to the Empire during the Galactic Civil War, the S'kytri believed that a being would arrive on Skye and overthrow Kharys the Majestrix and free them. The prophesy had been set down shortly after the Clone Wars, when Obi-Wan Kenobi, Darth Vader, and Anakin Skywalker saved Skye from total destruction. This being turned out to be none other than Luke Skywalker. The average S'kytri was distinguished by its green skin and silvery topknot of hair. In their native language, the name 'S'kytri' literally meant 'Windborn.' (LTA1, MCA1)

S'kytric

this was the spoken language of the S'kytri race. During the height of the New Order, S'kytric was nearly replaced by Basic when the Empire subjugated the planet Skye. However, in the aftermath of the Battle of Endor, S'kytric was one of many forgotten languages embraced by folk singers and artists. (UANT)

Skytunnel

this term was developed on Coruscant to describe the shielded traffic lanes which wound through the upper levels of buildings across Galactic City, connecting main traffic lanes with each other. These skytunnels were constructed with openings at specific levels of several buildings, with connecting tunnels between buildings, creating a single pipeline for traffic to move from place to place. Skytunnels were developed to be bombproof, so that terrorists couldn't disrupt traffic flows. They also contained high-level tracking systems to monitor traffic and ensure that vehicles maintained safe speeds. Skytunnels were created to solve two problems. First and most obvious was the continual upward development of Galactic City's spacescraper buildings, which often rose into established traffic lanes. Second was the need to allow traffic to move through private or high-security zones, without allowing access to these zones. (IWE2)

Skywalker Epoch

this was a name used by some historians to describe the modern era of the galaxy, into which Anakin Skywalker and his children, Luke and Leia, were born. (TOJC)

Skywalker Lars, Shmi

this woman's family was captured by pirates when she was very young, and sold into slavery. She was passed from owner to owner over nearly three decades before being sold to Gardulla the Hutt. Shmi is best-known as the mother of Anakin Skywalker, although she remembers no man participating in Anakin's conception. Instead, she simply discovered she was pregnant and gave birth to the boy. Being a slave, there was no uproar over the fact that she was unmarried and did not know the father. After Gardulla lost a bet to Watto, Shmi and Anakin became the property of the ornery Toydarian. As Anakin grew, Shmi knew that there was something special about her son. She hid as much of it as she could from Watto, hoping that the beast wouldn't use Anakin to his advantage. When Qui-Gon Jinn travelled to Tatooine, Shmi understood that Anakin was to leave with him. She could no longer hold the boy back from his destiny. When Anakin won the Boonta Eve podrace, Qui-Gon managed to win the boy in a bet with Watto, but was unable to gain Shmi's freedom. She remained behind on Tatooine, hoping to see her young son again someday. Five years later, Shmi's freedom was purchased by a gruff man named Cliegg Lars, who had fallen in love with her. Cliegg and his son, Owen, devised a plan with Shmi's help, in which they tricked Watto into trading Shmi for an intact Tobal lens. It was then that Watto admitted Shmi had been more or less free since Anakin left Tatooine, since Watto had deactivated her slave transmitter shortly afterward. He feared that Shmi would wander aimlessly off in her sorrow, and blow herself up. When Cliegg asked her to marry him, Shmi agreed. She found that she loved Cliegg, as well as his young son Owen, and wanted to share their lives. For five years they lived in relative bliss on the Lars moisture farms, although Shmi kept a vigil every night, hoping that Anakin would return from the stars. Just before the onset of the Clone Wars, Tusken Raiders began attacking the outlying moisture farms. One morning, Shmi went out to pick mushrooms from the moisture vaporators, but was captured by the Tusken on her way home. She was brutally tortured for more than a month, holding onto her memories of Anakin in an

effort to remain alive. When Anakin finally arrived on Tatooine, drawn to his mother's pain through the Force, he was able to free her from bondage. However, Shmi's injuries were too great, and she died in the Tusken camp. In his anger, Anakin killed the entire Tusken clan. He then collected Shmi's body and returned it to the Lars homestead. Shmi was buried next to Cliegg's first wife and parents. *Note that a story in Star Wars Insider, issue 77, indicates that Shmi died twelve years before the Clone Wars. After Cliegg's death, the headstones on the Lars moisture farm were removed by Owen Lars, who claimed that no one needed to know where Shmi was buried. Note that Star Wars Insider magazine, issue 80, claims that Owen told Luke Skywalker about Shmi, because his last name came from hers. Shmi Skywalker was portrayed by Pernilla August in Star Wars: Episode I - The Phantom Menace. (SW1, IG1, AOTC, TG, SW177, SW180)*

Skywalker Technical Maintenance Service

a ruse used by R2-D2 to hide from the Imperial stormtroopers in Mos Eisley, he and C-3PO posed as maintenance droids from this false start-up company in order to gain access to a machine shop. They told the owner that they would fix his energy lathe for free, as part of a one-time, promotional offering. (SWR)

Skywalker Tour

this was the name of a tour developed by the government of Tatooine shortly after the Battle of Endor. It was created to draw more tourists to the desert planet, and claimed to highlight all the locations Luke Skywalker visited before he became a hero of the Alliance and the first of the new Jedi Knights. Stops included the old Lars homestead, the Mos Eisley Cantina, and the site of the wreck of Jabba the Hutt's sail barge near the Pit of Carkoon. (SWTJ)

Skywalker, Anakin

Anakin grew up as a slave in the markets of Mos Espa, on Tatooine, arriving on the planet with his mother Shmi when he was just three years old. Shmi later revealed that there was no father to Anakin, that she simply found out she was pregnant and carried the child to birth. Anakin and his mother were owned by Gardulla the Hutt at the time, but were eventually won in a podrace bet by Watto. Despite his gruff demeanor, Watto treated the Skywalkers fairly. After meeting Qui-Gon Jinn, Anakin dreamed of becoming a Jedi Knight. His chances were enhanced when Qui-Gon learned of his immaculate conception, believing Anakin to be the Chosen One prophesied by the ancient Jedi lore. After winning the Boonta Eve Classic podrace and being freed by Qui-Gon, Anakin left Tatooine and trained by Obi-Wan Kenobi. His own lightsaber was constructed on Ilum, but Anakin could only remember obtaining the red blade from a vision of Darth Maul. Eventually, he grew into a brash young pilot who joined the Old Republic as a fighter pilot, gaining recognition during his education at the Academy and then during the Clone Wars. Anakin was still a brash young man, and the barriers of patience and hard work seemed to stifle his growing proficiency in the Force. During much of his training, Anakin thought of just two people: his mother on Tatooine, and Padme' Amidala. He fell in love with Padme', and was frustrated that this love was unreturnable. It was about this time that Senator Palpatine also noticed the young Anakin. Sensing the Force within him, Palpatine also sensed Anakin's desire to learn quickly. After the death of Shmi Skywalker Lars at the hands of a clan of Tusken Raiders, Anakin became so enraged that he killed the entire clan, including the females and the children. His descent into the Dark Side had begun. During the Battle of Geonosis, Anakin lost his right arm in a lightsaber duel with Count Dooku. The arm was replaced with a cybernetic prosthesis, but took away some part of Anakin's humanity. Anakin slipped further from the Jedi ideal when he secretly married Padme' on Naboo. Anakin fought beside Obi-Wan during the Clone Wars, but Anakin's secrets and his anger often put them at odds. As the war ground on, Obi-Wan was forced to go off on a mission by himself, and Anakin was chosen to accompany Nejaa Halcyon to Praesitlyn. Anakin's quick thinking and daring heroics assured that the hostages there were saved, and the Jedi Council decided to promote him to the level of Jedi Knight upon his return. He made sure that his Padawan's braid was removed from the Jedi Temple and given to Padme' for safekeeping, as another reminder of his love for her. After Anakin beheaded Count Dooku during the First Battle of Coruscant, it was hoped that the Clone Wars came to an end. However, the Outer Rim Sieges continued to rage, forcing the Senate to continue supporting the needs of Chancellor Palpatine. It was during this time that Chancellor Palpatine introduced Anakin to the wonders of the Dark Side of The Force. He also learned that Padme' was pregnant with his child, although he soon began having dreams of her death during childbirth. Anakin realized that, with the power of the Dark Side of the Force behind him, he would

be able to provide for himself and his pregnant wife. There would be nothing to hinder him, and his security seemed assured. He became Palpatine's student and was given the title of Darth Vader, and the fall from the Light Side to the Dark Side happened so quickly that Kenobi was powerless to stop it. Kenobi pleaded with Anakin to return to the Light Side, but Anakin would have no part of it. He became Palpatine's personal weapon, destroying the inhabitants of the Jedi Temple before traveling to Mustafar to destroy the Council of Separatists. Padme' and Obi-Wan both followed Anakin to Mustafar, where Anakin accused them of betraying him. After a heated argument in which Anakin nearly choked Padme' to death, Anakin and Kenobi confronted each other in a vicious lightsaber duel. They were evenly matched physically, but Obi-Wan's knowledge of the Force was much greater than Anakin's, and Kenobi was able to maintain his strength. Obi-Wan was forced to cut off Anakin's legs and arm in order to stop him, and Anakin fell into a lava-filled pit, where he was seared alive. Obi-Wan then turned his back on Anakin, leaving him to die in the hopes that the evil in the galaxy would be eliminated. Palpatine, however, managed to locate Anakin before he could die and pulled the burning Anakin from the pit. Palpatine spared no expense in trying to save Anakin, employing a team of medical droids to replace his lost limbs and fit him with a cybernetic life-support suit. Meanwhile, Kenobi then fled with Padme', taking her to Polis Massa where she died during childbirth, just as Anakin had foreseen. It appeared that she died of a broken heart, as medical scans revealed no physical trauma. Anakin's anger boiled over when he learned of Padme's death, especially when Palpatine explained that it had been Anakin himself who killed her. After giving in completely to his anger and hatred, Anakin became Palpatine's minion. Sometime after the Battle of Yavin, Palpatine was able to discover that Anakin had had a son. He used this knowledge to help secure his hold on the former Anakin Skywalker, as well as a way to help turn Luke to the Dark Side. The Light Side of Anakin Skywalker seemed to try and return to the surface, and Vader was faced with a crisis. During the Battle of Endor, Luke managed to get the Light Side of Anakin to re-assert itself, and as the Emperor was trying to kill Luke, Anakin rose up and threw the Emperor down the Death Star's power shaft. The life-support systems that kept Darth Vader alive, however, were seriously damaged by the Emperor's Force lightning, and failed. Anakin died soon after Luke removed the facemask to allow Anakin to see his son with his own eyes. *Anakin was portrayed by Sebastian Shaw in Star Wars: Episode VI - Return of the Jedi, by Jake Lloyd in Star Wars: Episode I - The Phantom Menace, and by Hayden Christensen in Star Wars: Episode II - Attack of the Clones and Star Wars: Episode III - Revenge of the Sith. (SW, ESB, ROTJ, SW1, JQ, JQ2, AOTC, AOTCN, JT, IS3, E3N)*

Skywalker, Ben

this was the name given to the infant son of Luke Skywalker and his wife, Mara Jade Skywalker, born shortly after the Battle of Duro. Ben was born aboard the converted Star Destroyer *Errant Venture*, during the Yuuzhan Vong invasion of the galaxy. He was separated from his parents shortly afterward, both to protect him and allow them to fight against the alien invaders. Ben was taken in by his aunt and uncle, Leia Organa Solo and her husband, Han, and brought up on Coruscant. When the Yuuzhan Vong launched their attack on Coruscant, Ben was in Leia's custody as the Solo family made its way to the *Millennium Falcon*. However, the intervention of Viki Shesh forced Leia to turn Ben over to C-3PO, who was whisked aboard the *Byrt* instead of remaining with the Solos. (EVR, SBS)

Skywalker, Luke

Luke was the son of Anakin Skywalker and Padme' Amidala, and the older twin brother to Princess Leia Organa. He was separated from his sister just after their birth, in order to conceal his potential Force-sensitivity from the Emperor and Darth Vader. He was hidden on the planet Tatooine by Obi-Wan Kenobi, and lived his early years under the watchful eyes of Owen and Beru Lars. Luke was an eager boy, and was always flying his T-16 skyhopper in the canyons near his home while dreaming of being a starpilot at the Academy. Known as Wormie by his friends, he was a reckless youth whose best friend was Biggs Darklighter. When Biggs went off to the Academy, and later the Alliance, Luke felt that he was being mistreated by his Uncle, who annually refused to allow Luke to enroll. Fate and fortune intervened, however, when Owen purchased two well-worn droids named Artoo-Detoo and See-Threepio. With their purchase, Luke was catapulted into the midst of the Alliance. Obi-Wan Kenobi began to instruct Luke in the use of The Force. Luke then rescued Princess Leia from the first Death Star with the help of Han Solo. Following Kenobi's death, Luke destroyed the Death Star by calling on The Force. Later, Luke was visited by Kenobi's spirit, and directed to the planet Dagobah, where Luke trained under the Jedi Master Yoda. Following Yoda's death, Luke became the last of the Jedi Knights. He used his new-found strength

to defeat Emperor Palpatine and turn Darth Vader from the Dark Side of the Force, returning Anakin Skywalker to the Light Side. In the years following the formation of the New Republic, Luke was instrumental in the New Republic's defeat of the Ssi-ruuk, the reborn Palpatine, as well as Imperial Admirals Thrawn and Daala. Luke continued his training on his own, and eventually became a Jedi Master. He set up a new Jedi Academy on Yavin's fourth moon, and began teaching the ways of The Force to a new set of Jedi Knights. During the period following the revelations of the partial Caamas Document found on Wayland, Luke travelled to Nirauan to search for Mara Jade. Mara was reported missing and out of touch, after tracing the paths of several unusual starships. They discovered the Hand of Thrawn complex, and managed to eliminate any potential threat it held to the New Republic. During their escape, Luke and Mara worked together with the Force, and both were opened up to the other's inner thoughts and feelings. This deepened and strengthened their relationship to a point that neither could ignore. Just before leaving Nirauan, Luke proposed to Mara. She agreed, and they were married, first in a solemn ceremony performed by Kam Solusar and witnessed only by the Jedi, and later in a public ceremony when they returned to Coruscant. Luke and Mara then left the Jedi Academy on Yavin 4 in the hands of the new Jedi Knights and travelled the galaxy teaching potential Jedi about the ways of the Force. Luke proposed to the New Republic that a new Jedi Council be established, but many members of the Senate feared that the Jedi would become too powerful. Shortly afterward, Luke and Mara were forced to bring the Jedi into battle when the Yuuzhan Vong invaded the galaxy. Despite their ties to the Force, the Jedi were unable to defeat the alien invaders. Several Jedi, led by Kyp Durrón, struck out on their own to fight the battle their own way, much to Luke's dismay and to the consternation of the Senate. However, even in battle, Luke was surprised to find that Mara was pregnant with a son. His devotion to Mara, and his deep connection to the Force, allowed Luke to drive out the Yuuzhan Vong disease and help Mara give birth aboard the *Errant Venture*, shortly after Borsk Fey'lya ordered Luke's arrest. They named their son Ben, in remembrance of Obi-Wan Kenobi. Luke and Mara spent less time with Ben than they had hoped to, when they were pressed into action defending the Eclipse base from invasion and, later, defending Coruscant. With the fall of Coruscant, Ben was separated from them, but was kept safe by Leia Organa Solo and her husband, Han. After talking with Jacen Solo, who had recently returned from captivity at the hands of the Yuuzhan Vong, Luke decided that the best chance for ending the conflict was to locate the rogue planet, Zonama Sekot. Along with his wife, Jacen, Danni Quee, Saba Sebatyne, and Doctor Soron Hegerty, Luke traveled to Csilla to enlist the help of the Chiss. Along the way, he earned the respect and assistance of Arien Yage the Imperial warship *Widowmaker*, providing an escort for his mission. Eventually, Zonama Sekot was found, but the living sentience of the planet refused to help without first ascertaining Luke's true motives. When it was satisfied that Luke and the Jedi Knights wanted to find a peaceful resolution to the war with the Yuuzhan Vong, Sekot agreed to come out of hiding and provide assistance. Han, Leia, and Jaina Solo had been dispatched to meet them when Zonama Sekot suddenly emerged from hyperspace near Coruscant, and the extended family was briefly reunited before returning to the war. Jacen and his sister accompanied Luke to the surface of Coruscant, in an effort to gain access to the Citadel and bring Supreme Overlord Shimrra to justice. Jacen was able to reach the mind of the World Brain which was controlling the planet, and was able to calm it down and put a stop to the destruction it was causing on the surface. Upon entering Shimrra's throneroom, they were beset by a group of fifteen Slayers, and only Jacen's link to the World Brain allowed them any measure of success. When Jaina set out to capture Onimi, Luke found himself facing Shimrra himself, as the surviving Slayers focused their attention on Jacen. Unable to gain an advantage over the immense Yuuzhan Vong, Luke was quickly captured by huge amphistaff that served as the Scepter of Power. Caught in its grasp, Luke was only able to free one hand, which he used to keep the Scepter's head from biting him. However, Shimrra commanded the weapon to constrict, driving the breath out of Luke's lungs. As Shimrra produced Anakin Solo's lightsaber from behind his robes and threatened to kill Luke with it, Luke let go of the amphistaff to grab Shimrra's arm. As the creature drove itself into his side, Luke cried out in pain. However, this action momentarily distracted Shimrra's concentration. Luke regained control of his lightsaber, and used the Force to acquire Anakin's. Luke then drove both weapons into Shimrra's neck, severing his huge head from his body. He and Jacen then set out after Jaina, who had gone in search of Onimi. However, the poison from the Scepter of Power began to act on his body, and Luke was unable to continue on his own. He was brought out of the Citadel by Mara and Kenth Hamner, only to learn from a Shamed Shaper that the poison of the Scepter had no known antidote. Luke retreated into the Force, using the technique discovered by Jacen to reach a deeper state of rapport with the Force. Although much of the poison was neutralized in this way, Luke realized that some part of it had

simply added to his own person. *Luke Skywalker was portrayed by Mark Hamill in the three Star Wars films, as well as for the Star Wars and The Empire Strikes Back Radio Dramas on National Public Radio.* (SW, SWR, ESB, ESB, ROTJ, TB, DE1, TLC, COTF, SOP, VOF, VP, DTR, BP, U, EVR, SBS. NEG, FH2, FH3, UF, IS3)

Skywalker, Luuke

this was the name of the clone created by Joruu C'baoth from sample B-2332-54, which contained cells from the hand Luke Skywalker lost during his duel with Darth Vader on Cloud City. Because of the sample's source, Luuke also used the lightsaber Luke had on Cloud City, the lightsaber that once belonged to his father, Anakin. The clone, as were all of the clones that were grown too quickly in their Force-resistant vats, was mentally unstable. Luuke was defeated by Mara Jade, who fulfilled the prophecy laid on her by Emperor Palpatine, although not in the way he believed it would be. (TLC)

Skywalker, Tan

according to the Alliance computer known as Mnemos, this man was Luke Skywalker's father. (LAT1)

Skyway Flyer

this was one of the many public transportation providers which was operative on the planet Coruscant, during the last decades of the Old Republic. (HNN4, HNN5)

Sla Kar

the name of the lowest class of citizens on the planet Demophon, the name derived from the term "slacker," and was applied to the slaves and poor degenerates of the planet's society. (SN)

Sla Tsun

this Yuuzhan Vong warrior served as a commander under Warmaster Nas Choka, during the battle to retain control of the planet Coruscant, which had been reformed into a new version of Yuuzhan'tar. Commander Sla Tsun was part of the main task force Nas Choka had ordered to attack Zonama Sekot, after the living planet had suddenly appeared in orbit between Coruscant and Muscave. (UF)

Slaag Lado

this male Draag was a known terrorist, living in the industrial district of Coruscant during the years following the Battle of Naboo. It was believed that Slaag was a member of the Calamasthon Defiance group, and was also working for Groff Haug at the time. He was wanted by the Mon Calamari Civil Authority in connection with a seismic disaster that devastated the Salinerian Sea, causing environmental damage and a perpetual rain. Slaag was eventually captured by Jango Fett. (BH)

Slabba Drewl

this being was a friend of Micah Giiet, and was captured by Corpo the Hutt several years before the Battle of Naboo. Corpo would only release Slabba Drewl if Giiet and Plo Koon could create better food than the renowned droid chef Urahasam Moreemohtwo. Using a number of deceptive moves, Plo Koon managed to sabotage the droid's meals and help Giiet earn Slabba's release. (T7)

Sladak

this young boy and his sister, Slatka, were chosen by Torr Snapit to accompany him to Ruusan. The siblings displayed a connection to the Force, and Snapit hoped to use their strength to augment that of the Jedi Knights massing at Ruusan to combat the Brotherhood of Darkness. Unfortunately, their starship was shot down when it reached Ruusan, and Sladak and Slatka were killed in the attack. (JVS)

Slader, Roark

this space pirate was once a commander in the Entrallan military, but left the service to become a smuggler and pirate. He commanded the ship *Slader's Raider II* during the early years of the New Republic. (SWJ3)

Slader's Raider I

this Vee-Kir 4 bulk transport served as Roark Slader's command ship during the early years of the New

Republic. Unlike the *Slader's Raider II*, this ship managed to escape from an ambush set for the pirates by the Pentastar Alignment. (SWJ3)

Slader's Raider II

this was the name of Roark Slader's personal gunship, which he added to his pirate fleet during the early years of the New Republic. The ship took heavy damage when Slader's gang was ambushed by the Pentastar Alignment's naval forces. (SWJ3)

Sladru Nalas

this was the name of a noted Givin individual. (UANT)

Slaf

this racing sport's participants ride plastic sleds down a slafcourse defined by impellor fields. The slaf is actually one of the many portals on the course into which the racers can maneuver to collect points. The object is to make it to the end of the slafcourse with the most points. (RM)

Slafcourse

a racetrack which is used for recreation, the participants have to navigate plastic sleds around an obstacle course defined by various impellor fields. The slafcourse can alternate between being open and being tunneled. At various points on the course, slafs (portals) can be entered by the players who want to gain more points. The slafs are the obstacles, and it is not always easy to get into them. Many racers get thrown off the course if they miss them. (RM)

Slaff

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Slaff

this Gamorrean worked as Telowe's assistant at the Desert Survey Office in Mos Eisley, on the planet Tatooine, during the height of the New Order. (GMR7)

Slag

this searing ball of rock was the innermost planet of the Sacor, or Sacorria, System. (CCW)

Slag Flats

this ancient, female Ithorian was one of the original settlers of the planet Tatooine. She was exiled from Tatooine for being a known criminal, and was the ringleader for a sizable organization. After landing on Tatooine, she established a minor crime ring in Mos Eisley. She lived near Tower Ridge, and once helped Adar Tallon when he first arrived on Tatooine. Momaw Nadon fell in love with Slag during his stay on the desert planet, which helped him overcome his own homesickness. Slag was later murdered by Jodo Kast, who was trying to capture Tallon and recover the bounty on his head. (GG7, TM)

Slag Pit, The

a run-down drinking establishment in the Corellian sector of Nar Shaddaa's spaceport. It is one of the three most popular hangouts for Corellian spacers, and is a dismal, crowded bar. (DE2)

Slagg

this was the pseudonym of a Bothan mercenary, active during the early years of the New Republic. (GUN)

Slake, Ema

this woman owned a wondrous estate on Oseon 5631, during the height of the New Order. She was known throughout the Centrality for her vast music collection, much of which was formed from her own recordings. Ema Slake was, at one time, a skilled vocalist, and shamelessly promoted herself even after retirement. Her music collection was rumored to contain over twenty-five percent of the known music in the galaxy. (GMR5)

Slalliin

this alien was a noted rebel, who fought against the Corporate Sector Authority during the height of the New Order. (GUN)

Slams, The

this gang of criminals was founded by Roper Slam and Valadon on their homeworld of Mamendin, during the years following the Battle of Naboo. After successfully carrying out minor crimes on Mamendin, the Slams branched out and started doing jobs on other worlds in the Core, including the theft of the entire planetary treasury of Vuma. However, after trying to break into the secure vaults of the Commerce Guild, they were caught and sent to the Greylands Security Complex on Tentator. About two years before the Clone Wars broke out, the four-being gang managed to escape from Greylands. However, their starship remained impounded, and was later used by Obi-Wan Kenobi and Siri Tachi. The two Jedi Masters, along with their apprentices Anakin Skywalker and Ferus Olin, used the ship to impersonate the Slams, during a mission to capture Janna Zan Arbor on Romin. (JQ8, JQ9)

Slane, Kirney

this was one of the many aliases used by Gara Petothel. Kirney was the daughter of a Coruscant hotelier, and had studied economics before she decided to get married and start a family. Kirney spent much of her time talking with the wives of influential businessbeings, picking up pieces of information otherwise unavailable to Gara Petothel. The alias was abandoned for several years, until Gara - then known as Lara Notsil - fled the service of the New Republic and Wraith Squadron after her true identity was revealed by Garik Loran at Kidriff Five. Kirney reappeared on the planet Corellia, and sent a communication to Myn Donos letting him know she was there. (IF, SOC)

Slap Match

developed by the Wookiees of Kashyyyk as a form of hand-to-hand combat training, a slap match involved two individual combatants who could only use their hands to hit their opponent. More than brute strength was needed in a slap match, as the goal of the match was to knock your opponent off his or her feet. Thus, knowledge of physics and an opponent's center of gravity was key in devising a pattern of attack that would topple an opponent. (AFA)

Slapswitch

a switch that is activated by simply swiping the hand across its face. (AS)

Slar

native to the planet Port Evokk, this predator inhabited the forests and used its muscular legs to pounce on its prey. Measuring a meter and a half tall and three meter in length, including its prehensile tail, a slar had long, taloned arms and a menacing facial structure. They were generally fearsome in appearance, and had an unusual blue-green skin coloration which mirrored that of other creatures native to Port Evokk. It is believed that many herbivores with the same coloration evolved over time because their predators thought they were slars, and so avoided them. Their feeding patterns were erratic, making them unpredictable hunters, and their ability to attack and kill most humanoid races made them targets for elimination. (COG)

Slard

this four-legged feline was native to the planet Enaleh, where it preyed on the flying helas. (COG)

Slar-dan ti Gardi

this Twi'leki criminal was captured by New Republic patrol officer Dasha Fanron and imprisoned for a mere two months before being released. He later joined Borun Call and learned the slave trade. Gardi spent much of the rest of his career harassing New Republic agents in the field, selling any that he managed to capture into slavery. He was recognizable by his gaunt frame and blue-green skin tone. (SWJ8)

Slarka

this was one of the more common surnames used by the Duros people. Like all such names, Slarka was

used only for official business, to indicate one individual from another when in the presense of non-Duros. This name literally meant "baker". (GCG)

Slarm

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. To the Gungans, it meant "cold waters". (GCG)

Slarm

this being was Stroon's first mate, and assistant in the Starhunter Intergalactic Menagerie. (DCAR)

Slash Squadron

one of the fighter groups protecting the *Backstab*, it was made up of pilots from the Khuiumin Survivors. (IJ)

Slasher

this was one of two Skipray Blastboats stolen by Bazak's Gang. Along with the *Slicer*, the *Slasher* saw action during boarding actions. The ship's armament was upgraded to include three medium ion cannons, a pair of turret-mounted laser cannons, a proton torpedo launcher, and a concussion missile launcher. (FBS)

Slashing Wampa

this was one of the attack postures found within the teras kasi martial artform. (DMSH)

Slashrat

this species of predator was native to the planet Bimmiel, and were sometimes referred to as sandbiters. These large, rodent-like creatures traveled through the sandy desert areas of the planet, swimming like fish through the grit by swinging their tails back and forth. Their thin, pointed heads were protected by armor plating, which allowed them to burrow without being injured. They attacked in packs, swarming their prey and tearing it to shreds. Like their favored prey, the shwpi, the slashrat population flourished while Bimmiel was in the closest part of its elliptical orbit and the planet grew warm. Much of its body, from its wedge-shaped head to its short limbs and tail were covered with chitinous scales and downy grey fur, and its tail was flattened to help propel it through the sand. They exude a basic set of pheromones known as different types of sweat, one of which marks an area of attack (known as killscent) and one which marks the location of a dead slashrat (known as stink). (DTO, ANT)

Slash-spider

this large, predatory insect was native to the planet Kashyyyk. It was known for its large mandibles, which were used like an organic pairs of scissors. The individual mandibles were offset slightly, allowing them to cross over one another and slice apart whatever was between them. (E3N)

Slatha essach sechel

this Illodian phrase translates to 'keep it to yourself.' (TT)

Slather

created by the Gungans, this slimy chemical compound resembled grease, and was used by miners. The miners covered their bodies with Slather in order to slide through small openings in the rocks. It later found widespread use as a lubricant. (E1A12)

Slatka

this young girl and her brother, Sladak, were chosen by Torr Snapit to accompany him to Ruusan. The siblings displayed a connection to the Force, and Snapit hoped to use their strength to augment that of the Jedi Knights massing at Ruusan to combat the Brotherhood of Darkness. Unfortunately, their starship was shot down when it reached Ruusan, and Sladak and Slatka were killed in the attack. (JVS)

Slava Dancing

an exotic form of dance. (TT)

Slave

any being held against its will and forced to labor for its owner, the possession of slaves was generally outlawed by the Old Republic and its eventual successor, the New Republic. Emperor Palpatine's New Order didn't exactly condone it, but neither did it outlaw the practice. Any being could be made into a slave, and usually had a small transmitter inserted into its body. The exact location of the transmitter was hard to find, which meant that an individual slave had no idea how to remove it. If a slave tried to escape, its owner could send a signal to the transmitter. At a low setting, the transmitter would jolt its host into unconsciousness. At a high setting, the transmitter could destroy its host. (SW1)

Slave Circuit

this is basically a remote control mechanism for a starship. It be as simple a landing assistance command or a fully-rigged maintenance and operation program. (DFR)

Slave I

best-known as Boba Fett's personal ship, *Slave I* was a highly-modified Kuat Drive Yards Firespray-31 cargo ship. Unique in its design, very little of the original Firespray-31 that formed *Slave I* remained, as Boba Fett and his father, Jango, both made changes to support their lifestyles as bounty hunters. The craft was originally manufactured as one of six patrol ships, sweeping the space near Oovo IV to prevent prison breaks. Jango stole the ship from Oovo IV after the destruction of the *Jaster's Legacy*, destroying the other five patrol ships before fleeing the system. Jango then began refitting the ship for his own uses. Many of the modifications, performed at Kuat Drive Yards, were designed and supervised by Kuat of Kuat himself. This was partly because of Kuat's innate technical skill, but also so that the leader of KDY could keep an eye on what went into the ship's new form. *Slave I*'s outer hull was reinforced with plating and ray shielding, to compensate for reduced particle shielding. The hull is formed from a magnetically-polarized metal, making it the perfect electromagnetic receptor. This allows the ship to collect magnetic energies from the surrounding space - including the signals and pulses of pursuing ships - and reflect them as so much static. This jams the pursuer's sensors, making *Slave I* nearly invisible. Boba Fett has also dampened the ship's particle vapor trail to further eliminate proof of its passage. The ship appears to bear only a pair of twin-mounted blaster cannons on the tip of the command/cargo section, although rumors abound about hidden ion cannons, concussion missile launchers, and a powerful tractor beam. The ship's engines have been modified for speed. The Kuat Systems Engineering F-31 sublight engines provide an intense burst of power when first activated. This reduces maneuverability but increases the likelihood of Fett's capturing his quarry before it can escape. These are paired with four KSE X-F-16 power generators to provide that burst of speed, and gave the ship a top speed of 1,000 kilometers in atmosphere. The ship's Class 1 hyperdrive has also been updated, allowing for quick jumps to outrace a victim to their destination. The ship's interior has never been seen, but it is rumored to have a large enough hold to contain a force cage. Various hull reinforcements are also rumored to be present, to keep the cage from being jostled by larger races. There isn't a great deal of cargo space, for much of it has been given over to housing the ship's engines and power generators. Always one to plan for contingencies, Fett also had several duplicates of *Slave I* created for his use. These dummy ships looked and acted like the real thing, but were mere shells. Boba Fett used *Slave I* to track Han Solo to Bespin. From there, Fett took Solo's frozen body to Tatooine for delivery to Jabba The Hutt. Following his emergence from the Sarlacc, Boba Fett took his ship to Nar Shaddaa for repairs, but it was disabled at Nar Shaddaa during Palpatine's first resurrection. It sat at the spaceport receiving more repairs until Han Solo and Princess Leia returned to Nar Shaddaa searching for Vima-Da-Boda. Boba Fett was able to reactivate *Slave I* and its new Incom shields, only to receive a good deal of damage to one of its wings in a collision with the *Millennium Falcon*. (ESB, MTS, DE1, DE2, EGV, SLS, VD2, X2, NEGV, BH)

Slave II

Boba Fett's backup ship, this modified MandalMotors Pursuer patrol vehicle was weaker than *Slave I*, but it served its purpose well after the Alliance confiscated Fett's primary ship. However, what it lacked in punch it made up for in speed and maneuverability. The original engines had been replaced with twin Mil-StarIV engines mated with three x41 maneuvering thrusters mounted in the port-side strut. It had a forward-firing ion and twin blaser cannons, as well as a rear-firing proton torpedo launcher. *Slave II* also had enhanced sensors, but lacked *Slave I*'s stealth capabilities. *Slave II* was severely damaged over Byss when Boba Fett tried to pursue Han Solo and Salla Zend near the planet. Solo took the *Millennium Falcon*

into a dive toward the planet's surface just as the planet's shield generators kicked on. *Slave II* hit the shields and glanced off them, ripping off the portside stabilizer and causing massive system damage. Luckily for Fett, the ship's shield generators were at full-power. Fett drydocked *Slave II* after this incident, returning to the use of *Slave I*. (DE1, DESB, DE2, EE, EGV)

Slave III

Boba Fett briefly used this starship on his bounty-hunting missions, after he lost *Slave I* during a failed attempt to capture Han Solo on Nar Shaddaa. Fett used *Slave III* only briefly, since it was badly damaged during the attack on the *Azgoghk*. (NEGC)

Slave IV

Boba Fett owned this starship some fifteen years after the Battle of Endor. He used it to track down Kardue'sai'Malloc on Peppel, and return the Devaronian to Devaron for judgement. He also used the ship to track down Bornan Thul, in response to a bounty placed on the shipping magnate by Nola Tarkona. The ship was eventually abandoned on Shogun, after Fett was intercepted by Ailyn Vel. (TBH, TEP, SW180)

Slave Quarter

this was the name of the compact area of hovels used to house the slaves owned in the city of Mos Espa, during the last years of the Old Republic. (IG1)

Slave Seed

this was the name of the yorik coral implant used by the Yuuzhan Vong to control those beings they took as slaves. The slave seed began as a tiny grain that was placed inside the slave's body. Most often, the slave seed was placed near the heart, but it could be inserted anywhere on the slave's body. As the slave seed grew, two things happened. First, it established a connection with the nearest controlling organism, usually a yammosk. Then, it extended its own nervous system along the nervous system of its host, developing a deep-rooted connection to the slave. This connection, known as the slave seed-web, was then tapped by the controlling organism, allowing the Yuuzhan Vong to control vast numbers of slaves with a single organism. Like many other pieces of Yuuzhan Vong bio-technology, the primary stimulus for controlling slaves was pain. The controlling organism could direct the slave seed to stimulate or shut down certain nerve clusters, causing a wide range of painful shocks to its host. In this way, slaves were conditioned to do what the Yuuzhan Vong wanted them to do. Slave seeds were engineered with a unique fail-safe: whenever contact was broken with the controlling organism, the slave seed-web administered an intense pain which could only be assuaged by contact with its parent coraltree basal. This was useful during the *tizo'pil Yun'tchilat*, when the maturing dhuryams had to survive on their own, without the assistance of their slaves. Slave seeds were no longer independent creatures after they began extending their nerves along those of the host. If a slave seed were to be removed from its host, it would die immediately. (T)

Slave Seed-Web

this was the term used to describe the network of nerve connections which were developed by the slave seeds of the Yuuzhan Vong. This nerve network meshed with the nervous system of the host, virtually becoming a single network which was controlled by the host's brain and the slave seed's controlling organism. The web's primary purpose was to connect with sensile nerves in the host, allowing the controlling organism to administer pain whenever the slave disobeyed. The web was engineered with a unique fail-safe: whenever contact was broken with the controlling organism, the web administered an intense pain which could only be assuaged by contact with its parent coraltree basal. This was useful during the *tizo'pil Yun'tchilat*, when the maturing dhuryams had to survive on their own, without the assistance of their slaves. (T)

Slave/Owner Card

this form of identification was required by Imperial law. Any alien who was a member of an enslaved species was required to be accompanied by its owner while traveling or working outside the owner's establishment. The owner was required to show the card whenever it was demanded by Imperial agents. (CRO)

Slavelord Boulevard

a street in Kessendra. (GDV)

Slavemaster Stun Carbine

developed by the Trandoshan race, this rifle was used by many bounty hunters and slavers throughout the galaxy. It was designed with the Trandoshan physique in mind, so it was easily used by most Trandoshans. It was developed during the height of the New Order, and continued to be popular for many decades. It fires a pulse of energy that stunned a target into submission, using a normal blaster power pack. (WOTC, UANT)

Slaver Syndicate

this large bounty-hunting syndicate was based on the planet Karazak. It specialized in capturing large alien races such as Wookiees, Gamorreans, and Agorffi. They collected individuals with bounties on their heads, bought their ownership rights, and resold them as slaves. (GG9)

Slaver's Line

a thin cord made up of special circuitry, the slaver's line is used to link a number of captives into a single group, controlled by a director. The line attaches to slaving collars worn by the slaves, and transmits the punishing impulses from the director to the collar. They are illegal, since slavery has been outlawed since the time of the Old Republic. (HSR)

Slaveship

this was the term used by the New Republic to describe the immense, spherical ships used by the Yuuzhan Vong to acquire living beings from a conquered planet. The main body of the slaveship was protected by dense yorik coral, and was studded with dovin basals for protection. The slaveship was unarmed otherwise, and required a coralskipper escort when it was called for. After the Yuuzhan Vong had taken control of a planet, they brought in the slaveship to collect their prize - the living inhabitants. Five thick tentacles hung from the stern of the slaveship, and were lowered to the planet's surface. The muscular tentacles, then, literally sucked up any captured beings, ingesting them in such a way that very few were killed. Once inside the slaveship, captives were bound to the inner walls with a modified form of blorash jelly, where they were fed just enough to keep them alive until they could be processed by the Yuuzhan Vong. (FH1)

Slaving Collar

this was the name given to a wide variety of collars used to control enslaved beings. They took a number of different forms, from simple shackles to elaborate pain-delivering nooses which were equipped with deadman switches. These systems allowed a slavelord to have complete control over a slave, eliminating any chance of escape. (EGW, HSR)

Slayer, The

this was the Menahuun name given to Hugo Bartyn, the man who nearly drove the Menahuun to extinction some 500 years before the Clone Wars. (GMR7)

Slayer, The

this is one of the nicknames of the Yuuzhan Vong god Yun-Yammka. (VP)

Slayers

this was a new caste of Yuuzhan Vong warriors, superior even to the Hunters, created by Supreme Overlord Shimrra some four years after the start of the Yuuzhan Vong invasion. Molded from the aspects of the warrior and priest castes, the Slayers were created to serve as the final blow to the New Republic's chances to retake the galaxy. Their robust bodies were made from all manner of Yuuzhan Vong biotechnology, including vonduun crabs and dovin basals. The Slayers also appeared to have been Shamed, with Steng's Talons sticking from their bodies and oozing blood. Shimrra created the Slayers as an answer to the Jedi Knights, capable of piloting coralskippers and fighting with incredible agility and speed. They were armed with specially-bred amphistaffs, stronger and more vicious than their cousins. When cut in battle, the wounds of a Slayer healed almost immediately. Shimrra also used their creation as propaganda that proved his right to rule the Yuuzhan Vong. If their gods were truly displeased with him

he reasoned, they would not have allowed the Slayers to be formed in the first place. The coralskippers of the Slayers were also unique, capable of making jumps into hyperspace on their own. These more powerful coralskippers had three triangular sections, with the forward two housing a pilot and gunner and the rear section housing the dovin basal propulsion system. The forward sections had three pairs of legs each, giving the fighter the appearance of an Aruzan stingcrawler. Each leg was equipped with a plasma missile launcher. The Slayers made their first appearance during the Galactic Alliance's attempt to rescue the prisoners who were held on Selvaris. (UF)

Slayer's Conceit

this was one of the many Yuuzhan Vong warships which was called to the planet Coruscant - remade into a new version of the planet Yuuzhan'tar - just before the alien invaders launched their all-out attack on the Galactic Alliance's stronghold on Mon Calamari. (UF)

Slayke, Zozridor

this Old Republic Navy Captain was in command of the corvette *Scarlet Thranta*, during the year leading up to the Clone Wars. Very little was known or remembered about his history, although he was known for his talents and abilities as a naval leader. When the Galactic Senate deadlocked itself over what to do about the Separatist crisis, Captain Slayke and his crew mutinied against the Navy and decided to take the fight directly to the Separatists. The *Scarlet Thranta* fled into Sluissi space, but was pursued by Nejaa Halcyon and the *Plooriod Bodkin*. Although Halcyon managed to trap Slayke's forces on Bpfashh, Slayke had the last laugh. He sent one of his lieutenants, a Rodian named Grudo, to confront Halcyon, knowing that the Jedi Master would not simply hack his way to Slayke. While Halcyon accepted Grudo's challenge of combat, Slayke slipped behind the lines and made off with the *Plooriod Bodkin*, adding the ship to his growing fleet. While Halcyon returned to Coruscant in embarrassment, Slayke continued his campaign against the Separatists. As soon as he had escaped from the Republic, Slayke and his forces dubbed themselves Freedom's Sons and Daughters. Shortly afterward, he was officially pardoned for his mutiny by Chancellor Palpatine himself. Nevertheless, Slayke chose to remain independent. His small fleet was the only force nearby when the Separatists attacked the communications center on Praesitlyn, and his daring battle plan got him inside the Separatist blockade and onto the planet's surface. He managed to send off a request for reinforcements to Coruscant before he entered the jamming field of the Separatists. Once on Praesitlyn, his forces fought bravely, but were badly outnumbered by the Separatists' battle droids. Only the timely appearance of an Old Republic battle force - led, ironically, by Master Halcyon himself - gave them any hope. Slayke was reluctant to step out of a command position and turn the fighting over to Halcyon, but he was impressed with Halcyon's second-in-command, young Anakin Skywalker. He was also motivated by the speech of Reija Momen, who obviously disobeyed the orders of Pors Tonith in reading a prepared statement pleading for her life. As a group, they devised several plans of attack for recovering the communications center, but battlefield confusion forced them into a desperate rescue attempt. Their combined forces managed to defeat the battle droids commanded by Pors Tonith, and Slayke graciously offered to return the *Plooriod Bodkin* to Halcyon. Halcyon politely refused, and they parted ways on more friendly terms. (HNN5, JT)

Slayn

one of the Verpine colonies which helped Ackbar develop the B-Wing starfighter. (RASB)

Slayn and Korpil Corporation

a company formed by the neighboring Verpine colonies which helped Ackbar develop the B-Wing starfighter. It was a well-known source of starships during the time of the Old Republic, and remained loyal to the Alliance during the Galactic Civil War. Following the Battle of Endor, Slayn and Korpil helped design the V-Wing combat speeder. (RASB, DESB, EGV)

SlaynRoche Company

this Verpine corporation produced a variety of asteroid mining and excavation vehicles during the era of the New Order. (GFT)

SLD-26

this was the designation of CoMar's planetary shield generator. This immense shield generator was designed to protect a large area of a planet's surface, but could also be configured to protect an orbiting

moon or space station. The Empire used the SLD-26 to protect the second Death Star, during its construction in orbit around the Forest Moon of Endor. (EGW)

Sleak

this was a species of insect that fed on the scum that collected on the surface of swamps. (MBS)

Sled Fox

this was the largest predator found on Berea, living in the tundra and preying on a variety of birds and small creatures. The sled fox had only two true legs, and had vestigial hind appendages which it used to steer its body as it slid down icy slopes. This form of locomotion earned the fox its name. (TBSB)

S'lee

this Trandoshan assassin worked for Jabba the Hutt during the height of the Galactic Civil War. S'lee was captured on Corellia, and Jabba dispatched Yondalla to retrieve him before he could be forced to reveal information on Jabba's business dealings. (SWGAL)

Slee, Beru

this woman was a noted expert in the martial art of *teras kasi*, during the years leading up to the Battle of Geonosis. (HNN5)

Sleeft Docking Bay Maintenance

this Mos Eisley corporation controlled several cargo storage locations near the spaceport. They once tried to steal high-quality droid parts from a shipment that belonged to Notsub Shipping, but an ambitious Bith named Angor Farn tried to steal it. Farn was eventually caught by Coral Ohah and a group of Alliance agents. (GG7)

Sleek Cruiser Inn

located on Grand Eucer Street in the capital city of Eusebus, on the planet Euceron, this hotel was definitely not sleek. Located in the shabbiest part of Eusebus, the Sleek Cruiser Inn catered to those beings who did not want to be identified while they were on Euceron, and didn't want to pay a lot for lodging. The exterior was a collection of plasteel sheets nailed together, while all usable interior space was turned over to lodging. The owner discovered that beings would pay for the space in the hallways and stairwells, and soon all manner of beings were living on the floors and in closets, as well as in the rooms. (JQ3)

Sleemo

this is a Huttese word used to deride or embarrass another individual. Roughly translated into Basic, it means "slimeball." (SW1, YJC1)

Sleemo Gang

this gang of hooligans and vandals was active on the planet Talus during the height of the New Order. (GQRG)

Sleemo poy

this Huttese word translated into Basic as "drool". (GMR5)

Sleemo Poya Jeedai

this enormous, Hutt-owned yacht was one of many pleasure craft on which the band Distraction played their songs, during the early years of the New Order. Translated into Basic, the ship's name meant "The Drooling Jedi". Beings came from all over the Astal Sector of the galaxy to attend concerts aboard the *Sleemo Poya Jeedai*. (WOA28)

Sleen

this monitor-like lizard was an omnivorous feeder native to the planet Dagobah. Sreens sought out damp, dark environments which were strong with the Force. (CCG4, TCG7)

Sleena

this was the alias used by Shada D'ukal, when she and Talon Karrde infiltrated the Peace Brigade while trying to rescue the students at the Jedi praxeum on Yavin 4, during the height of the Yuuzhan Vong invasion of the galaxy. (EVC)

Sleep Coffin

a hibernation bed used to keep a person in suspended animation during a long, sublight space flight. (CS)

Sleep Inducer

this was another name for the Pacnorval SIL-50 stun pistol. (GFT)

Sleeper

this was a slang term used to describe a hold-out blaster. (KOTOR)

Sleeper

this was the name of a figure out of Charr Ontee legend. The modern Charr Ontee discovered that Jessa Dajus was the Sleeper of their legends. It was her image - or one very similar to Jessa - that the Charr Ontee found on a 1,000-year-old document within DarkStryder's fortress, in a location which came to be known as the Shrine of the Sleeper. The Yapi also believed in the legend of the Sleeper, having learned that DarkStryder was fearful of the Sleeper ever awakening. (E)

Sleeper Bomb

a detonation device used to cripple a starship in deep space. It is attached to the ship's hull in such a way that it can continuously and innocuously drain power from the ship's core. When it reaches a certain power level, the bomb begins to draw an increasingly greater portion of the ship's power as it approaches detonation. With a shaped charge and the correct power level, the bomb explodes, ripping a hole in the ship's hull. The impending depressurization quickly and effectively kills the ship's crew and leaves her stranded in space. A sleeper bomb could also be used to destroy a ship which was berthed on the ground, provided that a nearby power source could be found to draw energy from while the bomb charged. (HSR, JQ2)

Sleeper-One

this was DarkStryder's name for the ancient Jedi Knight Halbret, who was referred to by the Kathol natives as the Sleeper. (E)

Sleep-inducer

this wrist-mounted weapon is favored by Twi'leks. It is a close-range weapon which is jabbed into the target's flesh. A small trigger releases a sleep-inducing fluid into the victim, knocking them unconscious. (THG)

Sleepy Grin, The

this was the term used by Palleus Chuff to describe one of the many facial expressions used by Jedi Master Yoda. Chuff was a noted actor whose portrayal of Yoda in *Jedi* made him famous across the galaxy. (YDR)

Sleerwinwilpher-remalior

this Squib, who preferred the nickname Wilpher, was a noted individual in the history of the planet Skor II. (UANT)

Sleeve Gun

this was the term used to describe any holdout blaster or other weapon that could be hidden inside the sleeve of a garment. When the hand was thrust outward with a flick of the wrist, the sleeve gun dropped into the palm, ready to be fired. (GMR10)

Sleft-chuffni

this species of huge floating gasbags was native to the gas giant Taloraan. The sleft-chuffni can grow to

be 200 meters in length, and drift along capturing airborne algae with their hanging tentacles. They are the primary source of food for the fleft-wauf. (SWJ5)

Sleheyron

this planet was under the control of Bochara the Hutt, during the era of the Great Sith War. (KOTOR)

Sleight Box

this normal-looking cargo crate has a low-power repulsor coil matrix and power supply built into the casing. This allowed the user to transport a very heavy object in a crate that, when lifted by customs agents, seems to contain something very light. In essence, it neutralizes the weight of the object inside. A crate full of thermal detonators would weigh virtually nothing when transported in a sleight box. They are fairly expensive, and used primarily by smugglers. (TFE)

Sleightan

this old man wandered the corridors of the Mynock 7 Space Station, accompanied by the droid L7-BO. Sleightan claimed to be down on his luck, having lost his son Ambrus to an Imperial customs officer who imprisoned him. He kept trying to sell the droid in order to have enough credits to survive, since Ambrus could no longer send him monthly spending money. However, few realized (until it was too late) that L7-BO was also a con artist, and would flee from any being who purchased and return to Sleightan for another "sale." (SWJ11)

Slenn

an Imperial Vice Admiral, Slenn was placed in charge of the invasion of Datar during the Galactic Civil War. When he mistakenly made the Alliance team aware of his invasion fleet, the Alliance was able to rally and defeat the Imperials. Darth Vader executed Slenn for this mistake. (TME)

Slerog Fenn

this greedy Rodian tried to take financial control of the Gelgelar Free Port by offering services equal to those of Loro Ecls, but at a reduced price. Fenn had a number of criminal connections, which helped pay for Fenn's Landing and his repair facility - known as Fenn's Warehouse - and to help offset his cutthroat prices. (SWJ14, PSPG)

Sleta Suke

this female Ortolan was the daughter of Orto's primary ambassador to the Old Republic, during the years leading up to the Clone Wars. Her father leased the Grand Reception Hall for her engagement party, after she became betrothed to the son of an important Ortolan businessbeing. However, Sleta wanted nothing to do with the arranged marriage, having fallen in love with Trunks Bibbo. With the help of the Lost Ones, Trunks was able to crash the party, drugging the food in order to eliminate any opposition before "rescuing" Sleta and whisking her away. (CCW)

Sleuth

the brand name of Incom's A-24 scout ship. (WBC, LAA)

Slice, The

this was the name given to the wedge-shaped section of the galaxy which had its point in the Core Worlds and expanding outward. The Slice was originally defined in the Corellian Treaty, an ancient pact that created The Slice. The edges of The Slice were defined by the Corellian Trade Spine and the Perlemian Trade Route, and it extended into the Mid Rim and Beyond. The establishment of The Slice defined the boundaries of the Old Republic at the time. (RPG, CCW)

Slice-hound

this carnivorous mammal was native to Corellia, although a subspecies was also discovered on the planet Dantooine. These creatures were somewhat trainable, and often were trained to be guard beasts. (CCG, GQRG)

Slicer

this was one of two Skipray Blastboats stolen by Bazak's Gang. Along with the *Slasher*, the *Slicer* saw

action during boarding actions. The ship's armament was upgraded to include three medium ion cannons, a pair of turret-mounted laser cannons, a proton torpedo launcher, and a concussion missile launcher. (FBS)

Slicer

this is the term used to describe a computer hacker. (HTTE)

Slicer Chip

a small information chip which allows the holder to bypass certain computer-driven systems, based on the chip's programming. They can be used to bypass door locks and security fields, to name a couple of uses. (COTF)

Slicer droid

a machine which is programmed to infiltrate computer systems. (COTF)

SliceRat

this was the pseudonym of a slicer who worked on the planet Bothawui during the early years of the New Republic. (GUN)

Slicewire

similar in form to a garrote, slicewire is a strong, flat wire held between two batons. The wire itself is only a molecule wide, and is finely serrated on both edges. It is capable of cutting through most solids, as the wire can withstand large amounts of abuse. (ROE)

Slick

this gambler was stranded at Edan II during the Imperial assault on the Alliance's Edan Base, shortly after the Battle of Yavin. (IAG)

Slick

a nickname Han Solo acquired while still a cadet in the Academy, it refers to a time when Badure has rigged an old U-33 loadlifter to purposely malfunction for training exercises. Han Solo was one of the cadets on the mission, and when the ship began to malfunction, Han took over and landed the crippled vessel. The officer in charge began calling Han 'Slick' because of his knowledge of the ship and his ability to land it. (HSL)

Slick

this viscous substance, which was essentially fermented seaweed oil produced on the planet Vaynai, had certain medicinal properties. Most of the slick produced on the planet during the height of the New Order was manufactured by Onoron Fil'vye, who controlled nearly all the exports of slick from Vaynai. When the seaweed from Vaynai's shallow oceans was pureed and allowed to ferment, it created a smily oil which stimulated tissue growth when applied to open wounds. When ingested, it helped to accelerate the body's own natural healing. When ingested in large amounts, or when taken as a recreational drug, slick caused a sort of euphoric delusion in the minds of most humanoid races. If improperly stored, slick had a slightly corrosive chemical structure that quickly ate away at plastoid containers, and could weaken most glass jars. (GMR8)

Slickplast

this thin film was used to produce posters and other wall hangings, during the last decades of the Old Republic. (HNN4)

Slider

first made popular by Dexter Jettster on the planet Coruscant, this form of ground-meat sandwich was made from perforated food-board. A slider was often served with a special sauce for garnish, although many beings consumed the garnish first as an antidote to the gastrinal distress which was often caused by the consumption of food-board. Many competitors claimed that Dex used addictive drugs in his garnish sauce, which was why his sliders were somuch more popular than any other being's version. (VD2)

Slideramp

this was a form of moving sidewalk developed to help get beings from one level of a building to another. (SWI67)

Slidewalk

a moving sidewalk used to transport people from one area to another, this device is also known as a slideway. (BTS, MC35)

Slideway

see slidewalk. (MC35)

Sligh

this Squib was part of a trio who worked behind the scenes, gathering information about the shadier parts of the galaxy and providing it to the New Republic Intelligence agency. They worked from a base on Tatooine, and were known to have extensive knowledge of the planet's deserts. Sligh accompanied Leia Organa Solo and her husband, Han Solo, to Tatooine, as part of a mission to intercept a group of Imperial agents. Sligh worked with his partners, Grees and Emala, to complete their non-human entourage. When the bidding began on a holocube image of nine-year-old Anakin Skywalker, taken when he won the Boonta Eve Classic podracer just prior to the Battle of Naboo, Han instructed Sligh to bid on it for Leia. However, Sligh got carried away with the bidding and had to be physically restrained by Han. After Tatooine, the Squibs decided that selling art to the Imperials was not only profitable, but an excellent way to obtain more information about Imperial activities. They also aligned themselves with the Invisible Shell to help further their efforts in obtaining rare artwork. They made no effort to correct the NRI's assumption that it was Ludlo Lebauer providing the artworks to the Empire, since it ensured they could continue their efforts without being identified. Unfortunately, Grees had gotten too greedy and was captured by Ludlo Lebauer and frozen in carbonite, after a deal had gone bad between them. Emala and Sligh were forced to manipulate the Solos into helping rescue Grees, who had become known as the *Second Mistake* to Lebauer. Using their NRI contacts, the Squibs met up with the Solos on Pavo Prime and convinced them to recover the *Second Mistake* in addition to the ten Alderaanian boasas which were the real object of the Solos' mission. (TG, SWI67)

Sligo Pirates

this gang of pirates haunted the undercity of Coruscant, during the years following the Battle of Naboo. (AA)

Slii

this unusual, crawling plant was distinguished by its knotted roots and large, gauzy leaves. It was often found on the coastlines of tropical planets. (EVR)

Sliideptra

native to the rainforests of Tel IV, the sliideptra was a species of annelid worms with three sets of eyes and an internal air sac used to collect and expel poison gas. Their yellow-white coloration has been described as "particularly distasteful" to humans. These creatures hang from tree branches by wrapping a series of tendrils around the branch, the hanging upside down. When it senses prey nearby, it expels the poisonous gas and waits for the prey to breathe it in and expire. The sliideptra shambles itself into position above the dead prey, then unwraps its tendrils until it can touch the prey. The sliideptra then extends its head and drools saliva over the prey, and then waits for preliminary digestion to begin. After an hour, the flesh of the prey become semi-liquid, and the sliideptra can then begin sucking it up. In this way, a sliideptra can feed on a carcass for several days, simply retracting its tendrils and resting in the tree in between feedings. (COG)

Slim

starfighter pilot slang term for an A-Wing. (IJ)

Slime Sea

this disgusting body of water, found on the planet Sullust, was noted for the dedicated and vocal sailors

who worked on it. The vulgar jargon of the Slime Sea sailors was legendary for its crude and insensitive nature. (MBS)

Slime Yeast

this was a disgusting form of plantlife. (LTA3)

Slime-bug

a disgusting creature native to the planet Aracara. (HAS)

Slimego

this Rodian bounty hunter accompanied Crutag to Trinta, in pursuit of a team of Alliance agents. He and Slimego were intent on taking the rebels dead or alive, although Crutag wanted them alive to obtain a larger bounty. Slimego was captured by the Alliance agents and stranded on Trinta, along with Slizzik. (DOE)

Slime-snake

this species of snake was native to the planet Dagobah, and was named for the viscous slime it exuded from beneath its scales. This slime helped to prevent parasites from attaching to its skin, and its awful taste discouraged larger predators. (SWED)

Slime-wart

an unintelligent creature. (TME)

Slimp

the eyes of this creature are considered a culinary delicacy by the Hutts. (BF)

Sling Racer

similar in many respects to podracers, these modified airspeeders used a variety of maneuvering vanes and jets to wind through a course, with repulsors used only to keep the vehicle off the ground. Also like podracers, these airspeeders often required their pilots to operate and control several individual jets and engines, leaving little time for concentration on the racecourse. (SPG)

Sling Racing

this sport burst onto the galactic scene after podracing was outlawed on many worlds. Using lightweight, modified airspeeders, racers were forced to navigate through mountains and canyons at incredible speeds. (SPG)

Slingball

this sport was popular during the early decades of the New Republic. Played in an indoor arena, two teams used curved gloves to throw a ball back and forth, in an effort to get close enough to the other team's goal to throw the ball in. (U)

Slip-jaws Maneuver

named for the scissor-like mandibles of the slash-spider, this starfighter maneuver was used by the pilots of the Old Republic to draw off pursuit before shooting the enemy craft. Two pilots flew in patterns that were exactly opposite in pattern, splitting their pursuit into two groups. At the height of their arc, the two pilots then cut back sharply, until they were flying directly at one another. At the last second, the two ships jinked ever so slightly, passing belly-to-belly while firing on the enemy ships that were pursuing the other fighter. The surprised enemy ships usually could not maneuver out of the path of the oncoming blasts in time, and were destroyed. For most human pilots, this maneuver was almost impossible, since it subjected the body to incredible G-forces and required split-second timing. However, Anakin Skywalker and Obi-Wan Kenobi perfected the maneuver during the height of the Clone Wars. (E3N)

Slippery Eel Casino

this upscale casino served as a front for the illicit activities of its owner, during the last decades of the Old Republic. (GCG)

Slippery Gelgellar Eel

despite its name, this was the best place to eat at Gelgellar Free Port. Run by the Ithorian Thulls, the Slippery Gelgellar Eel catered to every level of society. (PSPG)

Slips

this was the name of Mara Jade's V-1 astromech droid, used aboard the *Jade's Fire*. (VOF)

SlipSheet

this thin sheet of metal has many uses. (CFG)

Slipter

this company manufactured small, personal-use landspeeders. (VOF)

Slique Brighteyes

this was one of the last surviving Gulmarids, during the early years of the New Republic. He hired Boba Fett to kill Mir Tork and Leonis Murthe', the two Imperial who destroyed the Gulmarid civilization, with just 100 credits and the implied notion that Fett needed to eliminate them in order to regain his reputation as the galaxy's best bounty hunter. Slique managed to survive on the planet Basteel just long enough for Fett to return with the heads of the two Imperials, before finally dying. (AOD)

Slisst

this Trandosha trained on his homeworld of Dosha to be a bounty hunter, and left to seek his fortune. Overly confident in his own abilities, Slisst was unprepared for the ferocity with which a cornered target could fight back. After being severely injured when his first bounty fought back and escaped, Slisst briefly considered retirement, but instead joined the Bounty Hunters Guild in order to gain access to their resources. He acquitted himself quite well under the Guild, but yearned to locate that first bounty and make him pay for the embarrassment he caused. (WOTC)

Slith

a primitive, reptilian race native to the deserts of Yavin 13, the Slith were limbless carnivores noted for their large mouths, which were filled with spiked teeth. They moved about by "swimming" through the sand and over the rocks, but could also move laterally - a motion called side-slithering - with incredible speed. The Slith lived in a nomadic, patriarchal society, with small tribes of no more than 15 individuals moving across the desert in search of food and water. Each tribe seemed to have an alpha male, two breeding females, and a male "lieutenant", in addition to immature individuals. (GG2, LW, PH)

Slith Skael

this Sluissi served the Old Republic as the chief of the communications staff at the Intergalactic Communications Center on Praesitlyn, during the height of the Clone Wars. He served under Reija Momen, and was especially protective of her when Separatist forces stormed the center and took the staff hostage. He was outwardly a very calm cool individual, but he was passionate about his work and the attachments he made in life. (JT)

Slitherhorn

this instrument was considered part of the repertoire of a jizz band, during the last years of the New Order. (CCG9)

Slithering Destroyer

this was one of the names used by the New Republic to describe Tu-Scart, the Beater created by the Yuuzhan Vong to destroy structures that are in the path of the Yuuzhan Vong army. *Note that the Balance Point claims that Tu-Scart is the Biter*. (WOTC)

Slithian

this sibilant language was the native tongue of the Slith race. (PH)

Sliven

this Tusken Raider was the leader of his tribe when he decided to adopt Tahiri Veila. Sliven himself had

been separated from his tribe several months earlier, after surviving a skirmish with a group of smugglers, and was taken in by Tahiri's parents, Tryst and Cassa. They tended to his wounds and restored him to health, despite the inherent cultural differences between humans and Tusken Raiders. While in their care, Sliven learned the Basic language, and became fond of Tahiri. The compassion of Tryst and Cassa made Sliven understand that their two peoples could live together, if only they were able to look beyond their ingrained fear and hatred of each other. To help rebuild his strength, and to help repay his debt, Sliven began to teach Tryst how to fight with a gaderffi. It was during one of their training sessions that Sliven's clan found him. They had been tracking him ever since the smuggler attack, and were surprised to find him in combat with a human. Believing him to be in trouble, the Tusken Raiders attacked and killed Tryst and Cassa with a swiftness that startled Sliven. Rather than abandoning Tahiri to the desert, Sliven demanded that she be taken into the tribe. However, he faced criticism from his tribe for the decision, especially from Vexa. He was forced to keep Tahiri's true parentage a complete secret from the girl, on penalty of death. Before leaving the farm behind, Sliven made a small pendant from a piece of mud, which he imprinted with the fingerprints of both Tryst and Cassa. The pendant he gave to Tahiri, although he could only tell her that the prints were from her parents. In order to learn the complete story of her parents, Tahiri would have to earn her place among the Tusken Raiders in a trial of adulthood. Sliven abided by the agreement, mainly because he loved the child and wanted her to grow up strong and free. Several years later, when Tionne came to Tatooine looking for Force-sensitive individuals, Sliven allowed Tahiri to travel to Yavin 4 in order to receive training as a Jedi. However, knowing that Tahiri would soon have to face her trial, Sliven made a deal with Tahiri. Tahiri had to return six months later and face the trials of a Tusken Raider youth. If Tahiri succeeded, then Tahiri would be allowed to learn of her true parentage. If she chose to remain on Yavin 4, she would be banished from the tribe forever. Sliven secretly hoped she would remain with the Jedi, although he admitted to himself that he didn't want to die. Tahiri surprised everyone, even Vexa, by returning to Tatooine and surviving her trial. Sliven gladly told her the truth about her parents, and was relieved when Tahiri felt no anger at him or the tribe for their deaths. He was also quietly happy when Tahiri made her decision to return to Yavin 4 and continue her training as a Jedi. As they parted, Sliven gave Tahiri a second pendant, this one with his own fingerprint, as a reminder of all three of her parents. Sliven passed away shortly after Tahiri returned at the Jedi *praxeum* on Yavin 4. (P, KB, FH1)

Sliverfish

this schooling fish was native to the planet Spira, and was the favored food of the Camray Eel. (SWJ1)

Slivilith

first encountered on the planet Arbra, this immense, avian predator was noted for its unusual body structure. Resembling a huge crab, the slivilith's body was wide and flat, with a pair of reptilian wings sprouting from its shoulders. The underside of the slivilith was dotted with thick tentacles, which it used in place of arms. The wings of this creature were blue across the top, and creamy-white below. The rest of the body was greenish-blue, with the belly being the same white as the underside of the wings. Most of the galaxy considered the slivilith a myth, a belief that was emphasized by the holo-series *The Voyages of the VSD Protector*. Supporting this belief was the fact that only four sightings of living sliviliths have been recorded since the era of the Freedon Nadd Uprisings. Xenobiologists agreed that the slivilith was not a creature that could have evolved on its own, however. Many believed that the ancient Arkanians created them, while others held that the Sith Lords were responsible. In reality, it was later discovered, the slivilith was one of the Yuuzhan Vong's earliest attempts to create a living ship that could travel faster than light, for use in obtaining information on nearby galaxies. The slivilith project was eventually abandoned, but not before many were released into the void. The Hoojibs managed to learn that the slivilith on Arbra had traveled through space for many years before landing on Arbra. This information, when re-analyzed many years later, pointed out the startling fact that the Yuuzhan Vong had been experimenting with inter-galactic travel for more than 4,000 years. (WOTC, ANT, SWDB, MC55)

S'lixike

this New Republic Naval officer was the Commander of the 32nd Cruiser Squadron. He scoffed at the Kalindean DeepSpace Fleet, despite the fact that they held their own against Imperial and Corporate Sector forces. (TSK)

Slizzik

this Barabel was part of the team assembled by Crutag the Taloron Hunter, during his attempt to recover the bounties on a group of Alliance agents. She and her husband joined Crutag's gang some three years before the Battle of Yavin. Slizzik and Slimego were intent on taking the rebels dead or alive, although Crutag wanted them alive to obtain a larger bounty. Slizzik was eventually captured by the Alliance agents and stranded on Trinta with Slimego. (DOE)

Sljee

a planet, the homeworld of the Sljee race. (CSA)

Sljee

this low, slab-shaped alien race was native to the planet Sljee. Their bodies were surrounded with a number of prehensile tentacles, and olfactory antennae projected from its upper surface. These aliens use their antennae to smell out other lifeforms, since they have no true eyes. They have not yet adapted well to the multitude of alien lifeforms in the galaxy, and humans particularly confound their sense of smell. Sljee moved about on a collection of short, stumpy legs. Most other races were unfamiliar with the Sljee, and often mistook them for some bizarre form of alien creature. (HSR, CSA, AE, WOTC)

Sljee

this was the native language of the Sljee race. (WOTC)

Sloane, Baruche

this Corporate Sector Authority Fleet Commander was in control of the starships which tried to wrestle the Kalinda System from the hands of the pro-Imperial forces and New Republic forces already in the system. Sloane led the battle group from the command ship *Enforce*. A tall, stern man with gray eyes and a grim expression, Sloane's loyalty to the CSA was unwavering. He commanded respect, and didn't appreciate failure. (TSK)

Sloat, Warren

this man served as a Judicial Official for the Old Republic, during the years leading up to the Clone Wars. Sloat presided over the trial of Ker-Zakk and Egome Fass, on the planet Coruscant, but was forced to call an extended recess when both aliens began fighting with each other. (HNN4)

Slochan

a lush plant native to Belsavis. It bears a sturdy fruit, which allows it to be packaged by droids, instead of humanoids. (COJ)

Sloke

this was one of the more common surnames used by the Duros people. Like all such names, Sloke was used only for official business, to indicate one individual from another when in the presense of non-Duros. The meaning of this name was unknown. (GCG)

Sloma

this was once of the many names given to Duros females. The meaning of this name was lost over time. (GCG)

Sloogarian

this was a race of diminutive, tadpole-shaped aliens. They lacked true limbs, using a group of extendable pseudopods to move about and grasp objects. As a race, Sloogarians were known to be pathetic liars, twisting the truth in order to gain an advantage. (T16)

Sloom, Regec

this smuggler was hiding from the Empire on Gelgelar when he first met Cev Malanx. They formed a quick friendship, and became smuggling partners. They plied the Outer Rim - based out of Betha II - until it became unpopular to do so, then fled for the Core Worlds after helping the New Republic locate Meres Ulcane. (SWJ8)

Sloor

this was a common name among members of the Dug race. (UANT)

Sloothberry

a fruit used to make wrinkle cream. (COJ)

Sloppet

an obnoxious Rylothian vermin. (JTH)

Slork

a bad-smelling bird native to Corellia. (TFE)

Slork

this species of foul-smelling beast was native to the marshlands of Kidron. They were solitary scavengers which marked out their territories and defended them from others of their kind. They consumed just about anything, from garbage to carrion to industrial wastes, and fed ravenously when hungry. In general, though, slorks are harmless to other species. Because of their diet, slorks possess an intensely noxious scent, making them exempt from the food chain because no other predator could stand to get close to them. Slorks use their noses to sense their environment by "breathing" vibrations, and a slork with an injured nose was essentially blind to their environment. (COG)

Slorth

this is a type of slovenly creature which, although large in size, is fairly low on the evolutionary scale. (TBH)

Slosin, Mox

this man served Emperor Palpatine as one of his High Inquisitors, terrorizing the Lesser Plooriod Cluster during the height of the New Order. Slosin was known as one of the Empire's most sadistic and cruel individuals, rivalling High Inquisitor Tremayne in sheer reputation. Slosin spent much of his time searching out Alliance cells in the Lesser Plooriod Cluster, traveling in his *Trenchant*-class cruiser *Ironhand*, and controlling the Cluster from his palace on Urce. (AIR)

Slothar

this musical instrument was played by waving it in the air. (SWI67)

Slott

this alien was a former slicer who worked as a computer expert, during the early years of the New Republic. (GUN)

Slow Almost Menacing Smirk, The

this was the term used by Palleus Chuff to describe one of the many facial expressions used by Jedi Master Yoda. Chuff was a noted actor whose portrayal of Yoda in *Jedi!* made him famous across the galaxy. (YDR)

Slow Dancing Star

this song, written and played by Annadale Fayde, first appeared on the compilation *Darkness on the Land*. It was rated scarlet by the Imperial Board of Culture. (GG9)

Slssk

this Hutlarian was among the mercenaries and bounty hunters assembled by Beilert Valance to attack and destroy the Anglebay Station on Telos-4, in an act of revenge that the former Imperial stormtrooper carried out shortly after the Battle of Yavin. Slssk was a former gladiator who had survived many battles on Loovria before winning his freedom and becoming a mercenary. He later signed on with Valance, and served as the first mate aboard the *Kill Switch* for many years. (SWMW)

Sludbug

a slow-moving insect. (COJ)

Sludd

this treacherous alien served King Gokus as a general in the armed forces of the planet Alzar, during the early years of the New Order. Unknown to Gokus, it was General Sludd who convinced Prince Plooz to stow away on a freighter to the planet Sooma. (MDCAR)

Sludese

this was the spoken language of the Sludir, consisting of harsh-sounding vocalizations. No written form of the language existed, and any visual description of concepts was accomplished with base-six mathematics or intricate images. (UANT)

Sludge Panther

this feline predator was native to Talus, and was named for the fact that its primary hunting grounds were near swamps and other fetid locations. (GQRG)

Sludgenews

this term originated in the Corporate Sector, and referred to sensationalist journalism and the gathering of news on just about any controversial or inane subject. Much of it revolved around the exploits of holovid stars and sports figures, but also reported on women who claimed to be carrying Emperor Palaptine's children and on the fact the Darth Vader was still alive, just hiding out until he could return to reinstate the Empire. Much of it was blatantly false information meant to stir up more controversy, but the masses bought their newsfeeds with gusto. (SOA)

Sludir

a centaurian race native to the planet Sluudren, the Sludirs are a violent, military race with a history of warfare and combat. They have six short, muscular legs supporting a heavy body. Their upper torso has two arms, and their long skulls are marked by a large, tooth-filled mouth. Their skin is naturally thick and dense, providing them a natural armor that they take great pride in. They evolved a primitive, tribal society based on a complex feudal system containing several rigid castes. Each caste has its own codes and rituals, but primary among all of them is the honor of battle. To the Sludir, combat is the surest test of individual power. No Sludir has ever fled from battle. They also have an intense desire to further their families, and the securing of an heir is extremely important. However, the Sludirs' immense strength and unusual appearance made them prime targets for slavers and mercenaries. The Empire did nothing to assist the Sludir, declaring them a legitimate slave race. Thus, many Sludir found off Sluudren were either slaves or criminals until the Battle of Endor. With the demise of the Empire, the Sludir retook control of Sluudren and established a loose form of government made up from crimelords of varying degrees. Many Sludir who returned to their homeworld were dismayed to find this new government, and soon left the planet once again for a better life. (GG12, UANT)

Sludir Soap

this mushy substance was created by the Sludir to patch their natural, armor-like skin. (GG12)

Slug Beast

a large, brown creature native to the lower levels of the Kashyyyk forest ecosystem. Resembling little more than a large patch of slime, the slug beast hangs itself over tree branches and waits for its prey to stumble onto it. It then reacts by heaving its bulk upward, capturing its prey by wrapping itself around it. It then exudes digestive juices into the cavity it creates, dissolving its prey and then absorbing the nutrients. (DK)

Slug Named Grendel, The

a book written by Rogar Farnoster, about the doomed mission of the starship *Darkfire* to hunt down the legendary space slug Grendel. (SWSB)

Slugga

this female Gorph was the Queen of her people during the early years of the New Order. She was continually hoping that her son, Vork, would find a princess, but eventually tired of his procrastination. Queen Slugga captured the young Ewok Latara, hoping that Latara would marry her son. (ECAR)

Sluggins, Gad

this man was part of the team dispatched to Corellia to capture or kill the Jedi Master Eelysa and any other Jedi they found. Slug, as he was known to his comrades, was a member of the Peace Brigade who worked for Roxi Barl during the mission. They ran into Han and Leia Organa Solo at the medical facility that was treating Eelysa, and were forced to flee or be shot by the Solos. (REC)

Sluggo the Hutt

this was the pseudonym used by the founder of the jazz band Hutt. He was obviously not a Hutt. (GMS)

Slugland

this was a smuggler's nickname for Nal Hutta. (SWJ7)

Slug-rat

this foul creature is native to the planet Ruten. It resembles a rat in its initial appearance, but is completely hairless and has a long, slimy body. The slug-rat has four legs that move it quickly along, and its toothy bite is almost always rabid. They breed quickly, and have thwarted every attempt at extermination by the Ruten natives. The average length of a slug-rat is about one meter. (TSK)

Slug-rifle

an out-dated weapon that shoots a metal projectile at its target. (HSL)

Slugthrower

a small tool that can be used as a weapon. (DFR)

Sluis Control

the transportation monitoring center at the Sluis Van Shipyards. (HTTE)

Sluis Sector

area of New Republic control containing Sluis Van, Bpfassh, Dagobah, and the Praesitlyn communications station. (HTTE)

Sluis Van

this was the primary planet in the Sluis sector. The native Sluissi lived in habitation spheres that were placed at or near the surface of the planet, allowing them the ability to access the planet's resources. (HTTE, SWJ15)

Sluis Van Central

this space station, orbiting Sluis Van, was loyal to the New Republic. The primary duty of the space station was the protection of the Sluissi and the Sluis Van Shipyards. (HTTE, DFR)

Sluis Van Congregate

this was the name of the governing body of the planet Sluis Van. (SWJ2)

Sluis Van Outer Starfighter Base

this was the New Republic's primary starfighter base, located in orbit around Sluis Van during the early years of the New Republic. (DARK)

Sluis Van Shipyards

this orbital shipyard is controlled by the Sluissi. In a stationary orbit around Sluis Van, the shipyard is a long, multi-segmented station with a wide central tunnel. Each of sixteen modules contains starship repair facilities, along with living accommodations and shops. (HTTE, HTTEC)

Sluissese

this was the native language of the Sluissi people. (GMR10)

Sluissi

native to the planet Sluis Van, these creatures are humanoid from the waist up, but have snake-like tails below the waist. The Sluissi have long been supporters of the Republic, and have shared their technology

freely with other member planets. They are known as a plodding, methodical race which has an easy-going attitude and never seems to get excited. (HTTE, DFRSB)

Sluissi Wanderlust

this transport ship was pressed into passenger duty shortly before the Clone Wars, carrying refugees from Separatist worlds to Naboo. It was supposed to land at Kwilaan Starport, but was prevented from doing so immediately by a protest staged by local miners. The *Sluissi Wanderlust* was eventually cleared to land at Theed. (HNN5)

Slum Rat

this rodent, a relative of the womprat, was native to the planet Tatooine. (GQRG)

Slungerhound

this furry mammal, which stood about a half-meter in height, was purchased as a pet by those beings who needed more security. However, these creatures were banned as pets in many Core sectors when it was learned that they attacked their owners as often as they attacked intruders. (SWJ10)

Slurd-u pas pas min

this Snivvian phrase meant "I did not mean any insult." (HNN5)

Slurry Sea

this was the nickname used by the natives of the Moridebo District, on the planet Metellos, to describe the Ciuray Sea. (CCW)

Slusani Interstellar Pharmacologies

this medical corporation produced a variety of bandaging and sterilization products of Sluissi design, during the height of the Galactic Civil War. (FOP, GFT)

Slushtime

this was the term used by the Gamorreans to describe the spring season on their homeworld of Gamorr. It was named because the climate was usually rainy and dismal, and runoffs of melting snow turn the ground into muddy quagmires. It was during Slushtime that most of the fungi and mold grown on the planet begin to grow, taking hold in the damp ground and dank hollows. Most Gamorrean offspring are born during this season, and most Gamorrean weddings take place at the midpoint of slushtime. The end of slushtime, denoted by the gradual drying out of the mudflats, signals the beginning of wartime, and sparks the raiding of other villages. (SWJ14)

Sluuce Canyon

this relatively straight canyon was located just west of Mos Eisley, and provided travelers with easy access from the higher land of the Jundland Wastes. (IWS)

Sluudren

this rocky, Outer Rim world is the home planet of the Sludir race. (GG12)

Sly Moore

this bald, female being was Supreme Chancellor Palpatine's aide, during the last years of the Old Republic. A native of the planet Umbara, Sly Moore was rumored to have engineered the removal of Sei Taria from public office, thereby ensuring that she was named as Palpatine's aide. This was never proven, however, but that did not dispel other rumors about her possible hidden agenda. In reality, Sly Moore worked behind the scenes to ensure that Palpatine's plans were carried out, often making anonymous calls to Senators and groups to play on their emotions and loyalties. After the onset of the Clone Wars, Sly Moore was given a standing order from Chancellor Palpatine: no matter what his schedule, Palpatine could always be interrupted for a meeting with Anakin Skywalker. *Sly Moore was portrayed by Sandi Finley in Star Wars: Episode II - Attack of the Clones and Star Wars: Episode III - Revenge of the Sith.* (SWI53, SWDB, JT, SOJ)

Slyder

this Rodian bounty hunter nearly captured Kyle Katarn and Jan Ors aboard the *Star of Empire*, shortly before the Battle of Yavin. Slyder approached Governor Dol Donar II with the information on Jan's location and Kyle defection, and accompanied the Donars when they took off after Jan, Kyle, and the *Truly Sorry*. Before leaving the *Star of Empire*, Slyder managed to capture the droid A-Cee, and hoped that its memory banks would contain valuable information to sell to the Empire. When they activated the droid, however, it took notice of Nathan Donar's Imperial uniform and self-destructed. Slyder and the Donars were killed in the blast. (SFE)

Slyte

an alien race. (COJ)

Slyter, Talon

a native of the planet Draethos, this man was a noted expert in the martial art of *teras kasi*, during the years leading up to the Battle of Geonosis. (HNN5)

Slyther Bushforb

this Nuknog was living in the CoCo District of Coruscant during the years leading up to the Clone Wars. Slyther was a private investigator who had learned to keep his nose out business that wasn't specifically his or his client's. He was also a frequent patron of Dex's Diner. (HNN4, SWDB)

Slythmonger

this term was used to describe any beings who illegally sold prescription drugs or narcotics for a disbarred physician. (HNN4)

Slythor

this Squib was a major crimelord who worked from a base on Korad during the height of the Galactic Civil War. He considered himself the "High Exalted Ruler of Korad," a position few doubted because no one wanted to live on the junk-covered planet. He traveled about the planet on the Peeve, a pleasure craft created from a salvaged Imperial AT-AT walker. (OE)

Slzzk

this Hutlarian served as Valance's first mate. When the mercenary band attacked Telos-4, it was Slzzk who discovered Don-Wan Kihotay and learned of Luke Skywalker's part in the destruction of the first Death Star. Believing him to be on the planet Aduba-3, Valance and his team set out to destroy Skywalker. After a brief firefight with the *Rabbit's Foot* in orbit around Aduba-3, Slzzk and the crew traveled to the planet's surface to search the downed ship for Alliance survivors. After Jimm the Starkiller Kid and Jaxxon arranged a stampede of banthas which killed most of Valance's ment, Slzzk was shot by Amaiza. (MC16)

Smad

this was a common name given to male Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Smada

a Hutt gangster, Smada used the planet D'vouran as his base. The small gang wars that erupted on the planet allowed him to take control and rise to power. Smada maintained a group of Gank Killers as bodyguards and enforcers, and once tried to recruit Mammon Hoole into his schemes. He hoped to use the Shi'ido as an assassin, and would do almost anything to acquire Hoole's services. The Shi'ido refused, and Smada then captured Tash and Zak Arranda in an effort to get Hoole's agreement. Still Hoole refused, although he did try to rescue the children. In a struggle near the Heart of D'vouran, Hoole managed to recover the children, while Smada fell into the pit and was consumed by the planet. (GOF1)

Sma'Da, Drawmas

this immense human was known for his ability to predict the outcome of the battles waged during the Galactic Civil War. Through his self-proclaimed Invisible and Ineluctable Casino, he offered the galaxy's

richest beings to wager on the outcome of the multitude of confrontations between the Alliance and the Empire. No battle was too small for Sma'Da, who became quite accurate in determining the odds for each side of the battle. He was too good, in the eyes of Emperor Palpatine, who put out a substantial bounty for Sma'Da's capture. In order to avoid being taken, Sma'Da remained in his own home, and only ventured out to the establishment of Salla C'airam, where weapons were not allowed. This didn't deter Zuckuss and 4-LOM, who installed a small power source in the droid's head which took the place of its primary motivator. This meant that the droid would be unable to move once it was removed, but it meant that Zuckuss would be able to get a working blaster inside C'airam's bar. The plan worked to perfection, as Sma'Da was completely unaware of his imminent capture. Zuckuss managed to capture Sma'Da, and obtained a second motivator for 4-Lom from C'airam, before turning in the man for the bounty. After being released from custody, Sma'Da accepted a bet from Manaroo. The wager was based on whether Dengar would survive the mission he and Boba Fett undertook, to discover the plans of Kuat of Kuat. Sma'Da had little faith in Dengar, and took the bet. In the end, Dengar survived, and Sma'Da was forced to pay them a handsome return on Manaroo's original bet. (HM)

Smak telia

this was the Huttese word for "snack." (GMR5)

Smalyun

this man, a native of the planet Aargau, served as a Captain for Bank of Aargau Security, Limited, during the height of the New Order. He eventually replaced Captain Ryyts, although his new subordinates failed to find a way to respect him. He was continually making excuses for his own actions and miseducation, covering up by asking his officers to brief him on "the latest technology." (PH)

S'man, H.

an Alliance Commander working on the *Independence*, he was almost seven feet tall and weighed almost 300 pounds. His size helped him gain a measure of control over the young starfighter pilot recruits that made their way to the *Independence*, such as Keyan Farlander. (XW)

Smarck

this wilderness planet was the home of Black Sun's operations, during the era of the New Republic followed the death of Grand Admiral Thrawn. (CE2)

Smart Blanket

a blanket which has special sensors and circuits which allow it to monitor the user's body temperature and the surrounding conditions to adjust the blanket's ability to heat and protect the user. (CS)

Smarteel

Cabrool Nuum had a base here, before Jabba the Hutt killed him. (JTH)

Smartfuse

this is a type of detonation fuse that can be programmed to go off after certain criteria are met. The most common is a time delay of up to two months from activation. The fuse can also be set off by temperature, moisture, or pressure changes. (CRO)

Smartrope

a strong cord tipped with a heat-seeking device, it is very useful for ensnaring prey or an opponent. Boba Fett's Mandalorian armor has at least one installed, which he used to try and hold Luke during Luke's escape from Jabba the Hutt and the Pit of Carkoon. (ROTJ, HTTE)

Smartvac

this was a generic term used to describe a specialized vacuum-cleaning droid developed during the last decades of the Old Republic. (YDR)

Smarx, Plo

this Doctor was in charge of Hydrospeare Corporation's Design Team Beta, until he was imprisoned for sedition and espionage by the Empire. (AIR)

Smashball

this sport was popularized during the last century of the Old Republic, and continued to maintain a large following during the New Order and into the era of the New Republic. It involved 25 players wearing skates, all of whom carried thick mallets that were used to strike the ball and sent it toward a goal. (COJ, HNN4, GMR1)

Smashbone Fever

this disease caused the ligaments in a being's body to tear violently, literally smashing the bones when they ruptured. The disease was believed to be caused by a microorganism that was neither bacteria nor virus, and was considered about fifty percent fatal even when treated with muscle relaxants. Although there was no known cure for smashbone fever, it sometimes went into remission, only to reappear later in life. (MJH)

Smasher

developed by Locris Syndicates, this was a form of personal protection armor made for private security forces. Modified versions were also used by bounty hunters. (GUN)

Smath, Sodilayno

an employee of TransGalMeg Industries, this small, dark-skinned human operated the souvenir shop located in Narg Starport. Smath was rude and loud, but he didn't make his living selling trinkets. Instead, he was the primary source of information and black market goods at the starport, and the bluster he expresses is more of a cover. Despite his high prices, Smath's information was quite often reliable. (TA)

Smazzo

this type music, punctuated by its percussion, was popular during the last decades of the Old Republic. (SHPT)

Smebba Dunk

this Hutt was in command of the Clan Council, at the point when the Empire first took control of Nar Shaddaa's Corellian Sector. (SWJ7)

Smeberellich

a Twi'lek deity. (JTH)

Smeel, Jenn

this Imperial Army Colonel took the place of Crix Madine, after Madine defected to join the Alliance. (SWJ5)

Smeeleeya

this was the Huttese verb for "to smile." (GMR5)

Smekt

this female Noghri worked as a clerk for Hyperspeed Express at their base on Wayland, during the years following the death of Grand Admiral Thrawn. She was a very demanding representative, and was always suspicious of Imperial spies trying to break into company records. When Dal Konur arrived on Wayland to search for a lightsaber, he used the Force to cloud Smekt's mind, making her believe he was actually the Jedi Knight Streen. He then arranged for several shipments to be transported to Bilbringi, where he planned to steal a ship and travel to Bastion. (WOA29)

Smelly Saint

a smuggling ship known to run illegal copies of agricultural droids in the Kimm Systems. It is a light stock freighter, not capable of long hauls. (COJ)

Smethwile, Chalden

this Imperial Lieutenant serves as a customs inspector at the spaceport on Kelada, during the height of the Galactic Civil War. A tall, gaunt man who was overly insulting to the independent spacers he detained, Smethwile often overlooked spacing infractions while berating a freighter's crew. (SWJ5)

Smiff, Relan

this man was a noted herpetologist who investigated the evolution of giant, fanned rawls on the planet Naboo, during the height of the Galactic Civil War. (SWGAL)

Smiler

any individual affected by the herb savorium. They were described as the only truly contented individuals in the galaxy. A smiler is characterized by a totally accommodating nature, and would do anything for anyone. For this reason, they were prime targets for slave labor, since they would work until they were exhausted and worked for free. (DRO)

Smileredon-Verdont

known as Smiley, this annoying Squib had a vastly enlarged view of his position in life. Despite the fact that he was traded at age seven for a mining borelifter, and spent much of his life as a drifter in the Minos Cluster, he would gladly tell you that he was raised on the Wholesale and trained in the Mystic Martial Arts of Squib Combats and Transactions. He was briefly employed on a freighter in the Minos Cluster, and claimed that he and his partner tamed with wild forests of Yelsain by themselves. (HR)

Smiley

a nickname used to describe Klorr Vilia, after he had become affected by his own creation, savorium. He was kept impounded by Master Zorneth, who was one of the few who knew the secret of savorium because he was present when Vilia first ingested savorium. Smiley was kidnapped by the Dictator-Forever Craw, who wanted to have the secret of savorium for his own evil uses. Smiley was rescued by R2-D2 and C-3PO, with the help of Shay and the Revoltists, but later perished when Zorneth's starship self-destructed while under attack by Craw's forces. (DRO)

Smiley

this was the name used by Mace Windu to describe Nick Rostu, before they were properly introduced. (SHPT)

Smith, Gideon

this boisterous, independent prospector spent much of his career working the Sil'Lume Asteroid Belt. He and his partner, Sidney Shortfang, took a great deal of work with the Tredway family on 24 Tredway. When they learned that Erling Tredway had been captured by Imperial Governor Parnell and imprisoned on Tol Ado, shortly after the Battle of Yavin, they enlisted the help of Luke Skywalker in rescuing him. They learned that Erling's sister, Dena, had been sent to 24 Tredway to convince Erling to stop his rebellious activity in the Belt, but found Dena had been injured in Parnell's attack on 24 Tredway. They brought Dean to Ire Eleazari, then returned to Tol Ado to rescue Erling. However, in their initial flight from the Deathblock, Gideon was bounced from their boss-buggy while they were being chased by Imperial forces. Gideon went down shooting, but was quickly cut down by Imperial stormtroopers. His death meant a great deal to Luke, and he sadly remembered Gideon's contributions when he returned to Yavin 4. (JH)

Smitken

this man was the Port Import Inspector at the Drepplin starport, during the early years of the New Republic. (POC)

Smoke Demon

summoned from the very essence of The Force, this creature existed as a deadly plume of smoke until it could feed on living tissue. When it captured a living being, the smoke demon first paralyzed it, then insinuated its smoky form into the physical body of its prey. The smoke demon then sucked every bit of living essence from the body, leaving nothing behind. As it fed, the smoke demon became more substantial. As it grew stronger, the only way to kill a smoke demon was with the Force itself. When a smoke demon died, the souls of its victims - which had been trapped inside it - were finally freed. (LTA1)

Smoke Moth

this small, flying insect was once native to the planet Nal Hutta. (NEGV)

Smoke Screamer

this combination sonic screecher and smoke bomb was often used by Puggles Trodd. When detonated, the smoke screamer gives off thick, black clouds of smoke along with an ear-piercing wail. (TM)

Smoking Blaster

this smuggling ship was once employed by Nilya Fek'ra to transport security droid logic matrices to the rebels on Cotellier, during the Galactic Civil War. The ship's computer memory also held information on Yosger's operations, which resulted in Yosger's pirates attacking and waylaying the ship en route to Cotellier. The *Smoking Blaster* was a modified Loronar medium transport ship, measuring 75 meters in length and armed with four twin laser cannons. The ship had been in service for 50 years prior to the Battle of Endor, although its owners were heavily in debt to Yosger for the ship. (GMH)

Smoking Jets

a pre-fab bar and grill on Spaceport Row in Plawal. Like most of its kind, the Smoking Jets was build from 3 pre-fab cubes linked together in a line, with the connecting walls knocked out. (COJ)

Smoky Crystal

another name for Spook Crystals. (POT)

Smoky Dreams

Bria Lavval sang this song with Umjing Baab and his Swinging Trio aboard the Queen of Empire. (RD)

Smoo

this was one of the many Twi'leki clans which were native to the planet Ryloth. In the Twi'leki language, the clan's name meant "blessed". (GCG)

Smoor

this plant is often used by terraformers as a food source. It grows in harsh climates. (POT)

Smootie

this elderly, alien criminal was incarcerated at the Oovo IV prison facility during the years leading up to the Battle of Naboo. Smootie was once good friends with Jango Fett, and served as Fett's primary source of inside information for many years. Smootie later provided Fett with information on the Bando Gora cult, when Fett returned to Oovo IV to break Bendix Fust out of prison. He related the story of another bounty hunter who had tried to locate the Bando Gora, but returned in a state of shaking fear and without any memory of where he had gone. (BH)

Smoppy

a putty-like substance used by the Twi-leki. (JTH)

Smotl

this alien race was characterized by its blue-green skin. (APS)

SM-series Droid

this form of automaton was developed by the New Republic and used as scavengers at battle sites. As directed by Operation Flotsam and the Historic Battle Site Preservation Act, these droids were used to recover any physical evidence from a battle site, for investigation by the New Republic Intelligence agency, prior to release for public viewing. These droids were often accompanied by DA-series analysis droids. (CTD)

Smugglers' Alliance

in the years following Grand Admiral Thrawn's defeat, the tenuous collaboration between the galaxy's best smugglers was consolidated into a formal alliance which agreed to assist the New Republic in any way possible. Mara Jade served as the liaison between the Republic and the Alliance for many years, before marrying Luke Skywalker and training at the Jedi *praxeum* on Yavin 4. During the Yuuzhan Vong invasion of the galaxy, the Smugglers' Alliance maintained a low profile, as many of its members turned to more legitimate activities such as running supplies and weapons to worlds that had been ravaged by the

alien invaders. With the surrender of the Yuuzhan Vong at Coruscant some five years after the invasion began, the leaders of the Smugglers' Alliance decide that it was time to disband the alliance. Many of the goods they had been providing to the galaxy - chief among them the various forms of spice - had been in short supply during the war, and most beings had been forced to confront their addictions and overcome them. This meant that there was a very small market for these illegal goods. Thus, the members of the alliance set off to help the galaxy rebuild itself. (COTF, UF)

Smuggler's Confederation

this loose alliance was formed in the Cularin System, shortly before the Battle of Naboo. They were the chief rivals to the power of Riboga the Hutt, having organized themselves into a loose guild in order to gain a measure of respect and power in the system. Over time, Riboga made a deal with the Confederation which brought the organization into Riboga's operations. The day-to-day operations of the Confederacy were unchanged, and many smugglers actually welcomed the leadership Riboga brought to the group. (LFC)

Smuggler's Fade

this was the name used by smugglers to describe an evasion tactic in which a wanted individual was cornered in a room or building, but hid behind a false wall or inside a compartment, thereby "fading" into the background and avoiding notice. (TG)

Smuggler's Hideaway

a bar and restaurant located on Nar Shaddaa. (THG)

Smuggler's Kit

this small, black-box device is attached to a starship's hyperdrive and identification transponder. It changes the starship's identification codes and registry information each time the ship jumps into hyperspace. (SOL)

Smuggler's Pie

this meal, which is basically a careful combination of left-overs, derived from the basic smuggler's dinner which consisted of whatever was available when the smuggler was hungry. (TNR)

Smuggler's Rest

this tavern is located on Nar Shaddaa. It has rooms available for rent, and is generally described as sleazy. Bria Tharen stayed here, while planning the Alliance's attack on Ylesia. (RD)

Smuggler's Reverse

a starship maneuver in which a ship under attack suddenly stops and swings around 180 degrees to face its attackers. (VOF)

Smuggler's Run

this collection of asteroids was once controlled by the Hutts. It served as a base of operations for many smugglers who couldn't afford the relative luxury of havens like Nar Shaddaa. The Smuggler's Run has been in use for several centuries, and has remained unchecked due to its hazardous entrance through the asteroids. Several asteroids have been hollowed out or riddled with caverns to support life, and have been nicknamed Skips. The Skips were numbered in the order in which they were inhabited. A few minor crimelords developed personal empires within certain asteroids, but their influence rarely extended beyond a single rock. After the deaths of Jabba the Hutt and Emperor Palpatine, the Run became freed of Hutt control and began to operate on its own. During this time, the failed Jedi Dolph found an ally in the crimelord Nandreeson, and together they began shipping Dolph's rigged droids through the Run to points on Coruscant and other New Republic worlds. Many smugglers took jobs working for Nandreeson and Dolph, but many of them suddenly disappeared when they got too involved. (TNR)

Smuggler's Scuttlebutt

this galaxy-wide newsnet sprang up during the New Order, and was created to provide smugglers and independent spacers with relevant information on various sectors of the galaxy. Rather than provide

information on legitimate spacing opportunities, the *Smuggler's Scuttlebutt* detailed the current underworld situation in a given location. (FBS)

Smugglers' Strip

this chain of mountains ran down the center of Elrood's largest continent, separating Elrooden from Dinbar. Originally founded by Lud Chud as an isolated landing strip, this area was allowed to remain operative by Elrood Starport Command only through Lud Chud's careful management. Only a few ships were allowed to land at the Smugglers' Strip each day, in order to maintain traffic through the main starport. (PG3)

Smuggling Guilds

the unofficial title used by the various groups who are running smuggling operations from Nar Shaddaa. (DE1)

Smuggling Interdiction Division

this was a branch of the Corellian Defense Force, charged with monitoring and apprehending smugglers who used Corellia as their base. Corran Horn joined this division after his mother, Nyché, was killed in a speeder accident. It was during this time that he first met Iella Wessiri. (NEGC)

Smythers

this Imperial Lieutenant served under Captain Alijah Orr in the Mestra System. He constantly hounded and bullied Renea Luies, especially after Orr began his personal against smugglers. Smythers hoped to get promoted by quickly and energetically carrying out Orr's orders. He tried to catch Shamus Falconi smuggling weapons, but was unable to do so successfully. (SWJ9)

Snack Beetle

this form of beetle was bred by the Yuuzhan Vong as a source of food. (UF)

Snackquarium

this device was developed by the Hutts, and served as a living environment for the aquatic creatures they loved to snack on. (TPS)

Snagel

a member of the Imperial Select Committee. (ROC)

Snaggeltooth

this was the nickname under which the Snivvian Zutton worked as a bounty hunter. (SWJ11)

Snaggletooth

a derogatory name given to the Snivian race. (SW)

Snaggmakh

this was a common male name among the Gamorrean people. Like most Gamorrean names, it was essentially gibberish that indicated what a Gamorrean would do if you made him angry. (GCG)

Snake-Eyes

Scarlet Bloodhawk's Ky'lessan second-in-command. He turns her and her Alliance friends over to the Empire for a nominal fee. (RPG)

Snakes' Den

this starport area, located on the planet Camden, was named for the fact that the starport served as a crossroads for the trade of the Outer Rim's fringe society. (CRO)

Snap Baton

this weapon appears to be a short, stocky cylinder when not in use. However, it can be snapped open with a flick of the wrist, extending the shaft into a meter-long club. The snap baton was used by law enforcement agencies which were limited in their use of laser weapons. (ROE)

Snap Bug

related to the blast bug used by the Yuuzhan Vong, the snap bug was a much smaller creature, although it exploded in much the same way as a blast bug did. Instead of causing physical damage, however, snap bugs produced a blinding flash of light which disoriented an individual long enough for a Yuuzhan Vong warrior to launch and attack. In low light situations, snap bugs could also provide a spark of illumination. (GMR8)

Snapit, Torr

this ancient, gray-skinned man was a scout for the Jedi Knights, searching the galaxy for Force-sensitive individuals in preparation for the struggle against the Brotherhood of Darkness. It was Snapit who discovered Tomcat and Bug on the planet Somov Rit, and he arranged for the the children to be transferred to Ruusan. Upon arrival, however, their ship was set upon by Sith starfighters, and only Snapit, Bug, and Tomcat survived the crash-landing. The youths were impatient with Snapit's lack of action, and were amazed when the elderly Jedi did not draw his own lightsaber in a struggle against a team of Sith scouts. Nevertheless, Snapit managed to defeat the Sith, and believed that he had finally taught the boys a lesson. As they fled the Sith warriors, Snapit was forced to sacrifice himself to save the boys. After the boys crossed a narrow bridge, Snapit lured the Sith onto the bridge before cleaving it in two with his lightsaber. Snapit and the Sith fell to their deaths. Tomcat tried to find Snapit, but only to take his lightsaber. (JVS)

Snaplaunce

this local policeman was a large, eight-foot-tall Ithorian which had relocated to the planet Nam Chorios. Snaplaunce worked with the human Grupp in maintaining the peace of Hweg Shul. He believed that Beldorion was nothing but a Hutt crime-boss. It was Grupp and Snaplaunce that intercepted Luke Skywalker and removed him from the rocks and spears of the Oldtimers that attacked him near Taselda's house. Snaplaunce provided Luke with information on Callista's travels through the city. (POT)

Snapping Septiod

this bar was located on Vos Gesal Street, in Coruscant's Uscru District, next door to the Outlander Club. (SWDB)

Snapping Septoid

this arcade was located in the Uscru District of Coruscant, during the last decades of the Old Republic. (HNN5)

SnapShoot

this was the brand name of Greff-Timms Industrial's DT3 quick-draw pulse-wave blaster. (TOJC)

Snark

this was a swear word used by the human inhabitants of the planet Ord Mantell and several other planets. (ROP, REL)

Snart

this was a creature known for its slimy coating. (T7)

Snayd

this Bothan served as Admiral Traest Kre'fey's chief aide aboard the *Ralroost*, during the years of the New Republic's struggle against the Yuuzhan Vong. (Y, DW)

SNDF-12

this navigation and direction finding device was produced by Celextrian during the height of the Galactic Civil War. Known as a NavDif, the SNDF-12 could communicate with orbital satellites, triangulating the position of its user in seconds. (GFT)

Sne

this given name was commonly given to female human children throughout the galaxy. (GCG)

Snedarl Electronics

this contractor developed a number of electronic equipment systems for the Empire. (FOP)

Snee

this was the name given to the native language of the Sneevel people. (ANT)

Sneel, Jarred

this man, a native of the Corellian System, was a noted droid rights protester during the height of the New Order. Not much was known about Sneel, except for the fact that he was obsessed with automata of every kind and the preservation of their rights. He was also the leader of the fanatical group known as the Mechanical Liberation Front. Many law enforcement agencies believed that Sneel and the MLF were actually front groups for Black Sun, but this was never proven. (FTD)

Sneerzick, Xalto

this human was the son of a brilliant droid designer. His early years were filled with loneliness broken only by the company of droids, which Xalto came to love as his real family. As he grew, Xalto started to believe that all droids were at least somewhat sentient, and deserved to be treated as equals to organic lifeforms. Xalto's education followed his father's footsteps, and he became a genius in droid mechanics. His behavior turned fanatical and irrational in his later years, and a tattoo of a cog and a lightning bolt on his right hand signifies his complete devotion to freeing all droids throughout the galaxy. He founded the Droid Abolitionist Movement, and a small team of confederates gathered around him, including Babalabbet Swoont, Zoonia Tantra, and a blue droid known as G-3PO. A loud and fiery speaker, Xalto was highly charismatic. When he discovered that Cosmohaul Shipping was transporting large numbers of droids, he and his followers began pirating Cosmohaul ships. He and his team infiltrated Cosmohaul's crew pool, and managed to gain access to the *Argent Lady* and its cargo of R5 droids. Xalto added his "emancipation virus" to the droids, and hoped to set them free. However, his droids' programming caused the droids to rebel even against him. His group on the *Argent Lady* was tracked and killed by the R5 droids before a group of freelance mercenaries could stop them. (SWJ9)

Sneeve

this planet, located in the Kastolar Sector of the Expansion Region, was the homeworld of the Sneevel race. Sneeve was one of the first ten planets to join the Refugee Resettlement Coalition, shortly before the Clone Wars. *Note that the galaxy map inside Star Wars Insider, issue 65, places Sneeve in the Mid Rim, between Tholatin and Chalacta.* (IWE1, HNN5, SWI65)

Sneevel

an alien race, the Sneevel were native to the planet Sneeve. Roughly humanoid in stature, Sneevels stood nearly two meters tall and had a square jaw set below an upturned nose. They were first discovered by Duros explorers some 14,000 years before the Battle of Endor, and had already achieved a high level of technology at that time. After being given the gift of hyperdrive technology by Duros and human spacers, the Sneevels began exploring the galaxy for themselves. They were known as excellent scouts and explorers. (IG1, IWE1, ANT)

Sneeze

this unpredictable young man was a member of the Friends of Paran resistance group on Derilyn, during the height of the Galactic Civil War. He considered himself a soldier and all-around trouble-maker, and claimed to be able to smell Imperial forces a mile away. Sneeze and Kailage Lanis were good friends, although both were captured by Imperial forces during the Alliance's attempt to expose Operation: Elrood. (OE)

Snerp

this was a slang term used on the planet Corellia, as a derogatory way of describing another person. (MC100)

Snic 2-4-2

this repulsor-equipped droid was designed to move small cargoes from place to place. Two large

grasping arms were mounted to the front, and a pair of smaller manipulator arms was located on each side. (BTRKS29)

Sniffer

one of Leia Organa-Solo's bodyguards, he was given the nickname Sniffer because his job was to precede Leia wherever she went. He carried a backpack filled with various electrical and chemical sensors to detect threats to Leia before she encountered them. (BTS)

Sniffer

a BlasTech weapons detector consisting of a cube-shaped, handheld scanner. (CSA)

Snig

this beverage could be served cold or boiled, depending on the drinker's tastes. (SWJ11)

Snigvine

this thorned, creeping plant is a third-generation variety used on terraformed worlds. It is a hardy plant with a dense root structure that helps anchor the soil. (POT)

Snil, Tarrant

this customs officer worked in the city of Lay Pa-Sidian, on the planet G'wenee. Snil was targetted by Grappa the Hutt for weaseling out of a bribe the crimelord had paid him, stealing from him, and generally interfering with Grappa's business. After Zee Ethda failed to capture him, Grappa sent Kil Kenix, unaware that Kenix was really Kir Kanos. Kenix quickly dispatched Snil's bodyguards, and easily took Snil into custody. Snil was then transported to Genon, and was given to the Zanibar for one of their blood-sacrifices. (CE2)

Snillik

a thick liquor that Lando often orders when a sabacc match requires alcoholic consumption. He chooses snillik because it tastes awful, so he must sip it slowly. It is produced somewhere in the Core Systems. (LCF)

Sniper

this was the name of an Imperial attack craft developed in the wake of the Battle of Endor. A cross between a swoop and an airspeeder, the Sniper was a fast, maneuverable repulsorcraft that was protected by heavy armor and armed with a twin blaster cannon, a twin medium blaster cannon, and a concussion missile launcher. These curve-winged vehicles could attain speeds of 600 kilometers an hour, mainly because the designers fitted an immense ion afterburner just behind the cockpit. This enhanced drive system gave the Sniper a characteristic whine whenever it flew into battle. (SWG2)

Sniquux

this Rodian was one of the mercenaries employed by Jabba the Hutt to infiltrate Ylesia just prior to the Alliance's assault on the planet. Sniquux was sent to Colony Nine to make sure that the t'landa Til working to get the colony operational never succeeded. Just before the Battle of Ylesia, Sniquux laid several traps of monofilament wire and portable speakers. From the speakers, he sounded the call of a thota, and stampeded the t'landa Til. The huge beasts panicked, running into the monofilament fibers and shredding themselves to ribbons. (RD)

Snit

Droopy McCool's "real" name, Snit was actually the given to the Kitonak by the beings who enslaved him as a youth. He resented the name Snit, but his actual name - a whistled sequence of notes - was unpronounceable in Basic. When Sy Snootles decided to call him Droopy McCool, Snit gladly shed his slave-name, although he maintained a deep connection to his birthname. (TJP, SWI67)

Snitch

this was a nickname, used in the spaceport town of Mos Eisley to describe Garindan. (CHRN)

Snitchly Gritch

this was the codename of a criminal informant who had a number of contacts within the Black Sun organization, during the last decades of the Old Republic. (WOTC)

Snit-spore

a snack food favored by the Squib, Mace Windu. (SWJ11)

Snitworm

a noxious slug. (JTH)

Snivas, Jerik

a native of Lianna, this greasy-haired man served as an investigator for the Imperial Office of Criminal Investigations for many years. His successes, both in the field and in the bureaucracy, earned him a posting as an officer in the Kwenn Station IOCI facility. However, several shady deals caught up with him, and he quit the IOCI in order to avoid being investigated himself. He remained on Kwenn Station, brokering information to the highest bidder. He also expedited the postings of bounties, matching them to specific hunters in order to minimize the paperwork a hunter was required to do in order to take on a bounty. It was later learned that Snivas had been working for Tern Ashandrik, sending less-qualified hunters to Seregar in order to help maintain Ashandrik's freedom. (ND)

Snivgold

this was an Ansionian swear word, used to describe another individual in a rude way. (APS)

Snivgold

this was an Ansionian swear word, used to describe another individual. (APS)

Snivvian

an alien race native to the planet Cadomai, the Snivvians are short-statured humanoids with protruding lower jaws studded with short fangs and tusks. Their toothy maws have earned them the nickname "Snaggletooth." Their physiology is indicative of their environment, although it is somewhat unusual. The harsh, frigid conditions on Cadomai have given them thick skin instead of heavy fur. This skin is formed of special membranes that open and close pores to regulate heat loss, in response to temperature differences. Snivvians don't sweat, since their skin doesn't exude moisture. They also don't suffer from frostbite. The adaptations of the Snivvians to their environment makes them excellent scouts and trackers. They have evolved a high level of genetic technology, a result of their intense desire to breed out undesirable characteristics. The Snivvian biology produces two offspring at every birth. Normally, the birth results in one male and one female child. However, a flaw in their genetics - the so-called Blood Code - produces twin males once every several million births. Only 200 such births have been recorded in Snivvian history, but all have led to trouble. The flaw reveals itself in one of the male twins, and usually causes the male to become emotionally unstable. It mutates the male throughout his lifetime, resulting in an sociopathic individual capable of destroying Snivvian civilization. Thus, the Snivvians strove to discover the possibility of twin males and what causes one male to be flawed. However, this genetic technology has given them a false sense of security, and their strength as a race led them to become enslaved by the Thalassians several centuries before the Galactic Civil War. They were rescued by the Old Republic, which helped introduce them to hyperspace travel. This continued travel through hyperspace has somehow caused genetic changes in the Snivvians, and the possibility of male twins is on the rise. As a race, they have begun to recede, desperately trying to prevent the birth of unstable male twins. Rumors of a Snivvian destroyer began to circulate just before the Yuuzhan Vong invaded the galaxy, and many Snivvians feared that this evil being had allied itself with the Yuuzhan Vong. (GG12, CCG7, UANT)

Snivvian

this was the native language of the Snivvian race. (HNN5)

Sno

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "curious"

or "quick", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Snogar

this species of creatures inhabit the ice world of Ota, where they were constantly repairing their heating machines to stay warm. These shaggy humanoids are a primitive race that have devolved from a highly-technological race. These ancient ancestors are known among the Snogars as the Old Ones, and supposedly developed the heating machines. The Snogars barely survived life on Ota. Sometime following the Battle of Yavin, they were able to capture Luke Skywalker and Boba Fett, and demanded that the two fix their machinery. The two escaped, but returned to the Snogar city to rescue Han Solo. In the ensuing battle, the Mole appeared and pinned Fett to a wall with a magnet while the others escaped from the Snogars. (CSWEA, EGC)

Snogrutt

this Gamorrean developed the large, ultrasonically-enhanced axes used by Jabba the Hutt's guards. (CCG7)

Snoigit

this was a swear word used by the Talz. (SWEIA)

Snoopscoot

this was fighter pilot slang for any reconnaissance craft, such as the Incom T-65R, designed to get in and out of a system to collect data without being discovered. (IR)

Snoova

this infamous bounty hunter was a Wookiee. He learned the trade while he was indentured to Asteria, but eventually earned his freedom. Snoova kept the fur on top of his head cut in a spacer's flat-top, with the hair on the sides and back of his head pulled into a long ponytail. Snoova was captured by the Twi'leki crimelord Lonay, as part of Prince Xizor's plans to capture Luke Skywalker and discredit Darth Vader. Chewbacca pretended to be Snoova when he and Leia Organa infiltrated Coruscant to meet with Prince Xizor. (SE)

Snopps III, Regenal Hanniper

this man was the youngest son of Zafiel Snopps, but was nothing like his father. Regenal failed to gain entry to the Imperial Academy, despite some string-pulling by his father, and he lacked the focus needed to be a true officer. He believed himself to be the most important person in the galaxy, and was known to be paranoid about his delusions of grandeur. He spent much of his time trying to entertain himself, often gambling on luxurious worlds like Spira, threatening to call in his father's Imperial forces whenever things didn't go his way, in order to reassure himself of his own importance. (SWJ1)

Snopps, Zafiel

this Imperial governor once presided over the Corluag House of Citizens, ensuring that the planet remained under Imperial control during the height of the New Order. Before this, Snopps was a Senator to the Old Republic. During the Clone Wars, Snopps was elected to the position of Governor, and barely survived a Separatist attack on the Legislative Hall in Curamelle. At the height of the New Order, Governor Snopps was second only to Moff Jamson Caglio in controlling the Bormea Sector of the galaxy. (SESB, SWJ1, SWJ7, SWJ12, WOTC, GCG)

Snorbal

this species of large herbivore, distinguished by its split tusks, was native to the planet Lok. (ROD)

Snoruuk

this mobile mushroom was found in the forests of the planet Gamorr. They grew in rings of up to 30 individual plants, and each plant had a "foot" that it uses to cross the forest floor. The Gamorreans discovered that, if you have enough patience, the snoruuk could be herded like other creatures by tapping on their caps. The ring moved away from the vibration. The snoruuk was a staple food of the

Gamorreans, although the spores of the mushroom were known to cause fatigue and exhaustion if breathed by most other races. (SWJ10, GCG)

Snot Vampire

a derogatory term for the Anzat race of predators. (TJP)

Snow Demon

native to Toola, these flying predators have white talons, massive sharp teeth, and a purple tongue. Their long tails are covered with hair. Snow demons average 1.5 meters in length, with a wingspan of up to 3 meters. Like the Whiphids, snow demons prey on mastmots, which often brings the two species into competition. These creatures hunt in flocks, and fly with the use of wings combined with a methane-filled gas bladder in their digestive tract. (CPL, SWJ10)

Snow Demon

this race of heavily-furred, humanoid creatures was native to the planet Akuria Two. They hated the presence of the Empire on their planet, and allied themselves with Colonel Odan to fight back. The Imperial forces on Akuria Two hunted the Snow Demons like beasts, never realizing that they were sentient beings. Snow Demons were distinguished by their light-gray beards and the bony spines which grew along the centerline of their skulls. What made them unusual was their fur, which appeared to be gray or white, but allowed a Snow Demon to blend almost perfectly into the snowy environment of Akuria Two. (PZZ2, MCI4)

Snow Falcon

an extinct species of birds, snow falcons were once native to the planet Rhinnal. By the time of the New Republic, they could only be seen as images in the Holographic Zoo of Extinct Animals on Coruscant. (DA, CCW)

Snow Flyer

this was the name given to any landspeeder which was modified for use in arctic environments. (PZZ2)

Snow Hawks

a division of Imperial Cold Assault Stormtroopers. (SWSB)

Snow King

this ancient being was the sibling of the Sun King and his sisters, the Leaf Queen and the Flower Queen. According to the Ewoks of the Forest Moon of Endor, the Snow King was responsible for bringing winter to the moon. However, the Snow King was not satisfied with sharing the power of the seasons with his siblings, and often plotted with his mistress, Oodra, to take control of the weather. Sometime before the Battle of Endor, the Snow King planned to steal the Season Scepter used by his siblings to control the weather of the Forest Moon of Endor, in the hopes of using it to obtain the Sunstar from the Ewoks. However, the Leaf Queen learned of her brother's plan, and called upon the Ewoks and other creatures of the moon to help defeat him. (ECAR)

Snow Nara

a pleasure barge that operates on the ice-world of Toloran, the Snow Nara caters to those tourists who wish to go ice skiing, sightseeing, and ice dragon hunting. (DFRSB)

Snow Slug

this large, mollusk-like creature lived in the snowy crust of the planet Alzoc III. It captured prey by moving through the snow with its huge mouth wide open, swallowing anything which it could find. (EGP)

Snow Snake

a vicious creature found on the planet Ota, snow snakes are covered in a deep indigo fur and have pointed snouts filled with sharp teeth. (CSWEA)

Snow Stork

a species of large, white-plumed bird native to Berea. (TBSB)

Snowat

this was one of the most common male names used by members of the Ithorian race. Although most Ithorian names were not used for a specific meaning, historians found that this name meant "mountain". (GCG)

Snowball

this was the name of Bnugor's pet snuzzleguff. (SWJ11)

Snow-borer

a this specialized repulsor-craft was used dig through ice and snow to form tunnels. Mining operations and explorers used them to reach solid ground beneath the surface of icy worlds. (MOC)

Snowcat

see Edan Tiger (IAG)

Snowflake Base

this was the name used by Jonox Forb to describe the base he established on Hoth for his smuggling operation. (PH)

Snow-flier

this was a modified form of airspeeder, adapted for use in the extreme cold of the planet Csilla. They resembled floating, vertical disks that sat on four spindly legs when on the ground. These craft could be equipped with blaster cannons for use by military and police units. (FH2)

Snowman

this was a slang term used by the Alliance to describe an Imperial snowtrooper. (SWJ3)

Snowspeeder

converted Incom T-47 airspeeder used on Hoth by the Alliance as a low-altitude fightercraft. They had to be specially modified to operate in the extreme cold of Hoth's ecology, as well as to survive military duty. They are heavily shielded, and the standard cockpit has been replaced with a Y-wing cockpit pod. They are two-man ships, and have two heavy laser cannons (one on each wing) and a rear-mounted harpoon cannon. The modifications performed by the Alliance limited the T-47's ceiling to only 175 kilometers. (ESB, SWSB)

Snowtrooper

another name for an Imperial Cold Assault stormtrooper, this is a specially-trained stormtrooper who has been conditioned to work in extremely cold conditions. They have modified body armor which generates heat and recycles oxygen. (ESB, ISB)

Snow-wolf

this predator was native to the tiny mountain ranges found on the planet Kabaira. They were named for their stark, white fur. (SWJ7)

Snowwood

this unique, white-wooded tree was found in the underground caverns of the planet Csilla. The Chiss used specialized nurseries to grow these trees, and harvested them to create furniture and artworks. (FH2)

Snoygal, Paxtrell

this old man was a representative of Cosmohaul Shipping. He had spent the majority of his life plying the space lanes for the Old Republic, but has since seen better days. He lost most of his teeth, and his breath became very bad. He lost his left eye under unknown circumstances, but had it replaced with a jeweled sensor. Snoygal was directed by Felben Cuplatt to hire some freelance mercenaries to protect Cosmohaul transports. Snoygal provided the mercs with the *Argent Lady* from which to run their operation, which resulted in the discovery of Xalto Sneerzick's crew and their defeat. (SWJ9)

SNS-600

this device was known as a sound bubble. Produced by Paretaine Sonics, the SNS-600 generated a small field which sound could not penetrate. Incoming sound waves were dampened upon hitting the field, allowing the user inside to experience a modest level of peace and tranquility. (GFT)

Snubfighter

another name for an X- or Y-wing. (SW)

Snubship

another name for an X- or Y-wing. (SME)

Snufftalon

this huge Wookiee was employed as an enforcer by the owner of Shilley's, on Questal. (GCQ)

Snunb

this was a common female name given to Sullustan females. It meant "popular" in the Sullustan language. (GCG)

Snurf

a small parasite. (JTH)

Snuzzleguff

this round, furry creature resembled a fuzzy beachball. Snuzzleguffs were carnivorous, and injected their prey with a poison to immobilize it before eating it. Using their tiny wing-like arms, snuzzleguffs can also glide over short distances. (SWJ11)

Snyle, Sarchen

this meticulous Imperial customs agent worked at the Brentaal starport during the Galactic Civil War. He was secretly sympathetic to the Alliance, and often overlooked suspicious cargoes whenever they were bound for Alliance bases. He appeared as gruff and angry as any other customs officer, and made sure he badgered each starship captain with the same vigor, no matter what their allegiance. However, working in tandem with Morrina Reugus, Sarchen would make sure that Alliance starships in the port received a lighter scrutiny than other ships. (CRO)

So Leet

this Cerean was active in the politics of his homeworld, shortly before the Battle of Naboo. (SWRPG)

So Much for Tact

this song, written and played by the band Deeply Religious, first appeared on the compilation *Advanced Explosives Handbook*. It was banned by the Imperial Board of Culture. (GG9)

Soames

this young man served as a Lieutenant within the small band of rebels that opposed the Imperial occupation of Jabiim during the height of the Galactic Civil War. (SWESF)

Soammei

this Rodian clan is generally considered to have produced the first Inta'si'rin'na of the Rodian people, but was destroyed by other clans while defending its leadership claim centuries afterward. (SPG)

Soara Antana

this alien Jedi Knight was considered to be the best lightsaber combat teacher at the Jedi Temple on Coruscant, during the years following the Battle of Naboo. She was a sturdy being, well-muscled and ready for anything. When Soara and her Padawan, Darra Thel-Tanis, were dispatched to Radnor to ensure an orderly evacuation of the planet, they were separated when the Jedi Masters on the team - including Obi-Wan Kenobi, Siri Tachi, and Ry-Gaul - went into the city of Aubendo, while their apprentices - Anakin Skywalker, Ferus Olin, and Tru Veld - remained in Tacto. The Jedi were cornered in a canyon after discovering that the plague in Aubendo was dying out, and Soara's leg was injured before the

Padawans rescued the Masters. Later, Soara was part of the delegation that brought relief supplies to the failing world of Nuralee, along with Thel-Tanis. With the completion of this mission, the pair were attached to the team that was dispatched to Korriban to apprehend Granta Omega. In one of the final battles, Soara was devastated when Darra took several blaster bolts in the chest, as she leaped to protect Ferus. Darra eventually died of her wounds, and Master Soara returned to Coruscant with a heavy heart. (JQ1, JQ9, JQ10)

Soarer

a huge, winged alien native to Ammuud, these reptilian avians were also known as pterosaurs. They had long, sharp beaks and large claws. While they are severely limited in intelligence, they are still cunning predators who use speed and surprise to capture their prey. They are carnivorous, often feeding on grazers. (HSR)

Sobel Zeelesi

this male Rodian was a known arms smuggler during the years following the Battle of Naboo, and was wanted by the Republic Security Force for his part in the destruction of several RSF facilities. He was captured on the Outland Transit Station by Jango Fett and brought in for the bounty on his head. (BH)

Soboba

this was the Huttese word for the number fifteen (15). Note, however, that the Huttese counting system was based on a base-eight system. So, *soboba* indicated the number thirteen (13) in the Basic language. (GMR5)

Soboll

this platform city was established on the planet Cularin by the Old Republic, as a place to house the small military force which was dispatched to maintain the peace in the Cularin System during the era of the Battle of Naboo. Years later, after the Thaereian Military began to usurp control in the system, Soboll became a major base for the Thaereians. Just before the Clone Wars, when Operation False Horizon was launched by the Cularin Militia, Soboll provided the main fallback location for the defeated Thaereians. The Thaereians used multiple levels of shielding and security systems to protect their base on Soboll, hoping for reinforcements to arrive. (LFC, LFCW)

Sobrik

this was one of the manufacturing centers of the planet Balmorra, during the last decades of the Old Republic. (HNN5)

Socco

this world of barren, rocky wastes is the second planet in the Outlier System based around Sacor. (CTD)

Sochi

this planet was controlled by the Empire during the height of the New Order, and it served as a vacation world where Imperial officers, dignitaries, and soldiers could spend their holidays. A "retirement home" for stormtroopers, known as the Troopers' Rest, was also located on Sochi. (PM4)

Society for Self-Actualization

this quasi-religion replaced the *Il Madri* religion of the Ayrou, after the Ayrou first made contact with the Old Republic. (GMR9)

Society of the Black Bha'lir

this guild organization was made up of smugglers and pirates who had adopted the planet Socorro as their base of operations. They maintained a high standard and strict work ethics, and all members were required to adhere to them. The Society was also the primary members of the government on the planet Socorro, although leadership of the planet is divided among the four main tribes and other criminal organizations. The Society also maintained a presence in the Omman System, and was a bitter rival of the Hutts. *Note that Secrets of the Sisar Run indicates that this society is of Corellian - not Socorran - heritage.* (BSS, SSR)

Socker, Nap

this smelter was one of the colonists of the planet Nam Chorios. He was in business with Tinnin Droo. When Dzymand Seti Ashgad began inciting the Newcomers to revolt, Socker was badly burned when a Force storm suddenly ignited the smelter. The burns and trauma he suffered resulted in the loss of his legs. (POT)

Soco-Jarel Station

located within the Ibhann'I Tribal Lands near Vakeyya, on Socorro, this was the planet's major city and the location of landing pads and hanger bays. It offered smugglers and pirates high-quality repairs at reasonable rates, as well as a wealth of residences and safehouses to live in. Among the natives of Vakeyya, the starport was known as the "stargate of the city," for all visitors to Vakeyya must pass through it. (SWJ2, BSS)

Socorran

this was the native language of the beings who lived on the planet Socorro. (WOTC)

Socorran Shield

this was a nickname used to describe the Society of the Black Bha'lr. (BSS)

Socorro

this planet was the innermost of two worlds orbiting the red giant Sokor. A planet over very little natural value, it was named for the Old Corellian term which meant "scorched earth." It was an arid world covered with eons of volcanic ash. It has long been a safe haven for pirates, free-traders, and outlaws. The planet was first settled during the Old Republic, some 3,000 years before the Battle of Yavin. Six colony ships originally set out to settle the planet, but two were lost on the trip. The colonists evolved over time into several nomadic tribes and a population which preferred to stay in the cities. (SWJ2, BSS)

Socorro

this Old Corellian word literally meant "scorched earth." (SWJ2)

Sodarra

this Imperial Captain was in command of a team of highly-skilled stormtroopers shortly after the Battle of Yavin. Sodarra and his team were dispatched to Ord Mantell by the Emperor himself, when it was learned that Darth Vader's TIE Advanced cockpit had been located there - with the Dark Lord himself inside and unconscious. They managed to recover the cockpit before Governor Vellam, and fled Ord Mantell in a CR90 corvette. Vellam dispatched the *Eradicator* to intercept them, and they were shot down over Mon Torri. There, they encountered Han Solo and Chewbacca, who were flying the *Millennium Falcon* to Tatooine to intercept Alfreda Goot. Both ships were damaged, although Alfreda provided the necessary parts to repair the *Millennium Falcon*. Sodarra then tricked Han Solo into believing that the cargo he and his men were carrying was a prototype cloaking device that he and his men had stolen from Governor Vellam, shortly after they defected from Imperial service. Sodarra claimed that they had planned to sell the prototype to Ploovo Two-for-One, but the crimelord doublecrossed them and they were on the run. Han, meanwhile, was racing against Alfredo Goot, in an effort to recover Leia Organa. Han believed Sodarra's story, and agreed to help the "ex-Imperials" get to Shador, where they would drop off the cargo. On Shador, they were double-crossed by Lieutenant Birdloe, who was actually a spy for Governor Vellam, but they managed to flee the planet and reach Tatooine. There, Han discovered the true nature of Sodarra's cargo shortly before he rescued Leia. Han and Sodarra reached a "gentlemen's agreement" that allowed both parties to walk away from the situation. Sodarra and his men then arranged for passage to Coruscant with Vader's body. (SL)

Sodbeast

this slow-moving creature is found in the Kidron System. (POT)

Sode

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Sodonna

this is the smallest city on the planet Teyr which had its own spaceport. Sodonna was one of the terminus stations of the River District Flyway, and it straddled the Noga River. Nearly 500 years before the birth of the New Republic, Sodonna served as the gateway to the Inner River District of Teyr, but the city's splendor and importance have since dwindled. (SOL)

Sodonna Syndic

this was the ruling body of the city of Sodonna, on the planet Teyr. (SOL)

Sodrab

this Imperial *Carrack*-class cruiser was part of the fleet which protected the Damorian repair yards near Esseles. It was destroyed by the Alliance just prior to the Battle of Endor. (XWA)

Soe

one of the multitude of species of scalefish which inhabit the seas of Naboo. (IG1)

S'oelle Khiss

this Sluissi was a nephew of Secles Uslopos, and served Abdi-Badawzi as a lieutenant. S'oelle was in charge of running the day-to-day activities of the Twi'lek's court, as well as maintaining a working relationship with the Alliance. S'oelle also made sure that he was ready to step in for his uncle, should Uslopos ever disappointed Abdi-Badawzi. S'oelle kept up a list of contacts within the Society of the Black Bha'lir, as a kind of public relations officer between Abdi-Badawzi and the Black Bha'lir. (BSS)

Soergg Vosadii Bezhin

this Hutt was one of the most powerful businessbeings on the planet Ansion, during the years leading up to the Clone Wars. Soergg was also one of the members of the growing secession movement within the Old Republic, seeing in any possible secession the chance to become rich. Soergg was contacted by Shu Mai, who convinced the Hutt to ensure that Ansion became the first world to actually secede from the Republic. Despite his best efforts, which even included the kidnapping of the Jedi Knight Padawan Barris Offee, Soergg and his forces were unable to prevent the formation of a treaty between the Alwari and the Unity of Community. He was even forced to shoot his own majordomo, the Ansionian named Ogomoor, in order to cover up his involvement in the secession of Ansion. Ansion, however, remained part of the Republic, and Soergg was left to his own devices on the planet. (APS, HNN5)

Soft Landings Inn

this flophouse was located on Quarter Moon Street, in the third quadrant of the Senate District on Coruscant, some twelve years before the Battle of Naboo. Despite its shabby appearance, it was known as a place where spacers could get a few hours' rest in between runs. (DH)

Softboots

this was the generic term for any footwear designed be worn in moderate activity, but made with supple materials so as not to chafe the skin. (SQ)

Sogthane

this is a gas made by the Gungans from xosha grass. (GF)

Sohli

found on the planet Dagobah, the sohli tree had bark which could be stewed and eaten. (VD)

SOIT

see Standard Officers Intelligence Test (FC)

Sojis

this Imperial Navy Lieutenant served under Ors Dogot on the *Bloodprice*. He patrolled the area of the galaxy known as Sector 5, working under the command of Warlord Foga Brill. Sojis, like all the rest of the *Bloodprice*'s crew, was killed when Dogot ordered the ship to intercept the Teljkon vagabond. The

vagabond's defensive mechanisms were brought on line, and the ship fired on the *Bloodprice*. The starship was destroyed, along with all hands on board. (SOL)

Sokan

this form of lightsaber combat was developed by the ancient Jedi Knights. It combined the kinetic motions of Form IV combat with tactics that allowed for mobility and evasion. Originally created during the Great Sith War, Sokan involved quick movements and tumbles, as well as swift strokes of the lightsaber aimed at an opponent's vital areas. Battles which involved Sokan techniques could range across large amounts of terrain as combatants worked to maneuver their opponent into a vulnerable position. (WOTC)

Soknar

this custom-made weapon was created by the master smith Mlatar Thon Gra for his friend, Cene Gilvent. It was forged to take advantage of the best properties of history's finest weapons, including the Barnax Twenchok, the Drevun Six's Somreth tri-blade, and the Coynite sat'skar. (AIR)

Sokor

this unstable, red giant star is the primary body in the Socorro System. It is believed that when Sokor expanded to its current state, it destroyed the innermost three planets of the original system, creating the Thrugii Asteroid Belt and thrusting the planet Neftali into a wider, erratic orbit. (BSS)

Sol Sixxa

this hulking Mere was the leader of a group of freedom fighters who tried to overthrow the Trade Federation's control of the planet Maramere, some six years after the Battle of Naboo. Sixxa recovered an experimental cloaking device from the *Syren* after killing Lord Toat, and used it aboard his own pirate ship, the *Revenant*. He then cultivated the idea that he was a ghost, and that the *Revenant* could appear and disappear at will. The leaders of the Mere feared that Sol Sixxa might turn on the native population, should he ever defeat the Federation, and so they sent Loreli Ro to hire the Feeorin mercenary Nym to defeat him. Nym agreed, but found that he and Sixxa had a common bond: to overthrow the Trade Federation. After defeating the forces of Ruuk, Sol Sixxa played dead for several weeks before contacting Nym. However, rather than kill Sixxa, Nym offered him the chance to join the mercenaries and fight the Trade Federation together. Sol Sixxa chose to serve with Nym, and the two fought together to overthrow the Federation. (CRBN)

Sol'aa

this Jedi Knight was also a noted pazaak player. Sol'aa was assigned to the Jedi enclave that was located on the planet Dantooine some four millennia before the Battle of Yavin. (KOTOR)

Solacton

this was the primary planet in the remote Solacton System, a place where several minor hyperspace routes intersected. These routes connected the Sisar Run to the Iotran Expanse. (SSR)

Solaest Uprising

a revolt that occurred during the Galactic Civil War, it was suppressed by the Imperial Navy. (SWSB)

Solag

this searing ball of rock was the innermost planet of the Corulus System. (CCW)

Solah

this phrase was used by the Jedi Knights of the Old Republic, and literally translated into Basic as "It is enough." It was used to explain to students and fellow Jedi that simplicity and truthfulness were the keys to all things. (SWI62)

Solanus

this planet was unique in that its surface-covering ocean was considered to have a minimal level of sentience. The waters of Solanus' oceans were rich in complex chemicals, and their interactions and connections allowed the ocean to process and store billions of thoughts. This planet-wide consciousness

chose to remain neutral during the Galactic Civil War, a decision made easier by the fact that the Empire refused to acknowledge its sentence. (PM16)

Solar Bath

this was a form of droid cleaning system, which used solar energy to excite the cleaning solution. By using solar energy instead of dedicated electrical power to agitate the solution, droids could be cleaned without the worry of accidental memory loss. (MDCAR)

Solar Dynamica

this was the name of Elta Besk's personal starship, a brand-new Corellian Buccaneer. (SWJ3)

Solar Fire

this ore hauler worked for Lant Mining Corporation, transporting refined ores from the Lormar 23 station in the Mangez System. Her crew had a running feud with the crew of the *Black Hole*. (FBS)

Solar Flair

this Ghtroc 720 freighter was owned by the Alliance, and loaned to Devon Fuller during the Galactic Civil War. It was an old ship that had been heavily modified and continually pushed to its limits. (GG9)

Solar Flare

this modified YT-1300 freighter was owned by the tramp freighter captain Trynic. The ship's engine section was modified to accept a larger hyperdrive, and the space between the forward mandibles was used as additional cargo space. A pair of turret-mounted laser cannons occupied the dorsal and ventral weapons pods, while a turret-mounted heavy blaster cannon replaced the portside escape pod. (GG6)

Solar Flare

this modified Barloz-class medium freighter was part of the small Alliance fleet of ships present in Tapani Sector after the Battle of Hoth. The ship's power generators had been greatly updated in order to accommodate additional weaponry. The *Solar Flare* was armed with a single quad turbolaser, a pair of double laser cannons, and a pair of concussion missile launchers. It employed the Corellian Engineering PL-8 Piercer missile. (LOE)

Solar Gardens

located in the Nubian Palace resort, the Solar Gardens was an interior park nestled between two restaurants. In order to bring sunlight into the Gardens, a huge transparisteel wall reflected both sunlight and the Nubian landscape into the Gardens, providing the visitors to the restaurants with spectacular scenery. (CCW)

Solar Grazer

this dilapidated Cuirilla-Raye Xylines Tug was owned by the Cragmoloid gambler Rooty. It was basically unarmed, but had a pair of tractor beam projectors which could be used to grapple with an attacking ship. (GMR6)

Solar Sailer

this unique starship design was developed by the Geonosian people as a gift to Count Dooku, during the years leading up to the Clone Wars. It was created from a *Punworcca 116*-class sloop adapted to deploy an immense solar sail to take advantage of solar winds, as well as the small bits of interstellar energy. The main body of the ship was connected to the sails, which were actually more like scoops which caught the solar winds and dragged the ship behind it. These sails could also collect energy from the vacuum of space, allowing the ship to move about in deeper areas of the galaxy. The addition of the sail system gave the *Punworcca 116*-class fuselage to 16.76 meters, while the fully-deployed sails brought the overall length of the sailer to 105.16 meters. The interior of the sloop section was appointed to Dooku's refined tastes, and an FA-4 pilot droid was used to steer the ship. With the solar sails fully deployed and the ship at full power, the solar sailer could move across the galaxy with the efficiency of a Class 1.5 hyperdrive. The sails for the ship were acquired by Count Dooku in the Gree Enclave, and were much smaller than those used on other ships which sailed on the solar winds. It was powered by an unusual supralight emission system, although its exact function was never truly understood. (TCG1, X2, SWDB, NEG3)

Solar Terrors

this pirate group was formed by Venslas Beeli and several other pirates, during the early days of the New Order. The Terrors were infamous for their ability to capture other starships, which was their primary method of acquiring new ships for their own use. The Terrors were captured by Imperial Captain Lev Kepzen and the *Feral*, and used in the effort to locate the *Far Orbit*. The Empire forced the Terrors to act like privateers hoping to help the Alliance out. (FOP)

Solar Wind Squadron

this group of New Republic B-Wings served aboard the *Allegiance* during the defense of Adumar. (SOA)

Solarflower

a flowering plant which grows to incredible heights. (TME)

Solari

this unusual crystal was known only to the ancient Jedi Knights, and was believed to have the ability to inflict additional damage when used against a Dark Jedi or Sith. Many of the solari crystals that existed were considered artifacts of the purest part of the Light Side of the Force. (KOTOR)

Solassi Interzonal Challenge Match

this was one of the premiere gladiator walker fighting contests, staged on the Core Gladiator Walker League's professional circuit, during the height of the New Order. (GFT)

Solay

this planet was unusual in that it orbited a system of ten suns, making it a bright and arid world. In the wake of the Battle of Endor, Solay was plunged into a period of anarchy, and it was this period in which Luke Skywalker made a visit to Solay. He was on a diplomatic mission to bring worlds together to discuss a new galactic government, and he arrived just in time to help Raggold and his rebels defeat the pro-Imperial leadership. Unfortunately, Raggold was killed by a traitor, and Luke set out to locate him. Solay was freed from King Blackart's grasp for a few short days before Imperial forces returned to the system and subjugated the planet once again. (MC89)

Solder-blaster

this was a pistol-shaped soldering utility. (YDR)

Soldier Beetle

this was the generic term used to describe any of the Neimoidian harvester beetles that acted as a soldier within a hive. Soldier beetles were charged with protecting the hive and the queen hidden within it. During the height of the Clone Wars, these soldier beetles were used as infantry against the Grand Army of the Republic, when war broke out on Neimoidia and its purse-worlds. (LEV)

Soldier's Life is a Sorry Thing

this song was written by Rorax Falken for the band, Ghost Jedi. (XWPA)

Soleil

this was a common name among the Zeltron people. (UANT)

Solem

this planet was brutally subjugated by the Empire, in the wake of the Battle of Yavin. (SWES)

Solenbaran Merchant Route

this remote hyperspace trade passage connected the planet Saclas with other, more profitable, worlds. (AIR)

Soleric

this Imperial Navy Commodore was in command of the small fleet which patrolled the Induparan Crown Worlds during the Galactic Civil War. After the Alliance started employing pirates to ambush Imperial starships, Soleric's forces were hard-pressed to maintain control of the systems. (PP)

Solferin Shipping Company

a Bothan-owned interstellar transport corporation, their branch office on Dordolum was the target of rioters which were incited by Klif and Drend Navett. (SOP)

Solgg Chemical Company

this mining operation was responsible for the discovery of cirrifog in the atmosphere of Monor II. They established a base there, naming the world Kline Colony after its discoverer, Eujustus Kline, and mined the microcrystals for the Empire. (SWJ10)

Solhek

this was a common name among the Yinchorri race. (UANT)

Soli

this plant was grown on the planet Telos as a source of cereal grains. (DOR)

Solidarity

one of six Kathol Republic *Marauder*-class corvettes sent to rescue the *Bravado III* from attack, shortly after the *FarStar* offered assistance. The 195-meter vessel was armed with eight double turbolaser cannons and three tractor beam projectors. (KO)

Solis

this battered Tac-Spec Footman droid was a companion of Fidelis for many years, while Fidelis was on Coruscant to watch over Whie Malreaux, during the last years of the Old Republic. Like Fidelis, Solis had been built centuries before. The pair were often seen playing a game of courtier dejarik, although Solis was often the loser. Because Solis had been alone on Coruscant, it had never received the regular upgrades that Fidelis had. Solis made sure that, with the meager resources it could acquire, that it obtained only the most useful upgrades, and logic and gaming strategy were never a high priority. When Whie was added to Master Yoda's mission to Vjun, both Fidelis and Solis managed to book passage aboard the *Reasonable Doubt*, so that Fidelis could continue to watch over his young charge. It was during this time that Solis' true programming came to the fore, when the droid realized that Whie and his companions were traveling with none other than Jedi Master Yoda. Solis made up a story about being a purser droid to gain access to Tallisibeth Enwandung-Esterhazy - otherwise known as Scout - and draw her away from Whie and allow Fidelis to talk to his young charge. Unfortunately for the Jedi, Solis provided all the information he learned about their location and destination to Separatist forces led by Asajj Ventress, allowing her to pinpoint their locations and attempt to assassinate Yoda. However, after Ventress was unable to capture Yoda on Phindar, Solis found himself on the short end of the deal. Count Dooku had severely chastised Ventress for wasting credits, and she refused to pay Solis for his information. Solis himself set out for Vjun, to square away the situation. He managed to locate them by following the death-cry of Fidelis, after the droid had been forced to destroy itself in order to save Whie. Upon entering the Crying Room, Solis chose to allow Scout and Whie to live, hoping it would make for better odds in bringing Ventress down. Unfortunately, Ventress had recovered the neural-net eraser Fidelis had been forced to use, and she managed to hit Solis squarely in the back with a blast, rendering him a useless pile of scrap before he could get a good shot off. As Solis fell to the ground, it managed to fire a wild blast from its mini rail cannon, striking Ventress and giving the Padawans a chance to escape. (YDR)

Solis Axum

this star was the central body in the Axum System, which contained the planet Anaxes and was located in the Core Worlds. (CCW)

Solistation

this free-drifting suuply station agreed to be a waystation along the Great River escape route devised by Luke Skywalker, during the Yuuzhan Vong invasion of the galaxy. (SBS)

Solitary World

a musical composition played by Figrin D'an and the Modal Nodes. (TME)

Solitude

this group of militant supporters of the Alliance rose up on the planet Corellia during the Galactic Civil War. (GQRG)

Solk, Chanto

an old acquaintance of Han Solo, Chanto Solk made a great deal of money during the Galactic Civil War by anticipating the demand for starships, and selling to the side that needed them. When his health started to fail, he married Karia Ver Seryan, a life witch on Leria Kersil, about five years after the Battle of Endor. She Supported him for five years, and in return was named the heiress to his fortunes. Solk died four years later, when Karia was forced to withdraw her Support. Chanto Solk was Karia's 49th husband. *Note that Cracken's Threat Dossier indicates Solk's first name was Chantu.* (AC, CTD)

Sollace

this scorched ball of rock was the innermost planet of the Brentaal System. (CCW)

Sollag

see Zolag (SWDB)

Sollaine

this man was easily distinguished by the cybernetic replacements he used for arms, because he made no pretense to disguise them. Sollaine chose not to have them covered with synthetic skin, making his appearance that much more fearsome. During the height of the New Order, Sollaine was in command of the Imperial Security Bureau, and was appointed by Emperor Palpatine himself to ferret out the location of Alliance spies who had infiltrated Imperial service. Sollaine was recommended for the work by Darth Vader, shortly before construction was completed on the Executor. In reality, Vader simply wanted Sollaine out of the way, and Sollaine never forgave the Dark Lord. Sollaine tried to intercept Rivoche Tarkin on Corulag, shortly before the Battle of Hoth, ignoring the list of suspected Alliance agents provided by Vader. When Vader learned of Sollaine's execution of Captain Nevik, the Dark Lord intercepted Sollaine at Corulag and executed him with a clean swipe of his lightsaber. (SWJ12)

Sollas

this was a common name used by the Geonosian race. (UANT)

Solloops

this hairstyle, popular during the last decades of the Old Republic, involved forming a female's hair into tall, looping forms atop their heads. (VD2)

Soll's Pay-Later Lot

this was one of the most "famous" repulsorlift vehicle parking lots found in the CoCo District of Coruscant, during the last years of the Old Republic. It was slated to be turned into an Ithorian museum, an event which was blocked by the Parking Conservation Fund. (HNN5)

Solm

this Feeorin was a member of the Antarian Rangers during the height of the Clone Wars. In the wake of the Clone Wars and the Jedi Purge of Emperor Palpatine, Solm and his followers were one of the few groups which maintained their allegiance to the Antarian Rangers while openly opposing the Empire. (WOTC)

Solo

this was one of the most common surnames found among the human population of Corellia. (GMR9)

Solo Embarrassment Factor

this was a private joke between Han Solo and his wife, Leia Organa-Solo. Coined by Leia, it referred to the way in which all of Han's plans to create a private vacation for them always ended up in ruin. (VOF)

Solo Fleet

this was the nickname given to the first group of twelve *Solo*-class combat freighters, produced by the

Metalsmiths' Guild of Vandelhelm as a gift to the New Republic. They were delivered on the tenth anniversary of the return of the Venerated Ones, Lilli and Endro. The ships were laden with alloys, ores, and construction materials, as well as valuable artwork, as a further gift to the New Republic. The Solo Fleet was turned over to Han Solo and Nien Nunb during an elaborate ceremony. (PH)

Solo Holotheater

the name Han Solo gives to his makeshift holotheater on Kamar. It is basically a natural amphitheater in the Badlands desert, and Han uses a Brosso Mark II holoprojector (left over from an unpurchased cargo) to display the features. It was short-lived, however, for the Kamarians destroyed it after Han failed to show a feature about a water planet, denying the Kamarians their fantasies. (HSR)

Solo Jaxal

this was the alias used by Han Solo, shortly after his marriage to Leia Organa, when he accompanied his wife to Tatooine to intercept a group of Imperial agents. Jaxal was a Devaronian, and Han was disguised with his own pair of horns. (TG)

Solo Project

this was the term used by Nom Anor and Vergere for their attempt to turn Jacen Solo away from the Jedi Order and the Force, and convert him to a believer in the True Gods of the Yuuzhan Vong. After Jacen's capture at Myrkr, he was subjected to months of torture within the Embrace of Pain. When he finally discovered a way to accept the pain for what it was and use it to his advantage, Vergere allowed him to escape the Embrace of Pain, only to strip him of his connection to the Force. He was then placed aboard the seedship which was developing the dhuryam specimens which would eventually seed Coruscant. He was continually faced with decisions about helping the rest of the slave population, and he eventually developed a relationship with his controlling dhuryam. According to Vergere, this put the Solo Project on target, but Nom Anor was skeptical. Master Shaper Ch'Gang Hool was livid at the intrusion of Solo's presence on the development of the dhuryam, but was forced to accept it. When Jacen discovered that there was a side of the Force he had never discovered, he began to influence the dhuryam in strange ways, which threatened the outcome of the *tizo'pil Yun'tchilat*. His violence nearly killed all the dhuryams, but Vergere interceded to stop him from killing the last World Brain. This near-disaster was all in the plans, according to Vergere, who then forced Ch'Gang Hool to accept Jacen's presence on the planet Coruscant, now reformed into a version of Yuuzhan'tar. While Solo managed to escape their grasp, the new Yuuzhan Vong homeworld was more or less intact. Nom Anor had fled when it seemed Jacen might destroy it, while Vergere joined Jacen in an attempt to leave the planet. (T)

Solo Slingshot

this method of gaining speed around a Yuuzhan Vong dovin basal mine was inadvertently discovered by Han Solo, during a mission to Bastion shortly after the Battle of Coruscant. The Solo Slingshot was similar in many respects to using the gravity of a planet to "slingshot" a ship into a higher orbit. It involved diving a ship directly toward the dovin basal, keeping enough power and control to break off the flight at the last moment and allowing the dovin basal's gravity to fling the ship in an unexpected direction. This allowed New Republic ships to gain a measure of surprise on the Yuuzhan Vong. However, the Yuuzhan Vong began to use the tactic themselves, gaining a measure of surprise on the Republic's forces during the siege at Bilbringi. (DW, FP)

Solo Strobe

this was a model of personal location device produced by Saladar Systems. The Solo Strobe was developed to help a lost being indicate their position to a rescue team. In a pinch, it could also be used to blind an attacker. (PSG)

Solo, Anakin

Han Solo and Leia Organa Solo's second son, Anakin was born on Nespis VIII about a year and a half after his siblings, Jaina and Jacen. He was named for this maternal grandfather, Anakin Skywalker. He was incredibly strong in the Force, especially for a child so young. By the time he was three, Anakin's gifts had become obvious to his uncle, Luke Skywalker. By the time he was seven, he had demonstrated a remarkable ability to make anything mechanical work, regardless of whether he understands the device's purpose or its components. His siblings, Jacen and Jaina, have discovered his abilities, and use them to

bypass locks and security cameras. They even tried once to have Anakin create a working droid from various scrap components. Unfortunately, the primary motivator Jacen found was faulty, and the droid blew up. Anakin figured prominently in the discovery and activation of some of the Corellian planetary repulsors during the reign of Thrackan Sal-Solo on Corellia. He continued to show great aptitude with the Force, and when his siblings returned from their initial studies on Yavin 4, Anakin was allowed to go as well. He was eleven at the time, and was immediately befriended by Tahiri Veila. Together, they discovered the Golden Globe beneath the Palace of the Woolamander and the existence of the ancient Jedi Master Ikrit. After a great deal of thought and meditation on the Globe, Anakin and Tahiri were able to penetrate it and release the Massassi spirits trapped within. He returned to Yavin 4 following the attack by the Shadow Academy, and helped rebuild the Great Temple by viewing its rubble as a huge puzzle to be solved. Anakin, as well as his brother Jacen, trained directly with Luke, when Luke began moving the new Jedi Knights back to the pre-Empire format of teaching. Both brothers had different ideas on what the future of the Jedi should be. Jacen agreed with Luke, that the formation of a new Jedi Council would help bring the vigilantes under control. Jacen also believed more in the spiritual aspects of the Force, while Anakin held to the physical uses of the Force. They clashed often, claiming their intense lightsaber duels were simply training. When the Yuuzhan Vong invaded the galaxy, Anakin was forced to act on his beliefs, and doggedly protected Mara Jade Skywalker on Dantooine. After saving her, Anakin learned that he was needed at Centerpoint Station. Archaeologists and engineers at the Station had been trying to reactivate it, but discovered that the Station had attuned itself to Anakin's fingerprints, brainwaves, and DNA. It wouldn't activate without him. The New Republic hoped to use the repulsors onboard the massive station to wipe out the Yuuzhan Vong fleet, but Anakin refused to be the wielder of such power. Thrackan Sal-Solo took the shot instead, but only succeeded in destroying much of the New Republic's fleet at Fondor, including most of the Hapan fleet which supported it. Thrackan was portrayed by the media as a hero, while the Jedi Knights were vilified for their lack of action. In the wake of the Battle of Fondor, Anakin's training was taken up by Luke himself, in an effort to refocus Anakin's powers. Anakin grew stronger and more respected among the Jedi, and was eventually chosen to lead the strike team which was dispatched to Myrkr to eliminate the voxyn queen. However, once aboard the *Baanu Rass*, Anakin took an amphistaff wound to the abdomen, and found himself dying. However, his connection to the Force remained strong, and he gathered energy around him like a magnet. Anakin became glowing extension of the Force itself, almost invincible as he cut down Yuuzhan Vong in order to get his friends closer to the voxyn queen. However, the intense energy quickly consumed him, and Anakin died shortly after ensuring that Tahiri was safe. His physical form suddenly radiated an intense light shortly before he died. Anakin's body was recovered by the Jedi survived the assault in the *Baanu Rass*, in an effort to bury him within the Republic. Anakin was laid to rest on Hapes, where his physical form disintegrated into thousands of motes of firelight when his bier was lit. (DE1, COTF, AC, GG, LW, AQ, SHA, VP, JE, BP, SBS, DJ. NEG)

Solo, Berethon e

one of Han's early ancestors, he introduced democracy to the Corellian Empire. He lived nine generations before Han, some 300 years before Han was born. (CPL, TPS)

Solo, Dalla

born on the planet Duro to the pretender Korol Solo, Dalla Solo was believed to have been Han Solo's grandfather. He was forced to change his name to Dalla Suul to avoid notice following the hanging of his father. He was a kidnapper and pirate, known to the galaxy as Dalla the Black. His illegitimate daughter was Threkin Horm's mother. Han's true lineage was later discovered to have descended from Denn Solo. (CPL, TPS)

Solo, Denn

this man was a native of the planet Tralus. Denn Solo never liked human servants, and always had droids working for him. He married Tira Gama, and she was pregnant when a group of pirates attacked the outlying worlds of the Corellian System. She gave birth to twins just before the attack on Tralus. She managed to flee with a daughter, whom she later named Tiion, and they hid in the hills. Denn fled with a son, but they were lost in the battle. After Thrackan Sal-Solo and Han Solo discussed it, they came to the conclusion that Denn Solo was actually Han's grandfather, and that the son he fled with was Jonash Solo. Jonash later became Han Solo's father. (TPS, CPL)

Solo, Han

Han Solo was born on Corellia. He was a good student, and caught the eye of Imperial Senator Garm Bel Iblis with his pointed questions during a school political rally when Han was 11. Some of his friends goaded him to ask Bel Iblis about the growing xenophobia in the Senate, as well as the apparent internal corruption in the Old Republic. This helped Han get an appointment to the Academy on Carida, where he excelled. Following his graduation, he was considered for Naval Officer's training, but he was sidetracked by Imperial atrocities against the Wookiee race. On a particular mission, Han tried successfully to rescue a Wookiee slave named Chewbacca. Chewbacca claimed a life-debt to Han even as Han was receiving a dishonorable discharge from the Imperial Navy. They were forced to flee Imperial control and live their lives at the fringes of the lawful world. For a number of years, Han tried to shake Chewie, who was always at his side. Even though Han took the worst kinds of jobs, Chewie stuck with him. Eventually, Han realized the depth of a Wookiee life debt, and accepted Chewie as part of his life. Han was awarded a second-level set of Corellian Bloodstripes for his bravery and selflessness in rescuing Chewbacca. (It is unknown at this time how Han earned his first-level Bloodstripes.) They turned to smuggling, using Han's starship knowledge and Chewie's muscular and mechanical skills to quickly gain recognition in the smugglers' world. Han's skills at gambling became equally sharp, and in a famous Sabacc match, he managed to win the smuggling ship *Millennium Falcon* from Lando Calrissian. With a ship and a partner, Han had many adventures. He spent a number of years based on Nar Shaddaa, working with Shug Ninx and falling in and out of love with Salla Zend. He left that life behind to work in the Corporate Sector, and spent a number of years there with Doc, Jessa, and Roa. After all these adventures, Han ended up in the domain of Moruth Doole and Jabba the Hutt. Han was one of many pilots who were contracted to make the Kessel Run and smuggle spice out from beneath Imperial control. Han made the run a number of times, once in under twelve parsecs. However, his last run almost cost him his life. He was set up by Doole, who was in the process of being set up by Jabba the Hutt, and the Imperials were tipped off as to the time of Han's Run. In order to escape the Imperials, Han was forced to dump Jabba's spice and flee. This earned him a death mark from Jabba, and Han was again forced to go underground. In an effort to make some extra credits and pay off Jabba, Han accepted Obi-Wan Kenobi's offer of 17,000 credits to transport Kenobi, Luke Skywalker, R2-D2 and C-3PO to Alderaan. The mission was sidetracked as the *Millennium Falcon* was captured by the first Death Star. Han and Luke rescued Princess Leia Organa, and brought her to Yavin 4. Han tried to leave with his reward money and pay Jabba off, but his conscience interfered again. He destroyed Darth Vader's wingmen and gave Luke the time he needed to destroy the Death Star. Following the Battle of Yavin, Han spent time with the Alliance, helping them gain key victories against the Empire while trying to stay one step ahead of Jabba's mercenaries. He was even promoted to the rank of General in the Alliance. After a close call with a bounty hunter on Ord Mantell, Han again tried to return and pay Jabba, only to be forced to Cloud City while escaping Darth Vader and the Imperial Navy. During this time, he and Princess Leia began to fall in love. This trip reunited Han with Lando Calrissian, but led to Han's being tracked by Boba Fett, imprisoned in carbonite, and returned to Jabba for the reward money. Han was freed by an elaborate plot by Luke Skywalker on Tatooine, and Han rejoined the Alliance to lead the ground assault on the forest moon of Endor. His timely destruction of the second Death Star's main shield helped the Alliance destroy the space station and the Emperor, thus ending the Imperial Civil War and restoring the Republic. Following the formation of the New Republic, Han and Leia tried to continue their relationship, but Leia's duties often interfered. Han resigned his commission with the New Republic, but stayed on as a freelance pilot. Following the Battle of Bakura and the fighting on Dathomir, Han and Leia were finally married. Their marriage produced twin children - Jaina, a daughter; and Jacen, a son - as well as a second son, Anakin. Leia's Force sensitivity was passed onto all of the children, and this made them prime targets for the Jedi clone Joruus C'Baath and the reborn Emperor Palpatine. Han and Leia continued to protect their children against the Imperial threat. During a vacation from his wife's Republic world, Han and Chewie were shot down over Kessel, and captured by Moruth Doole's forces. He was forced to work the spice mines for Doole, which led him to discover Kyp Durrone and the Maw Installation. Han's friendship with Kyp helped avoid serious damage when Kyp was corrupted by Exar Kun's spirit. Despite the fact that Han had resigned from service to the Republic after his marriage to Leia, he was often pressed into service. One of those times occurred during the Yevethan Purge. After Etahn A'baht was unable to blockade the Koornacht Cluster, Han was temporarily promoted to Commodore and placed in command of the Fifth Battle Group. This move was designed to keep Leia's supporters, as well as the supporters of Borsk Fey'lya, from arguing over the position and focused on the battle. However, the deceit of Tig Peramis provided this information to Nil

Spaar, who sent several of his Interdictor cruisers to intercept Han's shuttle before it reached the fleet. Han was tortured and interrogated by Spaar himself. Later, Han was instrumental in the resolution of the problems in the Corellian Sector, overcoming the Human League and the actions of his cousin, Thrackan Sal-Solo. Han and Chewbacca continued to serve the New Republic, despite the fact that they had resolved their commissions long ago. At fifty-four years old, however, Han met his match when the Yuuzhan Vong invaded the galaxy. During a rescue mission to Sernipdal, Chewbacca was stranded on the planet while trying to ensure that Han and his son, Anakin Solo, made it to the *Millennium Falcon*. Chewie died saving them, and Han immediately blamed Anakin, who had been piloting the Falcon. He soon realized that there was no fault to be given in Chewie's death, since the Wookiee was simply honoring a life-debt with all his strength and energy. This did nothing to soothe Han's heart, though, and he distanced himself from his friends and family while trying to come to terms with his grief. He found an outlet when Roa asked him to help locate Reck Desh. Han took off for Ord Mantell, only to have Roa captured by the Yuuzhan Vong. As Han fled the Jubilee Wheel, he found an unexpected ally and friend in Droma, a nomadic Ryn. However, Han's relationship with Leia deteriorated when he explained that he was headed back out to find Roa and help Droma locate his family. Their estrangement only worsened in the aftermath of the Battle of Fondor. Han remained behind, helping to get Droma and his family settled on Abregado-rae, then helping Roa recover from his captivity. Leia continued to work with SELCORE, and refused to meet Han on Coruscant. After the loss of Kalarba, Han ran into Leia on Duro, and they decided to stop being foolish and restore their lives. Their relationship continued to deepen once again, despite the loss of their son Anakin at Myrkr. The Solos threw themselves into the battle against the Yuuzhan Vong, and Han found himself volunteering for some of the most dangerous and crazy of assignments. Han and Leia were instrumental in the rescue of Thorsh from Selvaris, and later the rescue of Judder Page and several more Selvaris prisoners. After watching Caluula Station be destroyed, Han again volunteered for a dangerous mission, this time to return to Caluula and destroy the yammosk which had been installed there. However, as soon as they reached the yammosk, Team Meloque was attacked by four Yuuzhan Vong Slayers. As he tried to defend Leia, Han was bitten in the neck by one of the augmented amphistaffs and poisoned. However, something about Caluula's environment reduced the potency of the amphistaff venom, and Han soon recovered. Han returned to Coruscant with his family during the final battle against the Yuuzhan Vong, working with the Jedi Knights and an Alliance infiltration team to reach the Citadel and eliminate Shimrra and Onimi. *Han Solo was portrayed by Harrison Ford in all three Star Wars films. Han Solo was portrayed by Perry King for the Star Wars and The Empire Strikes Back Radio Dramas on National Public Radio.* (SW, SWR, ESB, ESB, ROTJ, CPL, HTTE, JS, COTF, SE, CSA, SOL, HT, JE, BP, NEGC, UF)

Solo, Jacen

Han Solo and Leia Organa Solo's first son, Jacen was born five minutes after his sister, Jaina. The twins were born on Coruscant some five years after the Battle of Endor, in the midst of Grand Admiral Thrawn's attempt to take control of the galaxy. He was very strong with the Force, and had the special ability to communicate with animals. When he and his sister turned 14, they were allowed to attend Luke Skywalker's Jedi Academy on Yavin 4. While there, Jacen developed an extensive collection of the jungle moon's exotic fauna, many of which escaped the cages built for them by Jaina. When he finally constructed his own lightsaber, Jacen chose focusing stones which produced a glowing, emerald green blade. He later trained directly with Luke himself, as Luke began moving the new Jedi Knights back to the pre-Empire style of teaching. Luke also trained Jacen's brother, Anakin, although both brothers had different ideas on what the future of the Jedi should be. Jacen agreed with Luke, that the formation of a new Jedi Council would help bring the vigilantes under control. Jacen also believed more in the spiritual aspects of the Force, while Anakin held to the physical uses of the Force. They fought often, verbally and with lightsabers, both claiming their intense sessions were simply training. He traveled with his younger brother, Anakin, to Centerpoint Station, just before the Battle of Fondor, but urged Anakin not to use the Force to fire it. When Thrackan Sal-Solo fired it instead, and nearly destroyed the combined Republic and Hapan fleets, Jacen felt himself lost in his struggle to understand the Force. After having an intense vision of the galaxy, teetering on a single balance point that he alone controlled, Jacen tried to stop using the Force altogether. His family tried to bring him out of this mental state, but Jacen doggedly refused. However, when his mother was threatened by the Yuuzhan Vong on Duro, Jacen realized that he had reached the balance point in his vision. Drawing on the Force, he managed to escape with his mother and get her to safety. During the escape, Jacen badly injured the Yuuzhan Vong Warmaster, Tsavong Lah,

earning him a position of hatred among the alien invaders. When the Yuuzhan Vong learned that Jacen and Jaina were twins - an event which was rare in Yuuzhan Vong births, and indicated an omen from the gods - both siblings were targeted for capture and eventual sacrifice. Shortly afterward, Jacen and his siblings joined the Jedi strike team which was sent to Myrkr to locate and destroy the voxyn queen. When Anakin was killed aboard the *Baanu Rass*, Jacen found that his sister blamed him for Anakin's death, despite the fact that Anakin gave specific orders to reach the queen. Eventually, the Jedi were able to defeat the voxyn queen, but Jacen was captured when Vergere betrayed him to the Yuuzhan Vong. Despite her changing allegiance, Vergere provided Jacen with several of her healing "tears," to help prepare him for the torture he was about to receive after his capture. The rest of the strike team fled, vowing to rescue Jacen at the soonest possible moment. However, once in the Hapes Cluster aboard the *Trickster*, Jaina and the others received a wave of anguish through the Force that seemed to indicate Jacen's death. Jacen, however, had been taken aboard a Yuuzhan Vong seedship and secured in a modified Embrace of Pain by Vergere, as part of something known as the Solo Project. Vergere and Nom Anor hoped to turn him to the Yuuzhan Vong's True Way, and he was held in the Embrace of Pain for many months. Vergere, in an effort to eliminate his reliance on the Force, took away his link to the Force and forced him to recognize other ways of tapping into its energy. This was the "death" Jaina and other Jedi felt. Jacen began to understand the pain could eventually be overcome and used to his advantage, and that the Force was not simply black and white. Vergere's lessons taught him that the Yuuzhan Vong existed in another facet of the Force's energy, and that there were more grey areas than Jacen had ever believed possible. Upon his release from the Embrace of Pain, Jacen discovered he was aboard a seedship, where he was bound as a slave to an immature dhuryam. Jacen developed a relationship with the future World Brain, and eventually discovered that he could tap resources within the Force that he never knew existed. When the *tizo'pil Yun'tchilat* occurred, Jacen chose his time to strike at his captors. Never truly turned to the True Way, Jacen tried to destroy the World Brains before one could be inserted into Coruscant's new environment. Vergere interfered, playing on his emotions to stop Jacen from killing the dhuryam which had become his "friend". Jacen awoke to find himself on Coruscant, now renamed Yuuzhan'tar in honor of the original Yuuzhan Vong homeworld, along with Vergere. They were hunted by the warriors assigned to Master Shaper Ch'Gang Hool, and forced to accept the True Way. He then put into motion his next plan, to capture Ganner Rhysode. Ganner had been searching for Jacen, who lured him into the chamber of a camp ship and captured him. Once on Coruscant, Jacen subtly explained that he was worked with the Yuuzhan Vong in order to gain their confidence. Then he planned to use the World Brain to act as his agent on Coruscant. Ganner gave his life to keep Jacen alive long enough to gain access to the World Brain, which had been the dhuryam he befriended. Jacen asked the World Brain to help him monitor the situation on Coruscant, then he fled the planet with Vergere. Jacen later returned to Master Skywalker, who accepted his return and allowed him to return to work with the Jedi Knights. He tried to listen to Vergere's words and advice on the nature of his destiny within the Force, but when his sister Jaina was in danger during the Battle of Ebaq, Jacen blindly raced to her rescue. He was trapped by Yuuzhan Vong in the mines of Ebaq 9, and only Vergere's sacrifice allowed him to survive. He eventually reached Jaina, where they were attacked by Tsavong Lah. Jaina managed to defeat the Warmaster in combat, and the twins were rescued by New Republic forces. Jacen then committed himself to reconciling the Yuuzhan Vong with his definition of the Force, and vowed to honor Vergere's memory by working to fulfill his destiny. As part of this personal mission, Jacen agreed to accompany his Uncle Luke and Aunt Mara on a mission into the Unknown Regions, in a search for the planet Zonama Sekot. He had learned of the planet from Vergere, and hoped that his connection to her would help their cause. Upon finding the planet in the Klasse Ephemora System, Sekot initially refused to help them. In a series of devious tests, the living part of the planet separated Jacen from Luke and tried to learn their true motives for coming to Zonama Sekot. Eventually, both Luke and Jacen convinced the planet they were seeking a peaceful end to the conflict with the Yuuzhan Vong. Sekot then agreed to accompany them back to the galaxy, in an effort to find a way to end the war. Upon reverting to realspace near Coruscant, Jacen found himself once again in the company of his family. Han, Leia, and Jaina had been dispatched to meet them, and the family was briefly reunited before returning to the war. Jacen and his sister accompanied their uncle Luke to the surface of Coruscant, in an effort to gain access to the Citadel and bring Supreme Overlord Shimrra to justice. Jacen was able to reach the mind of the World Brain which was controlling the planet, and was able to calm it down and put a stop to the destruction it was causing on the surface. Upon entering Shimrra's throneroom, they were beset by a group of fifteen Slayers, and only Jacen's link to the World Brain allowed them any measure of success. When Jaina set out to capture

Onimi, Jacen found himself facing the remaining Slayers, who had abandoned Luke so that Shimrra himself could destroy the Jedi Master. After Shimrra's defeat, Jacen left Luke in Mara's capable hands and set out to locate his sister, only to be assailed by Onimi. Jacen suddenly realized that Onimi was perhaps the most powerful of all Yuuzhan Vong, since he had managed to tap into the Force in a way that no other individual could. His own Shaping had somehow reconnected him to the Force, and gave him powerful abilities as a Shaper and as a fighter. Jacen was forced to fend off all manner of projectiles, then had to find a way to neutralize the poisons that Onimi created to kill him. Drawing on the power of the Force, Jacen understood that only a complete surrender to its energy would save. In this state, Jacen was able to fight off whatever Onimi threw at him, realizing that he had finally found the truth about the Force and the way in which a Jedi should connect to it. He became simply a living conduit for the power of the Force, embracing neither good nor evil but simply existing within it. In this manner, Jacen was able to eradicate the evil and greed within Onimi, killing the Shamed One in the process. With the Yuuzhan Vong surrender at Coruscant, the war was ended and the Galactic Alliance set out to restore as much of it as possible. Jacen decided to set out in search of other Force users - such as the Jensaarai, the Sunesi, and the Fallanassi - to deepen his already vast knowledge of the Unifying Force. (TLC, CS, HTF, DK, VP, BP, SBS, DJ, T, Y, DW, FH2, FH3, UF)

Solo, Jaina

Han Solo and Leia Organa Solo's first child, Jaina was born on Coruscant some five years after the Battle of Endor. She was five minutes older than her twin brother, Jacen, and was equally strong with the Force. She had certain mechanical abilities, much like her father, but not as strong as her brother, Anakin. When she and Jacen attended Luke Skywalker's Jedi Academy on Yavin 4, at the age of 14, she collected all sorts of old technology from the original Alliance base, using some of it to create cages for Jacen's exotic collection of creatures. Others she kept to see if she can repair them. Jaina created a lightsaber of violet light while studying at Yavin 4. She later trained directly with Mara Jade, after Mara's marriage to Luke, when Luke began moving the new Jedi Knights back to the pre-Empire style of teaching. A real student of the Force, Jaina found it hard to be around her mother when she tried to use the Force. Jaina felt that Leia used her skills with the Force as a kind of toy, nothing really serious and often clumsy in operation. During the Yuuzhan Vong invasion of the galaxy, Jaina put her skills with the Force to work as a member of Rogue Squadron, flying an X-Wing into battle against the aliens. She survived a number of engagements, but was forced to eject from her fighter during the defense of Kalarba. She was caught in the explosion of the Champion, and suffered blinding damage to her eyes which left her with fuzzy vision for several weeks. She was shipped off to Duro, to make room for more desperate injuries, and helped her father in the evacuation of Settlement Thirty-two. Over time, her eyesight returned, and Jaina longed to get back into the cockpit. However, her status as a Jedi Knight forced Gavin Darklighter to place her on extended leave, in order to appease the politicians of the Senate. Jaina agreed to be part of the Jedi strike team which was dispatched to Myrkr to eliminate the voxyn queen, along with both of her brothers. She was unprepared for the losses the Jedi took just to infiltrate the *Baanu Rass*, and was overcome when Anakin was killed aboard the worldship. She openly blamed Jacen for Anakin's death, claiming that Jacen left him to die. In her anger over the loss of Anakin and her blame of Jacen, Jaina turned to the Dark Side of the Force. She conjured up an intense storm of Force lightning when a Yuuzhan Vong nearly killed her, utterly destroying the alien attacker without remorse. After finally destroying the voxyn queen, the Jedi were forced to flee the worldship in order to return to Eclipse. Jacen, however, had been captured by the double-crossing Vergere, and Jaina was forced to leave him with the Yuuzhan Vong in order to save the rest of the team. She vowed to rescue her brother, despite her earlier animosity toward him. The Jedi stole the frigate *Ksstarr*, which Jaina later renamed the *Trickster*, and headed to Hapes. There, they hoped to learn as much as they could about the frigate and Yuuzhan Vong technology. However, Jaina became caught up in the political intrigue of Hapan life, and the former Queen Mother Ta'a Chume chose Jaina to serve as her protégé. Jaina didn't fully realize her position, but used it to gain access to Sinsor Khal and the scientists on Gallinore, who created lab-grown version of Yuuzhan Vong yorik coral. As Jaina sank deeper into the plans of Ta'a Chume, her friends worried that she was slipping further toward the Dark Side of the Force, especially after she agreed to train under Kyp Durrone. After the fall of Coruscant, Jaina was groomed by the Inner Circle on Borleias to become the incarnate version of Yun-Harla, in an effort to trick the Yuuzhan Vong. It was during this time that she also admitted her feelings for Jagged Fel. Jaina was also promoted to the rank of Major in the New Republic military for her work at Hapes and Borleias, then to Lieutenant Colonel following the Battle of Ebaq. She was given

command of a full battle group during the defense of Esfandia when, as the ranking Jedi Knight, she was requested by Captain Todra Mayn to coordinate the combined forces of the Galactic Alliance and the Imperial Remnant. After the near defeat at Bilbringi, as part of Operation Trinity, Jaina was recalled to Mon Calamari. As the Galactic Alliance planned its final move in the ongoing war - a strike at Coruscant itself - Jaina was reunited with her parents. Together, they were dispatched to Coruscant ahead of the main fleet, when the living planet Zonama Sekot suddenly reappeared in orbit between Coruscant and Muscave. The Solo family was briefly reunited on Zonama Sekot before returning to the war. Jaina and her brother accompanied their uncle Luke to the surface of Coruscant, in an effort to gain access to the Citadel and bring Supreme Overlord Shimrra to justice. Jacen was able to reach the mind of the World Brain which was controlling the planet, and was able to calm it down and put a stop to the destruction it was causing on the surface. Upon entering Shimrra's throneroom, they were beset by a group of fifteen Slayers, and only Jacen's link to the World Brain allowed them any measure of success. Following the will of the Force, Jaina left the main battle and set out to capture Onimi, who had fled the chamber. She failed to consider the Shamed One's ingenuity, and Onimi was able to subdue Jaina with ease when he used his fang to inject her with a mild toxin. He then dragged her into the command chamber of the Citadel's escape craft and set out to flee Coruscant. Jacen, however, pursued them through the Citadel and into the escape craft, confronting Onimi with the pure power of the Force. Jaina tried to lend her brother some help, but Jacen fought on his own, allowing Jaina to concentrate on healing herself. After the deaths of Onimi and Shimrra, the rest of the Yuuzhan Vong force at Coruscant surrendered to the Galactic Alliance, bringing the war to an end. Despite Jag's admission of his love for her, Jaina decided that it was not yet time for her to settle down. She told Jag that she had to ensure that the galaxy would be a better place for future generations, especially her own children. Jaina and Jag shared one final, passionate kiss before going their separate ways. (TLC, AC, HTF, ROM, VP, DTO, BP, EVR, SBS, DJ, EL1, Y, DW, FH3, UF)

Solo, Jarik

this street urchin from the Corellian sector of Nar Shaddaa once claimed to be a relative of Han Solo's. He claimed that his father, Renn, was Han's father's second cousin. Han didn't believe for a minute that the youth was his relative, but his own years of eking out an existence as a beggar told him to take Jarik in and keep him off the streets. Roa eventually confirmed that Jarik was nothing more than a street kid. Jarik accompanied Han and Chewbacca on many adventures in the Bria, including several Kessel Runs. When Han decided that he had to leave Nar Shaddaa to escape an impending marriage to Salla Zend, Jarik stayed behind to pursue a new girlfriend and a job at Shug's Spacebarn. Although the girlfriend left him, Jarik continued to work for Shug Ninx. When Han returned to recruit smugglers for the assault on Ylesia, Jarik joined up, having lost his girlfriend but maintaining his skills. He joined the team which attempted to destroy the turbolaser emplacement protecting the planet, but was killed in the firefight which preceded the Alliance's victory. (THG, RD)

Solo, Jonash

Jonash was believed to have been the son of Dalla Suul, and Han Solo's father. Later investigation by Thrackan Sal-Solo revealed that Joansh was actually the son of Denn Solo. Although Jonash's wife's name remains clouded by history, it is believed that Jonash was truly Han's father. (CPL, NEGC)

Solo, Korol

this man was believed to have been Han Solo's great-grandfather, and a pretender to the throne of Corellia. He was hanged for his crimes. (CPL)

Solo, Renn

this was supposedly Jarik Solo's father. (THG)

Solo, Tiion

see Sal-Solo, Tiion. (TPS)

Solo, Tira Gama

see Gama, Tira. (TPS)

Solo-class Combat Freighter

originally designed by the Metalsmith's Guild of Vandelhelm, on the orders of the Venerated One known

as Lilli, the *Solo*-class combat freighter was named in honor of Han Solo. Developed during the early years of the New Republic, the *Solo*-class freighter was manufactured jointly by the Republic Engineering Corporation and SoroSuub, with facilities provided by the Fondor Independent Shipyards, and was based on the prototypes produced on Vandelhelm. It was first marketed as "a revolution in armored transports." The idea behind the *Solo*-class combat freighter was to create a cargo ship that could more than handle its own against enemy ships, whether pirates or Imperials. The hull was double-plated with titanium alloys that could withstand a great deal of fire, and was formed around a lightweight plasteel superstructure. It was armed with six ball-mounted dual turbolaser cannons, three on each side, giving the ship complete coverage and eliminating any vulnerable spots. A pair of concussion missile launchers provided additional armament. The *Solo*-class combat freighter measured 96.5 meters in length, required a crew of six to operate, and could accommodate up to ten passengers and 22,000 metric tons of cargo. If the holds were empty, the ship could transport up to 100 troops. Despite its ability to move through space without an escort, many critics felt that the *Solo*-class combat freighter was overarmed and a waste of credits, as they carried a hefty price tag. (PH)

Solokin Sakellar

this being was the Grand Warden and "absolute ruler" of Coruscant's University of Yabol Opa, during the years leading up to the Clone Wars. (IWE2)

Solomahal

this Lutrillian was a veteran of the Old Republic military who retired from active duty following the Clone Wars. During the Clone Wars, Solomahal earned the rank of General, and was assigned as the commander of the Republic's secret base on Azure. After the war, he continued to work as a scout, working in the Outer Rim Territories to avoid Imperial notice. Solomahal operated a YV-888 known as the *QuadStar*, and took on work whenever he could. However, as the galaxy plunged into the Galactic Civil War, Solomahal's reputation diminished greatly, and he was forced to move around the Greater Javin area in search of work. Among the jobs he took on was the transport of the Nothoiin refugee Covah to a remote location in the Greater Javin region of the galaxy. What many beings didn't know - or didn't remember - was that Solomahal was actually a hero of the Clone Wars, when he served as a General for the Army of the Republic. He was credited with liberating the Wode from enslavement, as well as destroying the 2nd Regiment of the Sun Guard. He was also considered something of a hero for his part in the Battle of Azure Spaceport, after he destroyed Talesan Fry's codebreaker before it could fall into the hands of the Separatists. Although he was captured during the fighting, Solomahal escaped just a few days later and was given a new command. (CCG2, JKG, WOA34, SOJ)

Solonar Rangers

this was a group of para-military mercenaries who were active during the Galactic Civil War. They were easily distinguished by the blue-and-yellow coloration of their armor and vehicles. (MBC)

Solo's Bane

see Renlo (GG10)

Solo's End Run

this was a spaceflight maneuver developed by Han Solo for getting out of the Sevarcos System, especially during the Imperial occupation of the system. It involved a spacer turning off his ship's transponder system after leaving Sevarcos and heading toward the system's asteroid belt. Shortly before entering the asteroids, the spacer launched a remote probe that transmitted his starship's true transponder codes, causing any pursuit to chase after the probe and not the starship. (SWJ2)

Solov, Reina

this stern-looking woman was an associate professor of archaeology at the University of Byblos. She specialized in the study of ancient cultures, and was investigating the Fellowship of Kooroo at the height of the Galactic Civil War. (PSPG)

Solsee

this name was common among Ithorian females. Although such names do not generally have meaning, Ithorians who studied their race's history learned that the name meant "summer". (GCG)

Solum'ke

this Weequay female and her beloved, Diergu-Rea Duhnes'rd, were vacationing on Zelos II when they were approached by K'zk. The Qwohog convinced them to finance a treasure hunt to the Zelosian Chine, and Solum'ke quickly agreed. Despite finding the treasure, they were double-crossed by K'zk, who left them to die as the tides rose around them. Solum'ke and Diergu-Rea were eventually rescued by another group of vacationers, but were flat broke. (TFNR)

Solus, Dapp

a native of Nar Shaddaa, this man never grew up from playing pirate games as a child. The problem for those he didn't consider to be friends was that he still played them like a child, with reckless abandon, but as a grown-up he had size, strength, and experience to back up his enthusiasm. After stealing a ship and wandering the galaxy for a few years, he met up with Salem Victory. The two of them collaborated on the design of the *Starcat*, and eventually formed the Happy Blasters. He was a competent and ruthless right-hand-man to Victory's brains and vision. It was rumored that Dapp had several cybernetic implants, but no one ever learned exactly which parts of his body had been replaced. (SWJ13)

Solusar, Jem

see Ysanna, Jem (HDE)

Solusar, Kam

a Jedi Knight, Kam was the son of a Jedi slain by Darth Vader. He spent nearly thirty years hiding from the Empire in the most remote parts of the galaxy. When his whereabouts were discovered by a group of Dark Jedi, he was tortured and forced to embrace the Dark Side of the Force. The reborn Emperor used him as one of his personal Dark Side Elite on Byss. When Luke Skywalker first met him on Nespis VIII, Luke sensed his strength in the Force behind the Dark Side facade, and challenged Kam to a game of Lightsider. Luke won, and convinced Kam to return to the Light Side. Kam eventually returned to Luke, joining the Jedi candidates on Yavin 4. He became one of Luke's most gifted apprentices, and became a full Jedi Knight several years after the death of Palpatine's clones. Kam fell in love with Tionne, and the two were married shortly before the Yuuzhan Vong invaded the galaxy. They acted as the administrators of the Yavin 4 facility for many years, and Kam himself presided over a solemn Jedi wedding for Luke and Mara Jade, before the pair were wedded in a public ceremony on Coruscant. Kam and Tionne served Luke as the wards of the youngest Jedi trainees during the height of the Yuuzhan Vong invasion of the galaxy, spiriting the children away from Yavin 4 aboard the *Errant Venture* and eventually settling them into a new home at the Maw Installation. Ultimately, Kam and Tionne were among the handful of Jedi Knights to survive the conflict with the Yuuzhan Vong. It was Kam's suggestion to Luke that the Jedi Knights return to the planet Ossus to rebuild their new Jedi Order, an idea that Luke eventually agreed to. (DE1, DA, DTO, U, NEGC, UF)

Solusar, Ranik

this man was a Jedi Knight who killed by Darth Vader during Palpatine's Jedi Purge. Ranik had a son, Kam, whom he taught in the ways of the Force. (DE2)

Somago

this carnivore was related to the raen sovra, but lived far from the electrically-active vinna forests on Tenek. Known as a choker, this creature has a muscular body which it uses to constrict its prey. Somagos would hang in the branches of trees and wait for prey to wander by. It would drop out of the tree and latch onto its intended prey with its sharp claws. Once attached, the somago would entwine its body about its victim and begin to constrict its muscles, effectively choking the prey. There were several forms of somago, including the sheet somago, saddle somago, and tapestry somago, each identified by its body shape and attack method. The rarest form is the helmet somago, which has a bell-shaped body which was adapted to capturing humanoid prey. Xenobiologists speculate that the helmet somago is an evolutionary throwback to the time when humanoid life lived on Tenek. Once the somago chokes the life out of its prey, it then fed on the dead body with several small mouths on the underside of its body. (COG)

Somaprin

this was a powerful soporific drug produced during the last years of the Old Republic as a pain killer. (MJH)

Somavva

this planet was the first to report to the Independent Trader's Infonet that the Empire was boarding free-traders' ships, shortly before the Battle of Hoth. (SWJ13)

Somax, Greg

a mathematics instructor stationed at the Imperial Academy during the Galactic Civil War, Somax was really an Alliance recruiter. He would review each class for potential recruits, and supply their names to a nearby Alliance agent. (RASB)

Sombure Sector

this area of the galaxy was located near the Wornal Sector. It was controlled by Imperial Moff Prentioch during the early years of the New Republic, and served as his base of operations as he tried to expand his sphere of influence. (SWJ7)

Somerce, Akeeli

this woman was, at one time, an assistant to the Prex of the Corporate Sector Authority. During the height of the New Order, Somerce found herself under investigation by the Auditor-General's office, on several counts of corruption. Fiolla was dispatched to arrest her, but Somerce managed to capture her and hold her at gunpoint on Abo Dreth. Her attempt to avoid capture was thwarted by Naven Crel, who had been working undercover to expose Chils Meplin. In a brief firefight, both Crel and Somerce scored killing hits. Somerce died swiftly, while Crel was able to relay brief information about his mission to Fiolla. (SWDB, OWS)

Somin City

this city, located on the planet Seltos, is known to be the home of the largest group of Tarro in the galaxy. *Note that Twin Stars of Kira often refers to it as Sommin City.* (GG12, TSK)

Sommen

this Alliance agent was infiltrated into Neuro-Saav's Tauber facility, shortly after the Battle of Yavin. (AIR)

Somms

this blond-haired Corellian served Black Sun under the command of Zekka Thyne, before the near-human was imprisoned on Kessel. (TFE)

SomnaSkol Red

this was a popular whisky during the last years of the Old Republic. (YDR)

Somniject

this poison was a fast-acting sedative that rendered the victim unconscious in a few seconds. It was never fatal, and could be counteracted by the injection of an anti-toxin. (SL)

Somo

this was a common component used to create the names given to Cerean males. In general, male Cereans given an individual name, which is added to the names of their father and grandfather. Complete male names are arranged based on harmony and cadence, but the literal meanings are arranged to ensure proper descriptions. The name Somo was an archaic name that referred to a caretaker, neighbor, or lamplighter. (GCG)

Somov Rit

this planet was a semi-tropical world covered by shallow seas and marshy inlets. The natives of this planet feared a legendary swamp demon, and would not use their own given names for fear of making themselves vulnerable to the demon's possession. (JVS)

Somreth

this three-bladed weapon was the trademark sword of the Drevun Six. (AIR)

Somtay, Jyl

this woman was one of the many Jedi Padawans who were away from Coruscant when a 200-member team was dispatched to the planet Geonosis, during the opening battle of the Clone Wars. Her former Master, Lura Tranor, was among the Jedi who traveled to Geonosis, although Master Tranor was unfortunately killed in the fighting. Jyl herself arrived after the main battle, to help clean up any pockets of resistance and gather intelligence on Count Dooku and the leaders of the Confederacy of Independent Systems. She received a field promotion to Jedi Knight, and was given command of a squad of clone troopers, to seek out any survivors and work with Doctor Frayne to ensure that weapons technology remained behind. Her inexperience nearly cost her when she agreed to test out a new clone trooper helmet Frayne had developed. The helmet contained a mild poison that quickly rendered Somtay unconscious. She managed to escape, collecting Naj Pandoor along the way. His sweet-talking and smooth manner grated on her nerves, especially when he suggested that she leave the Jedi Order and join him as a smuggler. They located Doctor Frayne's body shortly afterward, although it was in pieces. They discovered that she had been attacked by a female nexu, and were forced to fight their way past it and its cubs. In an underground lab, she discovered a Geonosian sonic blaster that was capable of shifting its frequency with every blast, which would have made it unstoppable by the Jedi. Pandoor managed to steal the weapon and tried to use it against her, but the nexu returned and mauled him. Somtay managed to fight it off, and after recovering the sonic blaster, dragged Pandoor to a place where she could bind him and turn him over to the authorities. She reluctantly put in a good word for him, because he helped her reach the weapon. (SWI79)

Sonam-Ha'ar

this man was a native of the planet Cinnagar, some 5,000 years before the Battle of Yavin. He resembled a wizard, with a hooded cape covering his bearded, hawk-like face. (GAS)

Sonda Armament

a small company contracted by the Empire to design and built armored dropships, such as the AIC-4. (SWJ2)

Sondarr

this planet was the site of the base of operations for Star's Nova. (WBC)

Sondarr Base

this was the name of the base of operations maintained by Star's Nova. It was located in the Lunnes Wastes of the planet Sondarr. (WBC)

Sondat

manufacturers of starship atmospheric systems. (RM)

Sonde Balloon

this was a small, inflatable balloon used in survival kits to signal someone's position. (HTTE)

Song of the Clouds

this was one of the many Ithorian herdships which could travel between star systems. The *Song of the Clouds* was a *Manollium*-class herdship. Vop the Usurer had planned to purchase a sealed lockbox from the Ithorians aboard the ship, but was undermined by the actions of his rival, Ritinki. (SWJ15)

Song of the Dongtha Slayer

this well-known epic poem was created by an ancient Askajian. It was known to have 722 verses. (TG)

Song of the Reflective Telescope

one of the chants Mohs has memorized, it is a ritualized description of the stars and planets in the Rafa System, handed down from the ancient Sharu. (LCM)

Song of War

this deep-red Hapan Battle Dragon served as Prince Isolder's flagship during the struggle against Warlord Zsinj at Dathomir. Many years later, during the Yuuzhan Vong invasion of the galaxy, Isolder again used

the *Song of War*, this time as the flagship of the fleet he commanded under Commodore Brand. During the Battle of Fondor, Isolder and the *Song of War* narrowly escaped the destruction of the Hapan fleet, when a blast from Centerpoint Station ripped through the system. (CPL, JE)

Song Rasp

this species of rasp, native to the planet Talus, was noted for its song-like calls. (GQRG)

Song Serpent

a feathered snake with colorful plumage, native to the deserts of Proxima Dibal's single planet. They are often used as pets. (HSE)

Song Sparrow

a bird with a musical call. (TFE)

Songbuk

a species of herbivore native to the moon Yavin 8, the songbuk was the favorite prey of the ursod. (GG2)

Songoquin Street

this was one of the many open-air marketplaces located in the city of Cuipernam, on the planet Ansion. (APS)

Sonic Bath

a hygienic device which uses sound waves to gently clean away bodily grime. They can be set to use varying wavelengths of sound, imparting a basic cleansing or a soothing massage. (JS)

Sonic Beam Projector

this device is used to eliminate large targets by damaging them with intense sound waves. (CSWEA)

Sonic Blaster

this form of sonic weapon was developed by the Geonosians during the years leading up to the Battle of Geonosis. They developed a handheld version of the sonic blaster as well as a larger, turret-mounted version. The sonic energy was ejected from the blaster within a plasma containment sphere, which glowed a strange gold color that seemed to ripple and writhe as it moved through the air. When it struck its target, the containment sphere exploded, unleashing an omnidirectional blast of sonic energy. (SWDB, AOTC)

Sonic Blender

this cooking implement used generated sound waves to mix ingredients together. (GMR8)

Sonic Broom

a cleaning device which uses sound waves to propel dust and dirt in front of a wide paddle. The broom is used to push the dust into a receptacle. (TJP)

Sonic Dampener

this was a form of ear insert that limited the amount of sound that reached the inner ear, thereby reducing the risk of injury in those being who had sensitive hearing. These devices were popular among beings who worked in mines, or among the support personnel in a war, since they helped deaden the impact of an explosion's noise. (MBS)

Sonic Dissipator

this ovoid device is used by beings who need to control sound in an enclosed environment. Initially designed for miners and demolition crews, the dissipator takes ambient sound waves and literally eats them, reducing both the volume and amount of sound. The user could then set off explosions in close proximity and not have to worry about damage to their hearing organs. Later, bounty hunters and other criminals discovered that sonic dissipators could be used to hide their activities. (MA)

Sonic Free

this band, formed by Skawn Bonduna during the last years of the Old Republic, was banned by the

Imperial Board of Culture. The IBC claimed that Sonic Free's music held subliminal suggestions which coerced their listeners to act out against the Empire. Imperial soldiers captured the members of Sonic Free, although Skawn Bonduna managed to escape. The imprisoned members later died in a prison brawl before they could be arraigned. (GMR6)

Sonic Generator

a device which can be used to torture an individual or group by creating grating, unending noise that quickly becomes unbearable. They can also be programmed to interact with light sources and tactile torture devices. (SA)

Sonic Grenade

this explosive device emitted a loud, disorienting blast when it exploded. Developed more than 4,000 years before the Galactic Civil War, sonic grenades were designed to operate on two levels. First, the sound of the explosion itself was deafening, and often ruptured the eardrums of any being in the blast radius. Second, the frequency of the sonic blast it emitted was barely perceptible to most humanoid races, causing severe disorientation. Millennia later, the Geonosians developed a modern version of the sonic grenade that destroyed a target's equilibrium. (KOTOR, NEGW)

Sonic Jammer

this tool was used as a weapon by Quarg's father, a well-known pirate who was defeated by the Jedi Knights of the Old Republic. With a group of jammers spread through the Kortein Asteroid Belt, he wrecked passing ships and tore them apart for salvage. The Old Republic eventually ran him off, and he fled to Drexel. Once there, while using the jammer to draw starships to the surface so that the pirates could salvage their metals, he discovered that the devices affected the hearing of the sea-dragons, and he tried to defeat the Dragon Lords by using the jammers on their mounts. Han Solo and Luke Skywalker destroyed the devices, allowing the dragons and Dragon Lords to defeat Quarg. (MC14)

Sonic Motivators

devices which use varying wavelengths of sound to manipulate water or other media. They are often employed in water sculptures. (TB)

Sonic Pacifier

this sound-generating device was used by Orion Ferret to control the Watcher Beasts he placed on Patch-4 as guardians. (MC59)

Sonic Puncher

this motion-activated grenade was designed during the early years of the New Republic. It creates a sonic concussion when activated. (ROM)

Sonic Screwdriver

this potent alcoholic mixed drink was created from spicebrew, Sullustan gin, and Old Janx Spirit. (MJH)

Sonic Screwdriver

this was a tool which used low-frequency sound waves to literally jiggle a screw into and out of its bore. (SWJ4)

Sonic Shower

similar to a sonic bath, except that the user can stand upright while being cleaned. (ROM)

Sonic Staff

this form of Geonosian weapon was formed from a resin staff which measured about a meter in length. Thicker than an electro-staff, the sonic staff's internal components could generate a powerful blast of sonic energy which could knock an opponent off their feet. Because the sonic staff used compressed sound waves as its primary projectile, the energy blast could not be deflected by a lightsaber. (UANT)

Sonic Whistle

a device which uses sound waves to blast a signal. (TME)

Sonie

Cerasi claimed that she was Wehutti's daughter, come to tell of him her Aunt Sonie's death, during the attempt to rescue Tahl. Cerasi had been confronted by the guards protecting Tahl, and hoped the diversion would allow Qui-Gon Jinn and Obi-Wan Kenobi to recover Tahl. (DOD)

Sonn Vilmari System

this planetary system contains the homeworld of the Pan-preneur species. (SWJ8)

Sonnel

an Alliance CR90 that assisted in the evacuation of Briggia following the Operation Strike Fear assault there. (XW)

Sonniod

a compact, gray-haired little man whose cocky attitude is evident in his mannerisms and dress. He wears a floppy red cap, and is a former smuggler and bootlegger. He worked a legitimate business, shuttling holofeatures from planet to planet for a major distributor. He worked a total of 50 backwater systems. When his cousin asked if he would help her out by carrying a load of chak-root with some of the features destined for the Corporate Sector, he happily agreed. After finding out that chak-root was illegal, and that it was also highly profitable to run it, Sonniod eventually joined his cousin's organization full-time. During this time, he first met Han Solo, and the two became friends. He eventually went straight, returning to the holofeature business. He helped set Han up on Kamar, where Han was trying to make money showing holofeatures. (HSR, CSA)

SonoMax

manufacturers of sound pistols and other sonic weapons. (CSA, WSV)

Sonopo Bomoor

the alias used by Gaar Suppoon when he invaded, raped, and pillaged Kosh Kurp's homeworld. (JTH)

Sons and Daughters of Freedom

see Freedom's Sons and Daughters (JT)

Sons of Barab

Han Solo once invoked the names of the Sons of Barab during his escape from the *Trader's Luck*. (TPS)

Sonsen, Jenica

Sonsen was the Chief Operations Officer, in charge of Administration and Operations, on Centerpoint Station during the time when the Starbuster plot was in motion. She was one of the last people to leave the station when it started acting strangely. She greeted Lando Calrissian and Luke Skywalker when they arrived at the station, thinking they were going to help her get the station back to normal. (SC)

SonTag

this silver-haired Meerian woman was the governor of Bandomeer some 12 years before the Battle of Naboo. She was a supporter of VeerTa and the Home Planet Party, although she knew that her planet's wealth was dependent upon Offworld Mining Company's operations. She welcomed the unexpected arrival of Qui-Gon Jinn and Obi-Wan Kenobi to Bandomeer, although she did not summon them for assistance. That was the work of Xanatos, who hoped to exact revenge on Qui-Gon by taking control of the ionite mines or - if necessary - destroying the planet. When VeerTa was also implicated in Xanatos' plans, SonTag was forced to rebuild her planet's government from scratch, a task made easier by the expulsion of Offworld Mining and the recovery of the Home World Party. (DR)

Sontor Skipper

this independent freighter was owned and operated by Captain Ross. He used it to carry foodstuffs from Baralou to various Alliance bases, in exchange for gemstones mined on Baralou. (PG1)

Sonus

this was a common name among the Sarkan race. (UANT)

Sook

the Ewok word for rock, it comes from the name of one of the Ancient Token of the Legendary Ewok Heroes. The Sook is given to the party member who needs direction for his feelings. Logray bestowed it upon Mace Towani, whose anger and aggression at the loss of his parents needed to be channeled. Mace discarded the rock, but Wicket recovered it, saving it until Mace needed it. Inside the Sook is a magic arrow head that will scoot along the ground, leading the party to a hidden destination. (EA)

Sookcool

meaning "wealthy", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Soolehad

this Rodian went by the pseudonym of Falloon, during the early decades of the New Republic, in order to avoid being identified. Soolehad was once a senior accountant for the Black Sun criminal organization, and still maintained may century's worth of data in the memory banks of his protocol droid, 9T-LOM. When the Yuuzhan Vong invaded the known galaxy, Soolehad used his Falloon alias to obtain passage off Sriluur, in order to return to Coruscant with the information in 9T-LOM's brain still intact. He hoped to turn 9T-LOM over to some former Black Sun leaders for a considerable reward. After he revealed his true identity to the mercenaries who got him off Sriluur and back to Coruscant, Soolehad turned 9T-LOM in for a considerable reward, then retired. (WOA13)

Sools, Jiri

this freighter captain discovered what he called "the errors of monogamy" on the planet Zeltros, during the years leading up to the Clone Wars. Sools fell in love with a cafarel named Lissahl, and vowed never to leave Zeltros again. (PH)

Sooma

C-3PO and R2-D2 were dispatched to this planet as diplomatic couriers, during the decade before the Battle of Yavin. The planet was the homeworld of a race of spindly, insectile humanoids. Unfortunately, this race was exterminated by Stenax invaders during the Stenax Massacres, which occurred some ten months after the Battle of Endor. (MDCAR, GMR1)

Soon

this given name was common human males across the galaxy. (GCG)

Soong peetch alay

this Huttese phrase translated into Basic as "It's too late for that." (GMR5)

Soonis

this Jedi Knight was responsible for apprehending the looters of the Vaults of Narner on Salliche. Soonis also stopped a band of armored raiders from rampaging Wroona. (SWJ3)

Soose

this Tahlboorean term means "enough." (DRPC)

Soothfast

commanded by Skent Graff, this New Republic *Proficient*-class warship patrolled the Meridian Sector during the early stages of the Yuuzhan Vong invasion. The ship was in position to recover the escape pod which contained the Yuuzhan Vong priestess Elan and her familiar, Vergere, after destroying a yorik coral spawn ship (Sh'rip Sh'pa). (HT, NJOSB)

Sophistication

this was the name of the art gallery owned and operated by Tal Anavere on the planet Obroa-skai. (CRO)

Sophouse

this brew-pub was located on the planet Cularin, during the last decades of the Clone Wars. Although its

menu featured some of Cularin's most popular exports, the regulars at the Sophouse preferred to drink something else. (LFCW)

Sophra

Cray Mingla's aunt, she feared that Cray's mother, Margolis, would manifest sensitivity to the Force as did their mother. (COJ)

Sopor-moss

this form of algal moss, native to the oceans of Calamari, was used by Mon Calamari doctors as a natural anesthetic. (FH1)

Sora Bulq

one of the few members of his race to and aptitude for the Force, this Weequay Jedi Master was one of the handful of Jedi who survived the initial stages of the Battle of Geonosis. Known for his skills with a lightsaber, Master Bulq was one of the best teachers of lightsaber combat at the Jedi Temple on Coruscant. Master Bulq was also worked with Mace Windu in the development of the Vaapad form of combat. Sora Bulq was part of the small group who were surrounded by the droid armies of Count Dooku and his Separatists, just before the Army of the Republic arrived on Geonosis. *Note that Inside the Worlds of Star Wars: Episode II indicates that Sora Bulq died during the Battle of Geonosis, when his LAAT/I was shot down and crashed.* However, as the Jedi Council advocated a stronger military presence for the Jedi Knights, Sora Bulq began to grow more and more dissatisfied with the Jedi. He finally decided to break away from the Jedi in protest, gathering a group of Jedi and retreating to the moon of Ruul. *Note that Star Wars: Republic - Trackdown indicates that Sora Buld was captured by Count Dooku on Bakura, shortly after the Battle of Geonosis.* Some three months after Geonosis, Master Bulq agreed to meet with Master Windu on Ruul, to discuss a mediation to their dispute. However, Bulq had other plans, having turned down the path to the Dark Side of the Force. He allowed Asajj Ventress to land her starship on his estate, and was "injured" early in a struggle with Ventress to allow his supporters to come to his aid. Mira's death only served to turn his supporters further away from the Jedi Order. When Master Windu confronted Bulq about this, Master Bulq openly explained that he had come to understand Count Dooku's position in the Clone Wars. Bulq and Ventress banded together to fight against the Jedi, but Master Windu, Jeisel, and K'ruhk managed to survive. Bulq remained on Ruul, planning his next moves against the Jedi. He eventually made contact with Rath Kelko on Anzat, in an effort to establish as "shadow army" for the Confederacy of Independent Systems, in an effort to offset the growing advantages of the Republic's clone troopers. He then traveled to Saleucami, where he took advantages of the heat and power supplied by the open magma flows in the creation of clones of the Morgukai warriors. (OWS, J1, IWE2, RT)

Sorannan, Sil

this Imperial Major was stationed in the Koornacht Cluster, as part of the Black Sword Command. He was one of the survivors of the Yevethan rebellion, and became the de facto leader of the prisoners on Pa'aal. He and his cohorts were dispatched to individual Yevethan warships to assist in expanding Nil Spaar's armed forces, which played into their plans perfectly. He and his officers arranged an elaborate plot that involved the coordinated takeover of a great portion of Spaar's navy during the final battle of the Black Fleet Crisis, robbing Spaar of any advantage he may have held. Sorannan himself took control of the *Pride of Yevetha*, and captured Nil Spaar. As Sorannan and his officers fled the Koornacht, they deposited Nil Spaar into hyperspace aboard an escape pod as the Imperials headed toward Byss and the Deep Core. (TT)

Sorbiss Valley

located on the planet Kal'Shebbol, this valley was the site of Imperial Moff Kentor Sarne's stronghold. Much of the Sarne's infrastructure was maintained at the Sorbiss Valley location, including his computer systems and even a few capital ships, including the corvette Renegade. (DARK)

Sorcerers of Tund

an allegedly ancient and mysterious brotherhood of magicians from the Tund System, these overly flashy sorcerers clothed themselves in distinctive charcoal-gray robes and turban-like headgear that covers everything but their eyes. Their race was unknown, since no one outside the brotherhood has seen one

without their robes on. The Jedi Knights knew of the Sorcerers, who called their connection to the Force magic. The Jedi Council of the ancient Old Republic chose to allow the Sorcerers to continue their dabblings in the Force, provided that they didn't turn very far down the path to the Dark Side. In the aftermath of the Battle of Ruusan, the Sorcerers were all but forgotten. What no one realized is that, near the time the Empire was born, the Sorcerers were wiped out, and the planet Tund reduced to a glowing ball of ash, by Rokur Gepta. Gepta continued to spread rumours and stories about the Sorcerers, to keep his mystique valid. Emperor Palpatine even became interested in the Sorcerers, believing that their religious teachings were based on ancient Sith doctrines. (LCM, ECH, DSSB)

Sord Montok

this "corporation" specialized in the transport of slaves, during the height of the New Order. (GMR6)

Sord Montok

this slaving transport ship was owned by Sord Montok, and was used to ferry slaves from place to place during the height of the New Order. (GMR6)

Sordaan Xris'

this Rodian was considered the wealthiest of his species living on the planet Kashyyyk, during the height of the New Order. He was the founder and owner of Sordaan Xris' Safari Partners, a big-game hunting expedition service that catered to the needs of adventure seekers from across the galaxy. Xris' managed to buy large tracts of land - which became part of the *Etyyy*, or Rodian Hunting Grounds - on which his employees led dangerous safaris into the Kashyyyk jungles. Many considered Xris' to be softer than most Rodian hunters, living behind his wealth and using his credits to hire the experienced hunters to work for him. Among his chief detractors was his long-time rival, Ziven Tissar. Eventually, even the Wookiees who worked for Xris' turned their backs on him, after he allied himself with the Imperial agents who took control of Kashyyyk. In order to prove himself, Xris' set out to locate and kill the legendary Kkorrwrot, but was unsuccessful. (SWGAL)

Sordaan Xris' Safari Partners

this small business, founded by Sordaan Xris' on the planet Kashyyyk, offered beings from across the galaxy the chance to participate in dangerous, big-game safaris into the jungles of the Wookiee homeworld. The safaris took place in the *Etyyy*, which was the Wookiee term for the Rodian Hunting Grounds. (SWGAL)

Sorderian Weftfabric

this expensive fabric was used by the Hutts to cover their caravels and sailbarges. (MA)

Sordu Gogg

known as "Sordu the Job Doc," this Rodian was one of the most well-liked members of Socorro's criminal organizations. An information broker by trade, he was also Vakeyya's most prominent employment sources. If a job was available to a smuggler or pirate, Sordu knew about it. Sordu had a suite in the Boliscon Towers, but spent much of his time at The Custom Shop. (BSS)

Sorella

this planet, located in the Freeworlds Region of Tapani Sector, was part of a group known as the Three Ellas. Along with Dorella and Pernella, Sorella had a liberal government that was more receptive to smugglers and criminals than other worlds. (LOE)

Soresu

this was the ancient term used to describe the Form III lightsaber fighting style. (SWI68)

Sorfina

this planet was known for its wonderfully gaudy artwork. (PSG)

Sorgoth

this ancient Evocii was the grandfather of Matha, and the leader of a clan which lived in the depths of Nar Shaddaa during the early years of the New Order. At 150 years of age, Sorgoth was an elder among his

people, and was known to have a strong sensitivity to the Force. Sorgoth and his clan survived by scavenging what they could from the upper levels of Nar Shaddaa. (TF)

Sorimow

this planet was conquered by the Epicanthix people. (SESB)

Sorl

a planet. (TDR)

Sormahil Fire Gems

a particularly rare and beautiful gemstone. (SOP)

Sormic

this short, pudgy, bald man was a Captain in the New Republic's Starfighter Command forces, and was assigned to training pilots for combat. He commanded the simulated group known as Gold Squadron, and it was Sormic who first trained Lara Notsil. Because he was unaware that she was trying to fail the course - as part of a plan to expose Atton Repness' blackmarket sale of starfighter parts - she nicknamed her "Deadstick Notsil." (IF)

Sorn

one of the Chiss pilots who served Voss Parck and Stent at the Hand of Thrawn compound on Nirauan, Sorn was responsible for reconnaissance of the Imperial capital on Bastion. (VOF)

S'orn, Ren

this young Belascan man was the son of Senator Uta S'orn. He was born Force-sensitive, and longed to attend the training given to potential Jedi at the Jedi Temple on Coruscant. However, his mother forbid any contact with the Jedi, and Ren fled Belasco. When his mother petitioned the Jedi Knights to help locate him, Ren rejected their offer to return to his mother. Some twelve years before the Battle of Naboo, it was reported to the Jedi that Ren had died on Simpla-12, and that all the blood had been drained from his body. His death appeared surprisingly similar to that of Fligh, who had stolen Senator S'orn's datapad. Obi-Wan Kenobi and Astri Oddo discovered that Ren had submitted himself to the testing of Jenna Zan Arbor, who was searching for the key to the mystery of the Force. He ordered her to release him, but he returned to Simpla-12 a broken man. (DH, EVE)

S'orn, Uta

this woman was the Senator from the planet Belasco, some twelve years before the Battle of Naboo. She had planned to retire after trying to form a coalition of support to halt the activities of the Tech Raiders, but she was forced to announce it earlier when Fligh stole her datapad. He obtained it one day when Uta put it down while eating the Senate commissary, but she chose not to report the theft in order to ensure the success of her coalition. Shortly after Fligh's death, it was revealed that Senator S'orn's son, Ren, was Force-sensitive, and that she had forbade his attending of the Jedi Temple's training. Ren fled Belasco, and remained separated from his mother for years, despite her efforts to have the Jedi Knights bring him home. Her decision to retire came on the heels of Ren's death on Simpla-12, which Senator S'orn claimed had occupied her mind to the point that she could no longer concentrate. She returned to Belasco and remained something of a recluse, only coming out of her dwelling to help tend to the children who were made ill by the bacterial infection which swept the planet every seven years. It was later revealed that Senator S'orn had, in fact, been helping Jenna Zan Arbor propagate her studies of the Force but infecting innocent worlds with bio-engineered viruses, then "rescuing" them with expensive treatments. Senator S'orn had been falsifying Senate records to indicate support for Arbor Industries, and stored the original records on her datapad for use in blackmail in an emergency. Uta S'orn admitted to her part in Zan Arbor's plans, and was exiled on a penal colony with Zan Arbor for the rest of her life. (DH, EVE, TDR)

Sorol

this was a common name given to male Duros children. The name Sorol referred to a legendary Duros politician, who supposedly helped to create the Old Republic. (GCG)

Sorol

this was the name of a legendary Duros politician, who supposedly was one of the original creators of the Old Republic. (GCG)

Soronia

this frozen ball of ice and rock was the seventh and outermost planet in the Corellian System. (CTD, CCW)

Sorontill

this was the largest of the four primary continents found on the planet Essowyn. (PG1)

Sorosub

another spelling of SoroSuub? (COJ)

SoroSuub

a group of Alliance modular containers that were attempting to supply Harkov's fleet during its defection. (TIE)

SoroSuub Chew

this tobacco-like substance was produced in a chewable form favored by the pirate Quist. (TM)

SoroSuub Corporation

a diversified conglomerate headquartered on Sullust, SoroSuub manufactured such diverse products as food packaging, space mining tools, blaster weapons, and repulsorlift crafts. With its diverse portfolio of products, SoroSuub came to employ nearly half the entire population of Sullust in its laboratories and factories. When the New Order was spreading through the galaxy, the Sullustan Council was disbanded, and SoroSuub announced Proclamation Number 173d, stating that it was assuming leadership of the planet. Then, it declared that it would be fully supporting the Empire with its goods and services, and denounced the Alliance as criminals and malcontents. This occurred on the 62nd day of the Sullustan year 8,494. SoroSuub was also one of the original non-voting Contributing Sponsors of the Corporate Sector Authority. All of this didn't sit well with many Sullustan employees, who saw the Empire for what it really was. A well-planned coup was staged in the wake of the Battle of Hoth, which saw the pro-Imperial leadership of SoroSuub ousted in a quiet takeover. Following the Battle of Endor and the role of the Sullustans in it, they were able to retake control of SoroSuub and ally it with the New Republic. (COTF, SWSB, EGV, CSA, RESB, NEGW)

Soro-Suul

this *Lambda*-class shuttle was owned a mercenary group which tried to bring down Twin Suns Transport Services and the Azzameen family. (XWA)

Sorotarr VI

this planet is the site of The Game, a gambler's paradise that attracts many high-ranking officials. They all arrive incognito, looking for something interesting to happen in their presence. (GG9)

Sorr

this man served the Galactic Alliance as an Admiral in the armed forces, during the height of the Yuuzhan Vong invasion of the galaxy. It was Admiral Sorr who assigned Corran Horn to accompany Tahiri Veila on a mission to Coruscant, which had been reformed by the Yuuzhan Vong into a replica of Yuuzhan'tar, in an effort to locate the Prophet, Yu'shaa. (FP)

Sorran

this man was the pirate captain who staged an assault on Naboo's TFP-9 space station, shortly before the Battle of Naboo. He commanded the assault from his flagship, the *Velumina*. He claimed to have been employed by Challep, the planetary governor of Agamar, who wanted to obtain several of the Naboo N-1 starfighters and a Naboo Police Cruiser, in an effort to reverse-engineer the Nubian drives and bolster his own security force. Sorran was told that Dren Melne, a member of Naboo's Bravo Squadron, would assist in obtaining the starships. However, Dren didn't count on resistance from Essara

Till and the loyal Naboo pilots of Echo Flight. When it became apparent that Dren would be unable to deliver the starfighters, Sorran ordered Dren's own ship destroyed, in an effort to remove any link back to his employers. The *Velumina* then jumped into hyperspace and disappeared. (SFT)

Sorr-ul-Paan Plateau

this flatland, located on the planet Ansion, was distinguished as the location of the city of Cuipernam. (APS)

Sorrus

this large, semi-arid planet was the homeworld of the Sorrusian race. There was very little open water on the planet, which was geographically dominated by wide deserts and rugged mountain ranges. Sprawling cities dotted the landscape. The planet had three distinct capital cities. (DH,EVE)

Sorrusian

this race of humanoids was native to the planet Sorrus. They were adept at changing their appearance via subtle manipulation of skin coloration, and their skeletal system was flexible enough to allow them to compress and conform their bodies to a variety of shapes and sizes. This allowed Sorrusians to move through obstacles which would block a normal human. Most people considered Sorrusians to be friendly beings, until you asked them a question. (DH, EVE)

Sor-Sull II

a Sullustan frigate rescued by Keyan Farlander and the Rescue group of shuttles. (XW)

Sorth, Dellin

this smarmy, fawning weasel of a man owns Club Prosperine on Algara II, and is the Chief Executive of Prosperine Entertainment. (PG2)

Soruus System

this planetary system's rulers pitted criminals against each other in gladiator-style fights to the death. (SWJ3)

Sosakar

pseudonym of the only survivor of the *Darkfire*, a ship captained by Flandon Sweeg that was lost in the Borkeen asteroid belt while searching for the huge, legendary space slug, Grendel. (SWSB)

Soshu Londahl

this Ithorian was a noted publisher during the last decades of the Old Republic. (WOTC)

Soskin Guard

this was a small-time para-military outfit that sold its services for protection. (SOP)

Sossen-3

this was the designation of a Nubian ion drive system produced in the years following the Battle of Naboo. (X2)

Sossil Wekwa

this was a distinguished member of the Pacithhip society. (UANT)

Sosten Freet

this Advosze served as Ema Slake's agent, during the height of the New Order. He tried to steal a group of silicate trophies from Slake's personal collection, blaming the thefts on her former director, O'lif Khaz. However, Khaz was proven innocent, and Freet was later arrested and imprisoned for the crime. (GMR5)

SOSW

a Mon Calamari power converter. (RM)

Sotak

this clan of Doneer ruled the city of Sotak'vik, on the planet Doneer'so. The Sotak were known as

charismatic and powerful, and inspired fanatic loyal within their clan, and extreme jealousy from other clans. (SWCP)

Sotak'vik

this Doneer'so city-hive was controlled by the Sitak clan during the Galactic Civil War. (SWCP)

Soterios

this dry, rocky world was the capital of the province held by House Melantha of Tapani Sector. Much of its surface was covered with windswept canyons and desert wastelands. A few settlements managed to eke out a living, and the species they brought with them quickly overran the native flora and fauna. As a result, virtually none of the planet's original lifeforms existed at the height of the New Order. (PGT, LOE)

Soth Petikkin

this native of the planet Tefau worked as a recruiter for the Alliance shortly before the Battle of Endor. Petikkin had a limited form of precognition, and used his contacts within Jabba the Hutt's organization to locate potential recruits. (CCG9)

Sothek

this Yinchorri was a member of the Intelligentsia class, during the years following the Battle of Naboo. Sothek was one of the few Yinchorri who doubted Vilmarh Grahrk's plans to steal starships from the Golden Nyss Shipyards, mainly because Grahrk wasn't a member of a Yinchorri clan. (TDV)

Sotipe

this gas giant was the seventh planet in the Derilyn System, located in the Elrood Sector. It was orbited by fourteen moons. (PG3)

Sottos

this Hutt was a mid-level crimelord on his homeworld of Nal Hutta, during the early years of the New Order. (WOTC)

Soul for Sale

this song, written and played by the band Starburst, first appeared on the compilation *StakeOut*. It was rated scarlet by the Imperial Board of Culture. (GG9)

Soul Snare

this ancient device was used to capture the life energies of Force-sensitive individuals. (CSWDW)

Soul Stealer

this milky-white, carved talisman was part of a collection of sinister artifacts maintained by the ancient Jedi Humat, more than 19,000 years before the Battle of Yavin. When touched by unsuspecting beings, the soul stealer took possession of the holder's mind, forcing the individual to do the talisman's bidding. Once under the soul stealer's control, a being was compelled to kill every being they came into contact with. The talisman was inadvertently rediscovered by construction crews during the last century of the Old Republic, during a building demolition. Before it could fall into the wrong hands, a group of freelance agents recovered the soul stealer and returned it to the Jedi Knights. (CCW)

Soul Tree

this was the name of the ceremonial tree planted for every Ewok at its birth. When the Ewok died, its hood was tied around its Soul Tree's trunk. (ECAR)

Soullex

this planet, located in the Outer Rim Territories' Fardon System, was used as a base by Admiral Drommel after his defeat in the Battle of Tantive V. Drommel established a garrison on the planet while repairs were made to the *Guardian*, which sustained heavy damage from New Republic forces. (WBC)

Soulworm

this creature fled the known galaxy several centuries before the Galactic Civil War, in an attempt to find a

place to worship evil. It has many followers in the known galaxy, foremost of which was the Five. (CSWDW)

Soun IV

a planet. (IWE2)

Sound of Her Wings, The

this musical piece was written and played by Gayman Neeloid, and was popular during the early years of the New Republic. (POT)

Sound Slug

a form of memory storage unit about the size of a blaster power pack, capable of sotring multiple compilations of musical material. (GG9)

Sound Sponge

this device was used by bounty hunters. When placed in the center of a room, it absorbs and deadens all sounds emanating from within the room. (RD)

Sound Weapon

these kinds of pistols or blasters don't emit energy beams or particles, but a high-pitched sonic blast that can be used to stun a victim. They can be modulated for use against various species, and for varying pitches and decibel levels. (CSA)

Soundmound

this music and dance club, located on the planet Mrlsst, was one of the many holoconcert sites played by Ghost Jedi. It was here that Rogue Squadron first met Koyi Komad. (XWPA)

Soun-Giju

this Herglic settlement, located on the planet Tallaan, maintained the culture of Giju instead of melding with its neighboring human culture. Its name translated to "Little Giju." (LOE)

Soup

this was the colloquial term used by members of the Anzat race to describe the life energies contained in a being's brain. A being's "soup" contained memories of all of their life experiences. When a being died, their "soup" ascended into the stars was lost, although it was believed that the life energies of an Anzat became part of the Sea of Memory. Over time, the Anzati discovered that they could actually taste this "soup" when they consumed the brains of their victims. *Note that Star Wars Gamer magazine, issue 1, indicates that the essence is actually called "luck", while "soup" was the medium through which the "luck" could be consumed.* (RT, TME, TJP, GMR1)

Sourthal, Bakki

this eager young man wanted to be a starfighter pilot, and planned to attend the Imperial Academy. However, his father believed that the Empire was too powerful, and his outspoken position was noticed during Bakki's initial interviews. He was refused admission to the Academy, so Bakki decided to join the Alliance. A handsome man with a totally fearless personality, Bakki once told his comrades that he would have been a holoivid star if the Alliance hadn't taken him. Bakki was promoted to Lieutenant Commander shortly before the Battle of Hoth, and was placed in command of Red Squadron of X-Wings in Fakir Sector. When not on active alert, Bakki also served the Special Forces branch of the Alliance as a field agent.. (SWCP, AIR)

Sourthol, Bakki

this man served as the Commander of Fakir Sector Command's Red Squadron, during the height of the Galactic Civil War. Commander Sourthol was also a charismatic speaker, and often was dispatched "on loan" to other Alliance bases to discuss starfighter tactics against Imperial opposition. (SWJ10)

Souse-mustard

this was an Ortolan condiment that was often used to create a tapenade that could be served with crackers. (YDR)

South Beach

this coastal area was located on the Unknown World of the Rakata race. During the height of the Great Sith War, the South Beach area was under the control of the Elders. (KOTOR)

South Conical Mountains

this was the name used to describe the arrangement of seven cones - one large cone surrounded by six smaller cones - at one end of Centerpoint Station. It was believed that the cones formed the primary repulsor generation system for the Station, since the arrangement of cones resembled that of ancient repulsor devices. (JE)

South Elrood Ocean

this was the largest of the three oceans found on the planet Elrood. (PG3)

South Horn Flightknife

one of the many Yedagonian fighter squadrons which supported Wedge Antilles and the Running Crimson Flightknife during the war against the forces of the Cartann nation, on Adumar. (SOA)

South Islands

this island chain on the planet Alderaan was home to a group of Caamasi refugees during the reign of Emperor Palpatine. (SOP)

South Kallis

this was one of the three continents found on the planet Corulag. (CCW)

South Market

this section of the city of Iritsa, located on the planet Chazwa, was the primary shopping area used by those beings who lived in The Stones. (ND)

South Mudflats

this mud-covered area of the planet Antiquity ran for thousands of kilometers. (POC)

South Qaestar Ridge

this section of the Qaestar Ridge formed the southwestern border of Qaestar Town, on the planet Talus. (CCW)

South Refineries

this was one of four ore refineries established on the Ugnaught Surface, during its construction. Once the floating city was completed, the refinery was converted into housing and business facilities for the Ugnaughts who made their homes on the Surface. (PH)

South Ridge

this rocky, V-shaped outcropping of rock was located on the planet Hoth, just to the east of the Clabburn Range. It was here that the Alliance established a final rendezvous location for the forces at Echo Base, in case of an Imperial attack. In the wake of the Battle of Hoth, Luke Skywalker and many other pilots had to make their way to the South Ridge in order to escape. (IWS)

South Swing

this was the name given to a section of the Tiaran'grast Sling Course, known for its sharp, serpentine turns and vicious cross-winds. (SPG)

Southern Crags

this desolate, remote area of the Skeebo Desert was located near Skeebo City. It was here, in the Skeendo Tunnels, that the Skavers created their base of operations. (BF)

Southern Deserts

this area of the planet Sevarcos was known for its rich deposits of andris and carsunum. (SWJ2)

Southern Enclave

a section of Coruscant's Imperial City where Prince Xizor had a former mistress buried in a building foundation, after she failed to cut off their relationship. (SE)

Southern Hatagai

this was one of the smaller overclans of Alwari, native to the planet Ansion. (APS)

Southern Nikto

this is the common name for the M'shento'su'Nikto race. (GG12)

Southern Province

this was the name given to the southernmost habitable part of the planet Zeltros. (MC104)

Southern Reach

this open plain, located on the planet Venaari, was the site of a struggle between the rebel underground and the Imperials who controlled the planet, during the early years of the New Republic. (SWJ5)

Southern Tanlassa

see Tanlassa (MJH)

Southern Underground

this city-area on Coruscant, located in the southern hemisphere, was populated with beggars, homeless beings, and criminals. It was extremely dangerous for an outsider. (SE)

Southern Wastelands

this lifeless area dominated the southern continent of the planet Kathol, and was inhabited by a reclusive Charr Ontee clan. (E)

Southern Wastes

an area of the planet Uba IV which was controlled by the Vorsazg clan during the height of the New Order. (SESB)

Southview Village

this rustic village was the smaller of two settlements located on the planet Edan II. After the Alliance was routed from their base by Imperial bombardment, its surviving members hid in this city until they could gather their strength for a counterattack. (IAG)

Southwest One

one of two starports located on the Anai continent of Lianna. The starport is located to allow easy shipment of the minerals and ores extracted from Lianna's barren wastes. (ML)

Southwest Refineries

this was one of four ore refineries established on the Ugnaught Surface, during its construction. Once the floating city was completed, the refinery was converted into visitor housing facilities by the Ugnaughts who made their homes on the Surface. (PH)

Southwest Two

one of two starports located on the Anai continent of Lianna. The starport is located to allow easy shipment of the minerals and ores extracted from Lianna's barren wastes. (ML)

Sovar

this man worked for Platt Okeefe as a "cargo solicitor," during many runs to Tatooine during the Galactic Civil War. (SWG10)

Sovar Imperial Hotel

this upscale hotel was located near Calliandro's, in Rodia's Equator City. (SESB)

Sovara

this was a common name used by the Klatooinan race. (UANT)

Sovereign

this was the the first *Sovereign*-class Star Destroyer created for the reborn Emperor Palpatine, although it was never completed. (DE1)

Sovereign

this New Republic supply ship made a regular run to the planet Alvorine during the years following the Battle and Endor. *Note that this ship is also referred to as the Soverien.* (GMR5)

Sovereign Beetle

this beetle, native to the planet Neimoidia, was noted for its intricately ornamental shell. (COD)

Sovereign Protectors

highest-ranking Imperial Royal Guards, the Sovereign Protectors are a highly trained and motivated group of elite guards. Individuals are chosen for their fitness, stamina, and strength, as well as their loyalty to Emperor Palpatine. They are tutored by the Dark Side Adepts in the use of the Force, but they have control of only the most elementary abilities. (DE1, DESB)

Sovereign-class Star Destroyer

these huge, 15-kilometer-long warships were to be the penultimate Imperial weapon, surpassed only by the *Eclipse*-class Star Destroyer. Designed to instill fear, the *Sovereign*-class ships were equipped with an axial superlaser designed to destroy planets in much the same way the Death Star's laser eye would. Manned by 601,670 crewers and 4,075 gunners, the *Sovereign*-class also boasted 500 heavy turbolaser cannons, 500 turbolaser batteries, 75 ion cannons, 100 tractor beam projectors, and 5 gravity well projectors. (DE1, DESB)

Sovler

this creature was known for its disgusting eating habits. It enjoyed consuming small rarks. (VOF)

Sovra

this was a species of small, poisonous creature. (SWJ14)

Sovv

this surname was common among the Sullustan race, and meant "pilot" in the Sullustan language. (GCG)

Soypro

a meat substitute. (SE)

Soz

this ancient melee weapon was once popular on the planet Duro. (GCG)

Soz

this was a common name given to male Duros children. The name Soz referred to an ancient melee weapon once used on Duro. (GCG)

Sozzenels

this was a noted jazz band, active during the early years of the New Order. (WOTC)

SP.9

this was the mobile version of the Golan Arms DF.9 anti-infantry battery, which was most often used by the Alliance during the Galactic Civil War. The SP.9 found little outside support, however, because it was extremely large for its firepower, and was difficult to transport. The SP.9 required a pilot and three gunners to operate. (ROE)

SP12

this was the astrogation abbreviation for the planet Simpla-12. (EVE)

SP-3

this was a form of delivery speeder produced during the last decades of the Old Republic. The Sp-3 was roughly trapezoidal in shape, allowing for a large variety of cargo to be moved about with it. (BH)

SP-4

this was a model of librarian droid, used by the Jedi Knights to provide access to their immense archives found on the planet Coruscant, during the last decades of the Old Republic. Based on the PK-series of labor droids, the SP-4 series was modified by Cybot Galactica to have enhanced sensory apparatus and behavioral circuitry which allowed it to monitor its environment. This gave the SP-4 the ability to gauge any Jedi who approached it, gleaned information from the Jedi's actions and behavior. The vocoder of the SP-4 was shaped like the long snout of a Pa'lowick. (AOTCN, SWDB)

SP-597

this was the callsign of one of the many stormtroopers who served under Admiral Galak Fyyar, during the early years of the New Republic. (JK2)

SP-80

a series of programmable, single-purpose droids. (COJ)

Spaar

this Yevethan clan rose to power just after the Battle of Endor, as the Imperial presence in the Koornacht Cluster began to dwindle. Nil Spaar became the primary power among the Yevetha, killing the former Viceroy in order to make his own way into the position. (SOL)

Spaarti Creations

this corporation was created on the planet Cartao as part of a joint effort between the human and Cranscok populations. The unique aspect of Spaarti Creations' manufacturing line was that it had evolved out of Cranscok fluid technology, allowing it to be retooled in a few hours to meet any new configuration. Much of the technology was not understood, and seemed to be organically linked to the Cranscok themselves. For this reason, access to the manufacturing facilities was heavily restricted, and many workers were required to live on-site in order to prevent unauthorized entry. Just south of the facility was a strip of grassland, which the Cranscok had set aside from their own use. No one was allowed to build on it, nor were people allowed to travel across it. The presence of other beings on this land upset the Cranscok, which affected their ability to manipulate the fluid-technology on the manufacturing lines. Thus, the leaders of Cartao enforced the restrictions on the grassland. Spaarti Creations was nationalized by the Old Republic about a year into the Clone Wars, in an effort to generate more modern cloning facilities. Kinman Doriana was dispatched to Cartao to negotiate the changeover, and his efforts were nearly thwarted when the Separatists learned of the mission. The Separatists swarmed in and took control of Spaarti Creations, and Doriana enlisted the help of those around him in an effort to force them out. These plans, however, were dashed when a Republic gunship piloted by a task force of Jedi Knights, was purposely crashed into the main manufacturing facility. Doriana later discovered that the gunship had been piloted remotely by an agent of Darth Sidious, who used the destruction of Spaarti Creations to create a groundswell of hatred toward the Jedi Knights. Known to only Doriana, Sidious, and Chancellor Palpatine, however, was the fact that several thousand cloning cylinders had been rescued from the doomed facility, which were quickly stored on Wayland. (SWI68, SWI70)

Spaarti Cylinders

originally designed early in the Clone Wars by Spaarti Creations on the planet Cartao, these specially-designed canisters provided a more modern method for the Old Republic to generate clone troopers for the Army of the Republic. During the battle for control of the planet Cartao, most of these cylinders were destroyed. Then Chancellor Palpatine, however, saved a number of them in his warehouse hidden within Mount Tantiss, on the planet Wayland. These cylinders were lost for decades until Grand Admiral Thrawn rediscovered them. He used them to clone troopers to augment his own forces, including the captured Dreadnaughts of the *Katana* Fleet, during the early years of the New Republic. The only known drawback

to the use of Spaarti Cylinders was that they tended to create clones that went insane fairly rapidly, as a result of their accelerated growth cycle. (DFR, SWDB, SWI68, SWI70, NEGW)

Space Barge

any heavy-duty short-range transport ship used to shuttle cargo between faster hyperdrive transports or orbital installations. (SWSB)

Space Beldon

related to the beldon that inhabited the Life Zone of Bepin and many other gas giant planets, the space beldon was adapted to live in the gaseous, interstellar regions defined by nebulae and minor gas clouds. Individual specimens were known to roam a limited region of space, subsisting on the various gases they could scoop into their systems. Over the eons, an individual beldon converted these gases into rethin, which kept the space beldon inflated, and tibanna gas, which it expelled. Space beldons also exuded a mild acid, which allowed them to consume the solid elements found in asteroids. In comparison to their planetary cousins, the space beldon was much faster in its rate of movement, to avoid asteroids and other space-borne debris. Like normal beldons, the space beldon built up an internal charge of ions, which it discharged as a defense mechanism. (WOTC)

Space Carrots

this was a form of processed foodstuff, made from roots vegetables, which was often served from starship galleys. (MC8)

Space Diamond

this was a form of densely-compressed carbon that resembled terrestrial diamonds, but was found in asteroids and other space debris. (SWGAL)

Space Dock

this was the brand name of Rendili's mobile starport platform, developed during the early years of the New Republic. They have the advantage of being mobile, and are moved among planets with ease. (VOF)

Space Drifter

this medium transport was owned and operated by Core to Rim Shipping, and was under the command of Prem Nistt shortly after the Battle of Yavin. (FBS)

Space Fighter Corps

this was the small group of Royal Naboo Security Force officers which was charged with protecting the interplanetary spaces of the Naboo System. Originally, the Space Fighter Corps was established as an honor guard for the Naboo Royal Starship, ready to defend the royal family as it traveled in the greater galaxy. The 100 men and women of the Space Fighters Corps used N-1 starfighters and Naboo Police Cruisers to patrol their home system. (IG1, SON)

Space Grazers

an alien lifeform, thought to be extinct for thousands of years before the Great Sith War. Aleema used Dark-Side illusions of them to try and deter the combined Jedi-Republic force that was sent to liberate the Empress Teta system. They were said to be space-faring, floating in the ether between the stars and eating any unsuspecting ships that passed near them. They resemble huge amoeba-like slugs with jellyfish-like tentacles hanging below them. (DLS)

Space Master Medium Transport

this starship was part of a generic line of transport ships produced by Kuat Drive Yards. Measuring eighty meters in length, this Space Master transport had a long fuselage that allowed for a variety of cargo modules to be attached to it. The forward section of the ship was a circular disk that contained the cockpit and main quarters, while the engine array was mounted at the rear. The medium transport required a crew of eight to operate, and could accommodate up to four passengers and 19,000 metric tons of cargo. In its stock form, the Space Master could be armed with up to four turret-mounted, twin laser cannons. (GMR4)

Space Pirate Boogie

a dance Han Solo taught to Leia at his housewarming party on Bespin. (ZHR)

Space Pirates of Iridium

this group of Old Republic bandits raided spice haulers using power gems, scouring the Atrivis Sector for more and more plunder. They were finally stopped by the Jedi Knights, who dispatched Kit Fisto and a team of Jedi to bring about an end to their predations. (CSW, OWS)

Space Pirates of the Galaxy

this holo-series was popular during the early years of the New Order. (MDCAR)

Space Poker

this is a card game popular among pilots and other military individuals. The deck of card is covered with different spacial bodies, such as planets and moons. Each round is marked by the use of propulsions and turbos to try and improve a players hand. The primary goal is to get the best combination of spacial objects among the cards in your hand. A full planetary system is one of the best hands. (SA1, SA2)

Space Rangers

this was the name assigned to agents of the Intergalactic Law Agency. (MDCAR)

Space Rescue Corps

this branch of the Old Republic military was charged with maintaining the safety of space travellers everywhere. Even after the rise of Emperor Palpatine and the Imperial Navy, the Space Rescue Corps was allowed to provide rescue services to registered starship owners. The SRC painted their rescue vessels with a striking red and black pattern for easy recognition. (FOP)

Space Singer

this is the term used to describe those Shashay who act not only as musical performers, but as starship navigators. The term was first created when a Shashay starship was forced to land on Kashyyyk after experiencing a malfunction. The Wookiees helped the Shashay crew repair their ship, but the only thing the Shashay had to offer as repayment was an evening of song. In an alternate usage, Shashay navigators are called space singers. The song of the Shashay is a complicated combination of trills and riffs, and the mental acumen required to memorize and perform the song lent itself to the ability to manipulate navigational coordinates. The Alliance employed the Shashay as navigators during the Galactic Civil War. (TA)

Space Skeet

a target-shooting activity which uses low-power laser rifles to shoot specialized targets launched into space. The shooter shoots from behind a transparisteel barrier, while the target is launched into space. When the laser beam strikes the target, it explodes in a bright flash, indicating a hit. (RM)

Space Slug

a pink, snake-like creature capable of living in the vacuum of space, space slugs sustain themselves by digesting the minerals in asteroids. Much of the slug's body is smooth and pliable, but the rearmost portion of the slug is covered with root-like tendrils that burrow into the rock of the asteroid and serve as the primary method of obtaining nutrients. It is known that they are a silicon-based organism, much like the mynock. Space slugs, also like mynocks, reproduce via fission into two new organisms. Many scientists claim that space slugs eat mynocks for sustenance, although larger slugs have been found with colonies of mynocks living inside them. The average space slug attains a length of around 100 meters living in the weightlessness of hard vacuum. For this reason, there have been plenty of verified reports of huge slugs reaching lengths of 900 meters. Space slug flesh, being inorganic, has many technological uses. Their skin is also used, in a ground-up form, as a commercial abrasive. It was rumored, during the last decades of the Old Republic, that miners and smugglers in the asteroid belt of the Cularin System actually trained space slugs to act as guardians of their bases. Other rumors claim that certain slugs were tame enough to allow smugglers to land their ships in their mouths to escape capture. Although these rumors were never substantiated, many starship captains went out of their way to avoid space slugs in the Cularin System. (ESB, SWSB, ISU, LFC)

Space Snipe

this Alliance defensive tactic was developed as a way to fight against Imperial blockade and control of a planet. Squadrons of starfighters were deployed in key hiding places throughout a planetary system, waiting to ambush attacking forces with surprise attacks. If properly planned and supplied, the space snipe can cut off an invading force, rendering it unable to continue and eventually freeing the system. (SWJ2)

Space Tape

this adhesive has a multitude of uses. Like duct tape, it has a strong substrate and dense, tactile glue. (POT)

Space Warper

a starship built by Novaldex. (MMY)

Space Worr

believed to have evolved from normal worrt stock that was accidentally transported to the asteroids between Antar and New Plymto, this species of worrt could grow to incredible sizes. First encountered by a pair of Rodian pilots, the space worrt was quite adept at camouflaging itself to blend into its surroundings. Weesh, one of the two Rodians, stumbled upon a space worrt without even seeing it, and was quickly consumed by the creature. This first space worrt was larger than a Wookiee, and resembled its smaller cousin in nearly every detail except size. Space worrts adapted to survive on virtually any form of matter, including the silicon matter found in mynocks. (WOTC)

Spaceboat

another name for a lighter. (HSL)

Spacecaster-class Shuttle

an outdated form of orbital shuttle, the Spacecaster was a hyperspace-capable craft designed for short excursions between planets. (VP, NJOSB)

Spaceguide

this was the official publication of the New Republic Scout Service. It documented the goals and ideals of the Service to prospective and new members. (GG8)

Spacelane Bureau

a branch of the Old Republic Navy, the Spacelane Bureau patrolled the ancient jump beacons used to demark hyperspace travel routes, ensuring their accuracy the safety of their routes. (TOJC)

Spaceman's Rest

a bar located in Teguta Lusat, where Lando Calrissian goes in search of a sabacc game while trying to gather information on the Treasure of Rafa. (LCM)

SpaceOps

this division of the Alliance's Special Forces group was typically ship-based personnel which specialized in combat which took place aboard a starship. They were considered the 1st Regiment of the SpecForces of the Alliance. (ROE)

Spaceport

any facility which provides starship landing, repair, and modification facilities. The Imperial Space Ministry defined five levels of spaceport classification: Landing Field - any flat, level area with the barest minimum of services. There is no flight tower to control starship traffic. Limited Service Starport - a step up from a landing field, limited service starports have some form of control tower, limited storage space, and only the basic services. Standard Class Spaceport - this facility has a full-staffed control tower, and offers all the basic services plus restocking facilities and a small shipyard. Stellar Class Spaceport - these facilities can handle most of the common starship designs, and provides landing and docking facilities for them. A number of shipyards are available for repairs, and a fully-staffed Customs office is on-site. Imperial Class Spaceport - luxurious and modern, this facility offers a wide range of landing and docking facilities, as well

as maintenance areas and storage facilities. Any and all amenities required by a starship's passengers and crew area readily at hand. Customs facilities are top-notch, and security is extremely tight. (GG6)

Spaceport Bar

a well-known chain of Outer Rim hotels and bars. (GG9)

Spaceport Express

this Mos Eisley messaging service was formed by Monom Gantrum, with help from Norun Gep. Gantrum worked a deal on the side with Lady Valarian, which allowed her to scan his manifests for interesting cargo in return for other favors. Its primary office was located on Spacers Row. (GG7, IWST)

Spaceport Gusher

this was the name of the massive water-pumping station that supplied the Abregado-rae Spaceport with water. It was located between the modern spaceport and the Old Patch. (CCW)

Spaceport Hotel

this was generally considered one of the nicest hotels in Mos Eisley, on the planet Tatooine. (SWTJ)

Spaceport Region

this section of Celanon City was dominated by the vast starport which served the planet Celanon. The central spaceport control tower measured 140 stories in height. (PG1)

Spaceport Row

a street filled with bars and restaurants serving the various traders, shippers, and smugglers that come to Plawal and Belsavis. (COJ)

Spaceport Security Authority

this was the generic term used to describe the security forces which guarded the largest spaceports in the galaxy. They were most prominent at *Imperial*-class spaceports. (IR)

Spaceport Speeders

this used landspeeder lot was located in Mos Eisley, just off Outer Curved Street, on the planet Tatooine, during the height of the New Order. It was owned by Unut Poll, and operated by Wioslea during this time. It was here that Luke Skywalker sold his old speeder to pay for passage to Alderaan aboard the *Millennium Falcon*. (GG7, TME, IWST)

Spacer

slang term for a starship pilot. (SW)

Spacer Quarter

this section of Alderaan's capital city of Aldera was dedicated to providing offworlders with the services they required. Bars and taverns, hotels and inns, gambling houses and specialty shops could all be found there. (CCW)

Spacer's Bar

this was one of the Outer Rim's most accessible chains of restaurants and hotels. (GG9)

Spacer's Berth

this warehouse-district cantina was a favorite meeting place of Snitchly Gritch, during the last years of the Old Republic. (GCG)

Spacer's Bistro

a bar and grill location on Byss. (DE2)

Spacer's Chest

this was the generic term used to describe any form of chest or locker in which a starship pilot kept their personal belongings. (SWJ4)

Spacer's Garage

a starship repair facility on Nar Shaddaa. (DE1)

Spacers' Hill

this low mountain, found on Aduba-3, was the site of a cemetery used to bury natives and their companions who traveled the galaxy. (MC7)

Spacer's Information Manual

this Imperial document was required reading for any being who operated a starship during the New Order. Produced by the Imperial Bureau of Regulations, it outlined the necessary documents required for any spacer, as well as providing information on any possible scenario under which a starship may be boarded. However, many Imperial Customs agents relied more on first-hand knowledge of particular spacers and situations in boarding situations. (PSPG, SWJ9)

Spacer's Lounge

a cantina located in Imperial City, on Coruscant, during the early decades of the New Republic. (HT)

Spacer's Luck

this was one of the many gambling halls located in the Spacer Quarter of Aldera, on the planet Alderaan. (CCW)

Spacer's Rest

a cantina located near the main starport serving the planet Wroona. (PSG)

Spacers Row

this was one of the main thoroughfares found in the city of Mos Eisley, on the planet Tatooine. It was named for the businesses that lined it, which catered to the needs of traveling starship crews. It met up with the Outer Curved Street at the Ubrikkian Trade Tower. (IWST)

Spacer's Street

one of the main thoroughfares in the capital city of Cilpar, located near Mos Tommro Spaceport. (SOP)

Spacescraper

this word evolved on Coruscant, as a description of the tallest buildings found on the planet, if not in the galaxy. (UF)

Spacetroopers

this was the term used to describe specially-trained stormtroopers used for zero-G battles in outer space. They were trained as deadly commandos, second in stature to only the Imperial Royal Guard. Their specially-modified body armor acted as protection, propulsion, and weapons system. They were rightly referred to as walking tanks. (COTF, ISB)

Spach

this was one of the binary stars at the center of the Aldo Spachian System. (SL)

Spacia

this species of tree was native to the planet Achillea, and was used in the creation of luxurious furniture items. (PGT)

Spacing

a form of execution in which the victim is cast into the vacuum of deep space without any protection. (HSL)

Spadda

this Hutt ganglord ran his business from the Aikhibba System. (DESB)

Spade

this clone trooper was part of the platoon dispatched to Pengalan IV, during the early stages of the Clone

Wars, to eliminate a Separatist missile facility on the planet. He was given the nickname Mapper by Joram Kithe, who was stranded on the planet with the platoon's survivors after the Separatist sprang a trap. The nickname, given to help Joram communicate with the troopers, was based on the fact that the clone trooper carried the platoon's remaining equipment, including a shovel. Spade and his comrade, Hash, were killed shortly afterward, during the platoon's attempt to reach the actual missile production facility beneath the surface of Tur Lorkin. It was later revealed to Joram that Spade and his platoon-mates were actually enhanced clones, having been given additional self-reliance and initiative during their development. These enhanced troops were dispatched with observers like Joram, in order to ensure the production of clone troopers was continued. (SWI65)

Spade Forest

this was one of the many forests which covered the surface of the planet Null. Lorian Nod agreed to meet Obi-Wan Kenobi and his apprentice, Anakin Skywalker, in the Spade Forest, after Nod agreed to work with the Jedi to discover the motives of Count Dooku on the planet. (LOJ)

Spade Ray

this unusual fish, once native to the Yuuzhan Vong homeworld of Yuuzhan'tar, was shaped like a wide shovel or spade. After many generations of bio-engineering, spade rays were developed that could serve as living shovels. (T)

Spade-headed Smooka

this long-bodied, flying rodent was native to the planet Dagobah. They were named for their wide, flat head. The mouth of the smooka spread across its entire face, and was filled with sharp teeth used to chisel out holes in the trees. These holes were used for nesting purposes. Smookas didn't actually fly, but used stiff skin flaps to allow them to glide from branch to branch. (WSW)

Spaeth

this Imperial Navy Captain was in command of a Dreadnaught that was assigned to patrol near M'haeli. (ROC)

Spagga Core, Incorporated

this mining operation produced a number of rare and speciality gems used in lasers during the height of the New Order. It was rumored that they had secured the mining rights to an unspecified planet in the Minos Cluster, in hopes of mining corusca gems in its atmosphere. Spagga hoped to be able to cut into the market share of Damarind Corporation. (SWJ10)

Spang

this Outlaw Tech was the leader of a group of unemployed Imperial engineers who developed the Hornet Interceptor for the Tenloss Syndicate. (JASB)

Spang

this man was one of the original techs who helped build the Tanquilla Beach space station. It was Spang who procured and installed all of the station's weaponry. Spang was also a trusted friend of Bequesh, and was often under the old man's protection. During the early years of the New Republic, Spang and his daughter, Fia, operated a starship repair facility aboard Tanquilla Beach. (DARK)

Spangled Veil Nebula

this gaseous formation is located near Exodo II and the gas clouds of Odos, in the Meridian Sector. (POT)

Spanner

this was the nickname of Luskin Exovar's E3 companion droid. Those who knew Exovar the best could not recall a time when Spanner wasn't with him. Spanner was sensitive to the plight of droids, especially during the height of the New Order, and wasn't afraid to use its heavy lifters to take out a measure of revenge against anti-droid beings. Spanner rarely spoke aloud, and then usually only to Exovar. (WSV)

Spar

see Alpha-02 (SWI80)

Spar Sector

along with the Moddell and Ablajeck Sectors of the galaxy, this sector made up the Inner Zuma region. (GMR9)

Sparkbee

this ancient bee was native to the original Yuuzhan Vong homeworld of Yuuzhan'tar. It was the baseline from which thud bugs and blast bugs were bio-engineered. Unadulterated sparkbees were also maintained, since they produced a form of honey which was nutritious. (T)

Sparkle-bop

a term used to describe the sugary pop music which was popular during the early years of the New Republic. (POT)

Sparks

a New Republic Navy crewman serving under Harona on the starship *Glorious*. (BTS)

Sparkstick

this was a small form of incendiary device which was often used at parties to light candles. These devices came in single-use versions as well as models which could be reused many times before their fuel sources ran dry. (PH)

Sparky

this maroon and white R5 astromech droid was assigned to the X-Wing starfighter used by Jaina Solo during the evacuation of Dubrillion. After Jaina became a full member of Rogue Squadron, Sparky served as her counterpart until the defense of Kalarba. During the struggle to protect Hosk Station, Jaina's X-Wing was destroyed. She managed to fire her ejection seat and get clear of the explosion, but Sparky was destroyed in the blast. (DTO, BP)

Spart, Keevy

this young Corellian man was aboard the *Tinta Palette* when Corran Horn fled from Corellia, during his search for Mirax Terrik. Keevy dreamed of becoming a starfighter pilot, but the demilitarization following the deaths of Grand Admiral Thrawn and the reborn Emperor Palpatine left him with little hope of realizing that dream. (IJ)

Sparu

this megonite miner was secretly hoarding the moss with Calus Bing, in an effort to create their own fortune. They were forced to detonate the moss in an effort to escape the Imperial forces on Phelarion, some years after the Battle of Yavin. (CSWEA)

Spasso, Garvan

this untrustworthy, low-life trader made a living smuggling holotapes and exotic spices between Kalab and Glova, during the early years of the New Republic. (POC)

Spatch-Cote

a substance carried on most small starships. It was a ceramic material that was "grown" from a silicate-based organism which multiplied in the presence of certain chemicals. It was used to fill and seal small hull damage. (COJ, SWJ4)

Spathen, Framjem

a post-Clone Wars holo-feature star, he had surgically-implanted muscles added to his physique. (COJ)

Spatter Pit

this was the name given to the slight depression in which Yuuzhan Vong slaves were tortured and interrogated before being offered up as sacrifices to the gods. (SBS)

Spatz

a game of chance played in many Imperial casinos. (SWJ1)

Spawn Nebula

Meres Ulcane attempted to flee to this nebula, after being discovered on Betha II by agents of the New Republic. Via hyperspace, the nebula is only a half-hour from the planet Betha II. It was here, located in the shadow of the nebula, that the Kaarenth Dissension hoarded a fleet of starships for use against the New Republic. A spherical space station was maintained to keep the fleet in constant readiness. A team of New Republic agents managed to locate Ulcane and track him to the nebula, where they were able to destroy the repair station and much of the fleet it supported. (SWJ8)

Spawn Ship

this was the Basic name for the Yuuzhan Vong Sh'rip Sh'pa. This ship was basically a grand cruiser which had been outfitted with a secondary module that contained dovin basals. This configuration allowed the main ship to take a great deal of fire, while the module simply absorbed it. (HT, NJOSB)

Spawning Caverns

located on the planet Kuras III, this series of caves was favored by the Aganof species as a place to reproduce. (PG3)

Spawning Day

this holiday was celebrated by Bingo Mehndra. (T6)

Spawnworld

this is the Yevethan name for the planet N'zoth. (CTD)

Spax, Ben

no one knew this young man's background, and many believed he found the Alliance all on his own. Spax joined the ranks of the starfighter pilots in the Alliance, although he was recruited for Intelligence work by Airen Cracken. (GMK)

SPD

a series of insectoid maintenance droids. (TLC)

SPD-R4

this model of so-called "spider droid" has highly-flexible appendages that allow it to navigate inside power cores and engine blocks to affect repairs where no human could reach. (DSTC)

SPD-series Droid

these security droids were common among security and law enforcement agencies. Known as scanning patrol droids, they were box-like automata that roll on treads, similar to the MSE-6 droid. The SPD-series also has a number of retractable appendages that it uses to search out security breaches. One of the best-known examples was the Hound-W2. (TTSB, SWJ14, EGD)

Speaker

this was the term used to describe the leader of a Yapi tribe. The Speaker was the wisest warrior of his clan. (E)

Speaker-Above-All

this was the Trandosha term for the Senator who represented Trandosha to the Old Republic Senate. (HNN4)

Spear

a group of Alliance YT-1300s destroyed during the Galactic Civil War. (TIE)

Spear V

this is the designation of a mid-grade computer spike manufactured by MicroThrust. It is more efficient than the Piercer IV, but not as good as a Lancer spike. (CFG)

Spearhead

this underwater city, located on the planet Naboo, was the ancient stronghold of Boss Rogoe, some 3,000 years before the Battle of Naboo. It was destroyed shortly after Boss Rogoe launched an assault on the city of Otoh Sancture, in an effort to eliminate Boss Gallo. Despite the destruction of Otoh Sancture, Boss Gallo survived and launched a counter-assault on Boss Rogoe. After defeating Rogoe and destroying much of Spearhead, Boss Gallo began to unite the Gungan people into a unified society. From the ashes and rubble of Spearhead, Boss Gallo built the original portions of the city known as Otoh Gunga. (GB)

Spearhead Droid

this was a form of droid starfighter developed by the Confederacy of Independent Systems, during the height of the Clone Wars. The spearhead droid was designed as a sort of kamikaze fighter, used to penetrate a planet's orbital defenses and reach the surface, where the fighter plunged into buildings and other strategic locations. These droids proved successful in many campaigns, including the opening stages of the First Battle of Coruscant. (LEV)

Spearmaster

traditionally, the best hunter among the Whiphids on Toola is named the Spearmaster. The Spearmaster is, by default, the leader of the nomadic tribes of Whiphid. (GG4)

SpecForce

this was the shortened name used by the Alliance's Special Forces division. Among the various disciplines of the SpecForce soldier were SpaceOps Troops, Pathfinders, Urban Combat Specialists, Wilderness Fighters, Technicians, Infiltrators, and Heavy Weapons Specialists. At any given time during the Galactic Civil War, there were ten or more SpecForce divisions scattered across the galaxy. The primary division was the Command Division, which was attached to the Alliance's High Command and governed the overall activity of the SpecForces in action. (ROE)

SpecForce Officers Training Manual

this was the Alliance's collection of information used to educate and train potential officers of the Special Forces division. It included doctrines and operational information for leading and conducting warfare. (ROE)

Special Bakuran Troops

this branch of the Bakuran armed forces was trained for special operations. (FH2)

Special Enforcement Officers

these law enforcement agents were culled from the best of the Sector Rangers, and given more widespread authority and detention powers. Because of their widespread jurisdictions, SEOs often commanded task forces which focused on specific types of crimes, such as kidnappings, counter-espionage, and anti-terrorist operations. (GG11, GMR8)

Special Insertion Team

this was the name given to the elite group of stormtroopers and Imperial soldiers who could secretly infiltrate any installation and disable it. These teams were well trained and highly skilled in all forms of combat, and were sent in to eliminate resistance in very hostile situations. They were often on missions for months at a time, establishing themselves before beginning their assault. (SLS)

Special Navy Forces

this joint effort between the Empire's Ubiquitorate and its Navy was developed with several missions in mind. First, the Navy hoped to train dangerous soldiers to act as advance forces to use when landing on a new planet. The Navy hoped to be able to eliminate the need for Army ground assault forces. The Ubiquitorate hoped to create a group of mobile intelligence operatives with specialized skills and training, who could be assigned virtually any mission on a moment's notice. Known as SpecNav, these forces were trained at the D8-Red base in the Ringali Nebula, but never saw action. Following the Battle of Endor, any troopers stationed on D8-Red were quickly reassigned posts elsewhere to help bolster the fragmenting Empire. (FOP)

Special Operative 1312

this was the codename for Pentix Graphyt, under the Imperial Delta Emergency Code that protected Project Orrad. (SWJ5)

Specklestone

found in the deserts of Tatooine, this form of sandstone was often carved by the wind into giant pinnacles. (TG)

SpecNav Forces

see Special Navy Forces. (FOP)

Speco

this planet was under Imperial control during the Galactic Civil War. (SESB)

SpecOps

this was the shortened name of the Alliance's Special Operations division. A complimentary unit to the Special Forces division, SpecOps took on missions that were thrown together with little up-front planning. (ROE)

Spectacillin

this antibiotic drug was developed during the last decades of the Old Republic, and was useful in treating a number of races and conditions. It was considered a broad-spectrum RNA polymerase inhibitor to those in the medical profession. (MBS, MJH)

Specter Squadron

this Alliance starfighter group was stationed at the Renforia base. Their emblem was a solid black square marked with white gridlines. (CCG)

Specter Squadron

this specially-trained squadron of TIE Fighter pilots was assigned to Admiral Thrawn and the *Admonitor* during its tour of duty in the Unknown Regions. (SWJ11)

Spectrader Ring

an infamous group of outlaws, once led by Andrews Rolo. (RC)

Spectre

one of two Nebulon-B frigates under the command of Lumiya, following the Battle of Endor. (SWG3)

SpecWar

this Imperial military manufacturing facility was attacked by the Alliance during the Galactic Civil War. Imperial forces were able to drive off the Alliance fleet. (TIE)

Spee

a planet which is home to a lisping species of reptilioids. (RPG)

Speed Globe

this sport is played with a medium-sized ball which is pliable to the touch but rather heavy. Inside is a small computer system which is programmed to move the ball about to avoid being caught by the members of two opposing teams. Once the speed ball was caught, the team had to line up in a chain and pass the ball from player to player until they could place it in the goal. The other team could try to get the ball out of their hands, and the ball itself continued to try and get away. (GOF9)

Speed Queen

this corvette was one of many ships investigated by Tenel Ka, Lowbacca, and Raynar Thul as possible carriers of a Yuuzhan Vong voxyn, some two years into the Yuuzhan Vong invasion of the galaxy. The ship was attacked and virtually destroyed near Froz, when a Yuuzhan Vong strike force attempted to kill the Jedi Knights aboard the *Big Eye*. (SBS)

Speeder Bike

small, one-man needle-shaped transports, these are like fast repulsorlift motorcycles. The front of the bike holds the maneuvering systems, while the rear holds the power source. A seat and rider controls are located over the power source. They were built as cheap, quick, personal transports and recreational vehicles, they can be easily adapted to law enforcement and military purposes. (ROTJ, DFR, SWSB, ISB)

Speeder Bike Races (Speed Kills)

this song, written and played by the band Deeply Religious, first appeared on the compilation *Emperor of Air and Darkness*. It was banned by the Imperial Board of Culture. (GG9)

Speeder Ferry

this repulsorcraft is used to transport multiple air- and landspeeders from one location to another. Primarily used by junkyards and speeder dealers, the speeder ferry slaves the dependent speeders to its navigation and propulsion systems, and moves them all at once. This allows the ferry to transport even non-functional speeders to their next destination. (KT)

Speeder Scooter

a small, repulsorlift transport built by Ubrickian Industries, the speeder scooter is nothing more than a chair with an engine attached to it for propulsion. (SWSB)

Speeder Transport

any large shuttlecraft used to move V-wings. (DE1)

Speedy

this Sullustan starfighter pilot was assigned to Keyan Farlander's squadron. He was called Speedy by the human pilots because they could not pronounce his Sullustan name. (XW)

Spefik

Ranulf Trommer and his TIE Fighter squadron destroyed an anti-orbital ion cannon on this planet. (ROC)

Speizoc

manufacturers of terrestrial scanners and anti-vehicle weapons. (DFR, COJ)

Spek-Man

this near-Human was one of the key members of Alliance sleeper cell V-16, and was one of the few members of the cell personally known to Berren Sid Te'. Spek-Man spoke in a mixture of Basic and droid languages, although most of his speech is only understandable by droids. He had the attention span of a three-year-old Rodian, but was incredibly adept with anything mechanical or droid-related. He supplied much of the sleeper cell with its parts and droids, once a contact has been established. Spek-Man hated the Empire, although his motivations were never revealed. Many believed that the cybernetic arm and leg he wore were the result of an Imperial attack, but this was never proven. (CRO)

Spel, Hamiz

this Imperial agent was a member of the Intelligence Analysis bureau. (SWJ9)

Spell of the Seven Oaths, The

this was one of the most powerful spells that could be used by the shamans of the Ewok people. (SWDB)

Spellsayer

this was the name given to any being who purported to be able to read the future by casting spells aimed at a specific being. Spellsayers gained popularity during the years leading up to the Clone Wars, as beings from all over the galaxy wanted to know if they would survive the upheaval of the Old Republic. Spellsayers could be distinguished in a crowd by the distinctive teardrop-shaped emblem on their clothing. (VD2)

Spelunker Droid

this mining and excavation probe droid was produced by Arakyd during the years leading up to the Clone

Wars. These cylindrical droids moved about on four segmented legs, and were equipped with a wide range of mineral and ore sensing technologies. When a site appeared to be worth mining, the Spelunker drilled a core sample, then placed an explosive charge in the hole for preliminary blasting, opening the hole for larger mining equipment. Many of the Spelunker droids found in use before the Clone Wars were used by the Commerce Guild to mine inhospitable worlds. Later, the Spelunker served as the basis for the so-called chameleon droid used by the Confederacy of Independent Systems. (SWDB)

Spenori

this Zeltron served as the Governor of the Southern Province on Zeltros, during the early years of the New Republic. (GMR1)

Spenori

this was a common name among the Zeltron people. (UANT)

Sponsor Kluub

this Twi'leki slicer was one of the best data decryptors found on Cloud City, during the height of the Galactic Civil War. When the Empire garrisoned the outpost and began cracking down on suspected rebel activity, Sponsor - known to his friends as "Old Spens" - was captured and interrogated before being rescued by a team of Alliance agents. Unfortunately for Kluub, Kal Vorusk had slit his throat in an effort to kill him. The wound, though greivous, failed to kill him instantly, and Kluub was taken by the Alliance agents to Doctor Drase. The agents hoped that Old Spens would recover and help them decode some data given to them by Silver Fur. Kluub managed to survive, and altered the Alliance agent to the fact that Govin Thane knew they were on Cloud City and was waiting to ambush them. (GMR3)

Spenter

an Alliance X-Wing pilot killed in action over M'haeli. (ROC)

Sperin

this planet was located in the Palaquin System of Bajic Sector. (GG11)

Sperinad University

a famous institute of higher learning founded on Esseles. (SWJ8)

Spero

a Ho'Din living in the Southern Underground of Coruscant during the Galactic Civil War. He was a trusted friend of Leia Organa's, and helped her locate Prince Xizor's palace. (SE)

Spet

this Shyriiwook word was used as the prefix to many Wookiee names. It translated into Basic as "famed", "legendary", or "revered", and could be combined with one or more suffixes to form a complete Wookiee name. (GMR10, GCG)

Spetbecca

this Wookiee ran the Great Hoary Mastmot Trading Station on Toola during the early years of the Empire. The Wookiee took in Haaken Baranar, after the free trader was mauled by a snow demon some ten years before the Battle of Yavin, and helped get the big man back to health. However, a group of bounty hunters captured Spetbecca and took him away. Baranar remained on Toola, maintaining the Trading Station in hopes that Spetbecca would return. The Wookiee, however, was not seen again. (SWJ10)

Spetzna

this cellulose-based foodstuff is highly indigestible to those species that have trouble assimilating cellulose. (RM)

SPF 14897

this Mark III bulk transport ship was owned and operated by Santhe Passenger and Freight. It was under the command of Mils Lolinc when the Empire used the transport as bait in a trap set for the *Far Orbit*. The

ship was supposed to be carrying military-grade control modules to Raithal, but when the *Far Orbit* captured her, the hold was full of stormtroopers and SpecNav forces. (FOP)

SPHA-I

this version of the Self-Propelled Heavy Artillery-Turbolaser tank, developed by the Old Republic to support the Army of the Republic, featured a heavy-duty ion cannon in place of the turbolaser. (SWI64)

SPHA-T

this was the Self-Propelled Heavy Artillery-Turbolaser vehicle designed by Rothana Heavy Engineering, first used by the Old Republic to support the clone troopers of the Army of the Republic in the Battle of Geonosis. They were used to deploy up to twenty troopers in an effort to augment the forces of the Jedi Knights in fighting against Count Dooku's droid armies. Each thirty-four-meter-long SPHA-T stood just over twenty meters tall, had modular weapons emplacements, and could be armed in response to its target. The basic weaponry consisting of a heavy turbolaser cannon and twelve anti-personnel blaster cannons which protected all sides of the vehicle. Instead of using a turret to move the turbolaser cannon into position, the SPHA-T had twelve articulated legs that quickly maneuvered its bulky form into the correct position. The complex system of legs could also move the vehicle at speeds near 35 kilometers per hour. The turbolaser cannon could be replaced with a heavy ion cannon or concussion missile launcher, while the smaller blasters could also be changed out for anti-vehicle laser cannons or grenade launchers. Each SPHA-T required a crew of fifteen troopers to operate, which included ten gunners. Much of the vehicle's interior was given over to the powerful reactor cores which powered the weapons systems. The reactor core caused a good deal of trouble in those battles where the SPHA-T's hull was breached, since the core exploded in a massive fireball that caused huge amounts of collateral damage, often to friendly troops. (VD2, X2, SWDB, WOTC, NEGV)

SPHA-V

this version of the Self-Propelled Heavy Artillery-Turbolaser tank, developed by the Old Republic to support the Army of the Republic, featured a specialized anti-vehicle laser in place of the turbolaser. (SWI64)

Spherical Compass

this ancient star-traveller's tool was used to locate and navigate a starship whenever a navigational computer was unavailable. All directions and locations were based on the assumption that Coruscant's position is (0,0,0). (RF)

Spherical Flame

this was the name given to the sigil of the Trade Federation. Along with the symbol of the garhai, the Spherical Flame represented piety and power. (COD)

Spheroids

this sport gained popularity during the last years of the New Order. Played in a low-gravity arena between two players, Spheroids involved the throwing of spheres into a pre-arranged goal setup. Each player had a command sphere and several throwing spheres. Designed to mimic the workings of the bodies in a solar system, Spheroids required that each player deploy their basic spheres into the arena, then throw their command sphere into the resulting configuration. The more of the opponent's basic spheres that were placed into a goal, the more points a player received. Each player alternated turns, with play changing sides whenever a goal was missed. During the height of the Galactic Civil War, black holes and other phenomena were introduced into the game, giving a more random configuration. (GFT)

Spice

a controlled substance which has certain addictive properties. The primary source of spice are the Spice Mines of Kessel, which produces a spice known as glitterstim. Another kind of spice is called ryll, and is mined on Ryloth. Both have medicinal value as well as their recreational purposes. Ryll is a very dangerous form of spice. (SW, JS, COTF, SWSB)

Spice Blades

this was the name used by Lord Cassius Nolah Rha's personal guards. (SWJ2)

Spice Collective

this was the name given to the loose confederation of spice harvesters who worked on the moon of Rori during the Galactic Civil War. (GQRG)

Spice Eel

a thirty-meter-long creature native to the spice mines of Sevarcos, spice eels lack eyes and must rely on the pressure-sensitive organs in their heads for a sense of direction. These organs also help the spice eel locate its prey. These creatures were hunted by the natives of Sevarcos for their meat and skins. They were named for the fact that they tend to congregate near open spice mines, attracted by the mining operation more so than the spice itself. (SWJ2)

Spice grub

a creature that generates spice as a byproduct of its digestion. They have a particular affinity for humanoid flesh, and Moruth Doole used one to eliminate the Kessel prison's warden when Doole learned that the warden was working for Jabba the Hutt. He then froze the warden in carbonite. (JS)

Spice Liquor

a potent form of alcohol made from fermented spice extracts. (GG9)

Spice Lords of Sevarcos

this was the name adopted by the leaders of the major criminal empires based on the planet Sevarcos. (SWJ12)

Spice Mine Run

this annual pro-circuit podrace was run on the Mon Gazza Speedway. (RAC)

Spice Mines Avenue

a street in Kessendra. (GDV)

Spice Mines of Kessel

this was the generic term used to describe the spice-mining operations which were established on the planet Kessel. Over the decades, many beings and agencies have claimed ownership of the mines, and during the entire reign of Emperor Palpatine the mines were worked by slave labor. Working in the mines was dangerous, since it had to be done in complete darkness in order to ensure good quality spice harvests. This, coupled with the harsh living conditions and dangerous creatures found in the mines, made being sent to the Spice Mines of Kessel one of the worst punishments a being could receive. (SW, JASB)

Spice Narcosis

a condition experienced by many Sevari who leave their native world of Sevarcos. The atmosphere of Sevarcos is laden with spice particles, and the Sevari have become used to it over time. However, if a Sevari leaves Sevarcos without carrying a supply of spice to breathe, he can enter a state of spice narcosis. (SWJ2)

Spice Shippers' Fellowship

this spacers' guild was based on the planet Wroona until Imperial forces declared their operation illegal and raided their guild hall. The Fellowship fled Wroona, but failed to maintain its stature. (SWJ9)

Spice Siren

this Old Republic freighter crashed into the Jundland Wastes on Tatooine, near the Pika Oasis, many years before the Galactic Civil War. (IWST)

Spice Spider

another name for the energy spider of Kessel. (JASB)

Spice Terminus

this location defined one end of the Llanic Spice Run. It was here that most of the spice brought into or out of the Outer Rim was processed. (GG9)

Spice Worm

an unusual creature native to the planet Sevarcos. (SWJ12)

Spice, Tamora

this woman was Kitster Banai's second wife, and the mother of his two children, Ji and Elly. Before their marriage, Tamora worked as a bartender for Ulda Banai, serving all manner of drinks at the Mos Espa Swoop Arena. (TG)

Spiceball

this was a modified medical container, about the size of a thermal detonator, that was used to carry spice around. In many cases, the original medical container was shielded to ensure the shelf-life of the drugs or medicine contained within it. This shielding allowed spice users to carry a supply of spice around with them, since they could claim that it was a medical drug inside the ball. (MBS)

Spicebrew

this as a potent form of ale that was brewed with liberal amounts of spice. (MJH)

Spiceflower

this flower was known for his heady scent. (MBS)

Spice-jacker

this was the term used to describe those pirates who illegally obtain spice by hijacking other smugglers and stealing their cargoes. The use of spice-jackers by crimelords increased during the early years of the New Republic. (GG11)

Spicetack

this was a chewable stimulant that was popular during the height of the Clone Wars. (MBS)

Spicewood

a pseudonym used by Ylenic It'kla to describe Nejaa Halcyon, it was based on the man's scent more than anything else. (IJ)

Spicy Lady

this highly-modified YT-1300 light freighter was owned and operated by the smuggler Jarril. He had widened the forward mandibles to accept a full-sized A-Wing fighter. The A-Wing could be remotely-operated from the main ship, and was designed to be an escape ship. Jarril could dump the bulking YT-1300 and flee in the swift A-Wing if captured by the authorities. However, this is not the case, as Jarril once proved. Given the remote operability of the A-Wing, Jarril can remain behind in the freighter, piloting the A-Wing on an escape vector while remaining with his cargo. The A-Wing can later be recovered, if possible. The ship was hijacked by agents of the failed Jedi Dolph, and Jarril was killed. A series of messages implicating Han Solo in the bombing of the New Republic's Senate Assembly Chamber were left in the *Spicy Lady's* memory banks, and the ship was left adrift. It was discovered by Lando Calrissian, who towed it to Kessel to search through it. The A-Wing had been stolen, and Jarril had been shot in the head, but otherwise the ship was intact. (TNR)

Spid

this was one of the may bounty hunters who tried to capture Quinlan Vos, during the Jedi Purge initiated by Emperor Palpatine. Spid and his companions nearly caught the former Jedi Knight on Socorro, but were thwarted by a young Han Solo, who was searching for a lost treasure. The treasure turned out to be Vos' lightsaber, hidden in the stomach of a sarlacc. (T11)

Spider Clan

this clan of Dathomirian Nightsisters was named for the fact that they lived in a cave that was originally

inhabited by gaping spiders. Legends told that the Nightsisters were able to twist many of the smaller gaping spiders to do their bidding, and only the largest of the spiders was able to resist them. (SWGAL)

Spider People

this was one the dominant race of sentients on the planet Ord Cestus, until they were defeated in a great war by the X'Ting. The original Spider People were sometimes referred to as Cestians. After they were relegated to inhabiting the deep caves of the planet, many forgot they even existed. They became little more than "cave spiders" to the Cestians, more of a nuisance than another native race. (HIV, TCD)

Spider Silk Armor

this was a form of body armor that was developed to deflect blaster bolts, yet be exceptionally light. (NEGW)

Spider Tank

see Homing Spider Droid (SWI62)

Spider Walker

this term was used to describe several military vehicles, from the Homing Spider Droid of the Commerce Guild to the MT-AT of the post-Endor Empire. (EGV, LAWS)

Spidercat

bred by the Tasari, these furry insects were used to guard their temples and hordes of Tasar Crystals. Spidercats, which resemble huge arachnids with feline faces, were first created shortly after the planet Tasariq was bombarded by meteors, and they continued to be bred throughout Tasari history. The average spidercat measured two meters in length. (SWJ15)

Spider-rat

a multi-legged rodent. (SHA)

Spider-roach

a large, underground insect native to Coruscant. (DA)

Spiders

this swoop gang was a rival of the Rabid Mynocks, and patrolled a part of the city of Gallisport, on Shesharile 5, during the height of the Galactic Civil War. The Spiders once allied themselves with the Raging Banthas, in an effort to take control of those parts of the city held by the Rabid Mynocks. (SWJ6)

Spider-sponge

native to the deep layers of dirt and rock found on Geonosis, this species of mobile sponge spent its entire life on land, consuming toxic materials in the planet's crust. When the Geonosians began producing droids in immense factories, spider-sponges proliferated in the neighboring rock and caves, feeding on the toxic wastes produced by the factories. (IWE2)

Spidervine

the leaves of this plant were dried and steeped in water to create a soothing tea. (SWJ11)

Spiderwalker

this Charon bio-construct was a grotesque mixture of human and Charon genetic material. It was an ape-like creature with eight legs and a cluster of alarmingly human eyes atop its head. It is extremely agile and strong, and was a formidable opponent during hand-to-hand combat. (OS2)

Spigage

this greenish-blue vegetable was noted for its meaty texture. Chefs often sliced spigage into cutlets which resembled portions of meat. (MJH)

Spike

this man was part of the demolitions team which was sent to Ralltiir by the New Republic to liberate the planet from Imperial control. (HR)

Spike Force

this was the Imperial strike force assembled by Admiral Pellaeon to assist the New Republic in driving the Yuuzhan Vong from the planet Garqi. The squadron was made up of Chiss fighter pilots under the command of Jagged Fel, loaned to Pellaeon's forces by Soontir Fel himself. (DTR)

Spiked Krevol

this species of reptile was native to the planet Naboo. (QQRG)

Spiker

this mentally-disabled member of the Chiss race was one of Jabba the Hutt's swoop gangmembers. Spiker was in the group the Jabba - at Prince Xizor's request - sent after Luke Skywalker on Tatooine. Spiker was recognizable by his long, thin, spike-covered helmet. He also wears purple, spike-covered leather armor that matches his helmet. Spiker was killed while trying to steal Han Solo's frozen form from Boba Fett, when the bounty hunter arrived on Tatooine. A firefight ensued, and Spiker was shot down. Fett, however, was unharmed, for he had placed Zuckuss in Mandalorian armor and sent the Gand out in his place, to draw off an ambush. Spiker was later revived and restored by the B'omarr monks of Jabba's palace, and he met up with the similarly reanimated Big Gizz. They attempted to recover a tape which contained information on the whereabouts of Jabba's hidden escape ship, the Spirit of Jabba, which itself was filled with weapons and supplies. They thought they could become pirates and take control of their own destinies. However, they were forced to crash-land the ship outside of Mos Eisley in order to escape Gorga the Hutt's minions. Spiker and Gizz survived, and made their way back to civilization. (SEC, SSE, TJT, GMR5)

Spilfer

see Spilferithimus-narlamos (SH)

Spilferithimus-narlamos

this young Squib - who prefers to go by the nickname Spilfer - was sent to assist the Alliance in recovering the datapacks stolen by the *Elusive*. They planned to use a gravity-well projector to pull the ship out of hyperspace, but they had to steal the projector from the Ugors. Spilfer is easily distinguishable by the odd assortment of trinkets and baubles he has attached to his clothing. Among them is a ceremonial Fizz-Pop can, which identifies him as a Squib diplomat. As a diplomat, Spilfer had the authority to sign treaties for the entire Squib race. (SH)

Spilgan

this city, located near the primary spaceport of the planet Hollast VII, was the site of a variety of businesses and warehouses. When Glorga the Hutt was alive, most of the businesses in Spilgan paid protection money to Glorga. (SWJ4)

Spilik

this man served the Empire as a Lieutenant, and was part of the detachment assigned to Commander Karg during his search for Leia Organa. When Karg was shot and killed on Kattada, while trying to force a confession from the Princess, Spilik took command of the remaining Imperial forces and prepared to defend them against the Kattada forces. However, his forces were no match for the band of royal retainers and soldiers who had served Mia Ikova. Spilik's forces were decimated, and Spilik himself was killed in the firefight. The surviving members of his detachment eventually surrendered. (SWEP)

Spill Air

this is racer slang for the super-heated gases that are created by a hot engine. Spill air can be bled off in order to cool the engine or prevent engine fires. (IG1)

Spin

this man was a freelance mercenary and scout, active during the early years of the New Order. He worked often with his good friend, Kaz. (WOTC)

Spin-and-Win

a jingling casino game. (ZHR)

Spinara Plateau

found on the planet Carida, this landmark was the site of an Imperial Military Academy during the height of the New Order. (JASB)

Spinax III

this ocean-covered world is part of the Allied Tion. (ML)

Spinbalio, Gretta

this woman served as the spokeswoman for High Inquisitor Halmere, during the height of the New Order. (SWJ4)

Spinblade

this specially-designed throwing weapon was created by the Vrakolians, and resembled the blade of a circular saw. (TSIA)

Spince, Mako

the son of an Old Republic Senator, Mako never wanted to rush things. He led an aimless life that nearly got on track after the Clone Wars. He knew that he had the talent to make it in the Academy, but he put off applying until he had had enough fun on Corellia. He met Han Solo at the Academy (despite the fact that Solo was ten years younger), and the two became known as pranksters. Mako once tried to blast the seal of the Academy off its mascot moon, but only succeeded in destroying the entire planetoid. He was expelled immediately, and his family cut him off from any inheritance. He used his contacts from the Academy to set himself up as a smuggler, and encountered Solo again after Solo's expulsion from the Academy. They worked for awhile out of Nar Shaddaa, until Han decided to seek his fortune in the galaxy. Mako, meanwhile, had been plying the smuggling lanes of the Ottega System. He wound up on the wrong side of a battle with the Na-Quoit bandits, and was permanently crippled in the battle. He returned to Nar Shaddaa, where he took on work as a traffic controller. When Solo returned, Mako tried to make a quick credit and turned Solo in to Boba Fett, but Solo escaped. When Zasm Katth and Baddon Fass arrived at the spaceport looking for the Millennium Falcon, Spince was forced to work for them. He later spotted the Falcon trying to escape the spaceport and alerted the crew of the Star Destroyer *Invincible* to their presence. Han did not appreciate the way Spince turned on him, and tried to evade the *Invincible's* tractor beam by hiding behind the spaceport control tower. The Star Destroyer's tractor beam locked onto the tower, instead of Han's ship, and ripped it from the spaceport. Mako Spince was killed when the disabled Star Destroyer crashed into the surface of Nar Shaddaa and exploded. (DE1, DESB, DE2, RD)

Spin-dizzy

an activity on Vorzyd 5. (CSWEA)

Spindragon

this aging freighter was owned by Sheeka Tull during the last years of the Old Republic. She used the ship primarily as a suborbital transport, moving cargoes across the surface of Ord Cestus. It was help together with anything Sheeka could obtain, but was lovingly maintained and more than spaceworthy. Because the ship made regular runs into all of Ord Cestus' major cities, the *Spindragon* was unarmed, so as not to pose any threat to the Five Families. (TCD)

Spindrift

this isolated planet was the site of an Imperial outpost, during the period following the Battle fo Hoth. (LTA3, MC60)

Spine Dragon

a creature which is native to the planet Kintan. Like many other creatures on the planet, it evolved from a species which was altered by the intense radiation the coursed through the system as a result of the M'dweshuu Nova. (GG12)

Spine of Lok

this unusual asteroid belt orbited the planet Lok. It was made up almost entirely of obsidian rock, and was often invisible when viewed against the black backdrop of open space. (SWGAL)

Spine Passage

located aboard the Zirtran's Anchor space station, the Spine Passage traversed the entire length of the space station. (SWJ5)

Spine Rat

this large rat was named for the heavy spines that made up much of its fur. Although these spines provided defense against larger predators, they could also be a hindrance. A spine rat cornered in a tunnel or warren could only move in a single direction, as the spines dug into the surrounding walls whenever the rat moved backward. (GMR7)

Spine Seas

this was a collection of bodies of water, located on the planet Goroth Prime, which were surrounded by rocky spires. (GSE)

Spined Snake

this species of predatory reptile was native to the planet Lok. (ROD)

Spined Viper

related to the spined snake, this poisonous reptile was native to the planet Lok. The venom of a spined viper acted on the victim's nervous system, swiftly paralyzing all autonomic bodily functions and causing the victim to suffocate. (ROD)

Spinefish

this species of fish is native to the planet Vodran. (GG12)

Spinner

this race of lupine humanoids was similar in appearance to the Shistavenan, but had thick, pointed quills instead of fur. Native to the planet Worxer, the Spinners were known as warriors which could attack by actually shooting their quills at their targets. When the planet Worxer was destroyed when its star went supernova some 200 years before the Clone Wars, the Spinners were rescued by Old Republic scientists who had been monitoring the star. They were quickly absorbed into galactic society, but their unusual technology and ancient language of Worxi left them separated from many other races. Over the decades, the Spinner population dwindled, and many xenoarchaeologists of the New Republic believed that the Spinner race would soon become extinct. Credence was given to this suspicion when it was discovered that Spinners could only reproduce in the Elrood Sector. (WOTC, MC8, ANT, UANT)

Spinner

this was the Imperial Navy slang term for an Alliance B-Wing starfighter. (SWJ10)

Spinnerpit

this casino game resembled roulette. (MJEH)

Spin-sealing

this process involved subjecting certain gases to intense temperatures and pressures in order to alter its chemical properties. Often, spin-sealing produces gases which intensify the energy of light which pass through them. (GG2)

Spinward Sector

this section of the galaxy is home to the polwocz. (ISB)

Spin-worm

this unusual insect was noted for the glossy, shiny webs it wove. These webs were incredibly strong and durable, despite their fragile appearance. (MBS)

Spiny-collared Toad

this strange amphibian was native to the desert oases of the planet Tatooine. (YDR)

Spira

this planet was located in the Lytton Sector of the galaxy. It had very little axial tilt, so its climate is very stable. It was a lush, tropical world with no natural predators. It was first scanned by Old Republic explorers nearly a thousand years before the Battle of Yavin, and the wealthy citizens of the Core have been coming to Spira for a long time. At one point during the height of the New Order, it was estimated that there were 4,527 luxury hotels available on the planet. Its surface is mostly ocean, broken here and there by chains of islands. Weapons are forbidden on the planet. The average day on Spira lasted about 25 standard hours, and its year encompassed 377 local days. An ancient shipwreck was located west of The Point, a remnant from a time before the planet was first settled. No one knew who owned the ship or why it crashed, but over the years the wreck was salvaged for parts and left as an artificial reef. (SWJ1, SWJ5, NEG5)

Spira Heist

this was the name given to the daring robbery by the criminal known as the Tombat, stealing a wealth of jewels during the annual Spira Regatta Open, shortly after the Battle of Yavin. (SWJ6)

Spira Regatta Open

this annual race took place across the oceans of the planet Spira. At the time of the Battle of Hoth, the Regatta had been run for 345 years. (SWJ1)

Spira Security Police

this was the small police force which patrolled Ataria Island and maintained the peace on the planet Spira. They wore very casual uniforms, as befitted the tourism which maintained the planet's economy, but were nonetheless impeccably dressed. (SWJ1)

Spirador

this planet, the primary world in the Spirador System of the Tandon Sector, was the capital world of the sector and was the seat of Imperial power during there during the Galactic Civil War. The Alliance placed a stealth-shielded probot in the system, which allowed Daelar vuvTertarnnek to relay information to the Alliance. (CRO)

Spiral

this Alliance CR90 Corvette saw duty during the years before the Battle of Yavin. (CCG2)

Spiral Arm

a section of the galaxy. (COJ)

Spiral-class Assault Ship

this needle-shaped craft was developed for use by the Empire during the Galactic Civil War. It was designed to get a boarding party into a ship which resisted being boarded. The pointed nosecone of the *Spiral*-class ship was loaded with tektonite, which vaporized on collision. This allowed the pilot to ram the needle-shaped ship into the hull of its target, penetrating the hull without injuring the boarding party. Once the ship had penetrated its target, the boarding party exited through the vaporized nosecone. The *Spiral*-class was considered to be expendable. (BI)

Spiraling Shape

this was one of the many false identities created by Cecil Noone and his band of thieves for the starship *Asaari Wind*, which they had stolen from Ritinki. (GMR1)

Spire Falcon

this short-winged raptor was native to the planet Coruscant, although many xenobiologists believed that it had evolved far beyond its original appearance. The blunt wings of the spire falcon allowed it to make sharp turns and cuts within the confines of the buildings that studded Coruscant's surface, where the

spire falcon hunted for scrap mice. Its mottled gray feathers mimicked the ferrocrete of the buildings, providing the spire falcon with almost perfect camouflage. (YDR)

Spire-hive

this was the term used to describe the tall, rocky spires created by the Geonosians as living spaces. Hidden beneath the spire-hives were immense chambers used for manufacturing and storage. (SWI66)

Spirit of Battle

see Dra'vil (GMR1)

Spirit of Battle

this was the term used to describe the incredibly focused state of combat, into which a member of the Em'lii race could enter when confronted by an enemy. While in the thrall of the Spirit of Battle, an Em'lii gave themselves over to the fight, allowing the course of their struggle to guide their actions. (UANT)

Spirit of Jabba

this was the heavily-armed escape ship Jabba the Hutt hid in Glass Mountain, on Tatooine, in case he ever had to flee from a rival or enemy. It was well-stocked with all the food and drink Hutts like, and was armed with a pair of ion cannons, a number of tractor beams, proton torpedo launchers, and laser cannons. The ship also contained a holographic security system that could detect the presence of beings on the ship and interact with them. It was activated when the beings who stole the ship failed to key in the appropriate code sequence on the main computer. The system, which projected a huge image of Jabba himself, then took control of all ship's systems and took measures to eliminate the thieves. If the proper code sequence was entered, the system would shut down and return control of the ship to the pilot. Spiker and Big Gizz, after being re-animated by the B'omarr monks, activated the system when they stole the *Spirit of Jabba* from Gorga the Hutt. The ship's atmosphere was then vented, and they feared for their lives until they were intercepted by the Nemphas. They were forced to crash-land the ship near Mos Eisley, but only after dumping out its cargo - which contained several priceless Mendacian funeral urns from the early Krung dynasty. The *Spirit of Jabba* was left in the desert for scrap. (TJT)

Spirit of Mindor

one of several ships sent by the New Republic to accompany Garm Bel Iblis, Booster Terrik, and the *Errant Venture* to Yaga Minor, in an attempt to steal a copy of the Caamas Document. (VOF)

Spirit of Tandre

this was the name used by the Kentra to describe a holographic message, recorded by Michael Tandre after he was forced to crash-land on Orellon II. (SWJ2)

Spirit Tree

according to Cularin legend, the Spirit Tree was the largest tree found on the planet. It was said that only a being who was truly in tune with the Force could find its location. (LFCW)

Spirit Tree

the Ewoks rever the Spirit Tree as the first tree to grow in the forests of Endor's Sanctuary Moon. They believe that all life came from this one tree. (ECAR)

Spirited Spirits

this wine and alcohol shop was established by Yves Arsen in the city of Hedrett, on Cularin, during the years surrounding the Battle of Naboo. The shop was best-known for the Double-Dip Outer Rim Rumdrop, a specialty drink made from a variety of liquors. (EOS)

Spirogyra Gelatin

this is a favored appetizer of the Ugor race. (SH)

Spirva Run

this hyperspace route traversed much of Spirva Sector. (SWJ14)

Spit Adder

a small but deadly snake. (SE)

Spite

this Imperial Nebulon-B frigates was destroyed by the Alliance during the height of the Galactic Civil War. (XW)

Spiz

this young man was a small-time hoodlum, living in the undercity of Coruscant during the years leading up to the Clone Wars. (ZW)

Spleed

meaning "generous", this name was common among Gungan females. (GCG)

Spleed Nukkles

this Gungan was one of the best bongo racers in the city of Otoh Gunga, prior to the Battle of Naboo. She piloted a blue-skinned, broad-bellied, monobubble bongo for most of her racing career. Unfortunately, just before the Battle, she crashed with Neb Neb Goodrow in a practice run for the Bongo Rally, and was unable to compete. She later helped Jar Jar Binks defeat one of Captain Swagg's droids, as the pirate tried to destroy the Lake Umberbool arena to exact revenge on the Gungans. Despite being injured, Spleed Nukkles helped Jar Jar get back to Otoh Gunga. In the years following the Battle of Naboo, Spleed and Neb Neb continued race their bongos, but more often than not they ended in a crash. Whether between themselves or with other racers, Spleed and Neb Neb always managed to survive and race again, a fact that made them popular with young Gungans and new fans across the galaxy. However, it made them less than popular with other racers, who considered them reckless and dangerous. They were briefly suspended from racing following the crash and disappearance of Zak "Squidfella" Quiglee, but redeemed themselves by restoring Boss Nass's old heyblibber and bringing Squidfella in for questioning. (E1A12, GMR4)

Splendid Ap

this deity, not to be outdone by Tilotny, threw itself a shape some time after the Battle of Yavin. It manifested itself as a cone-shape entity with a wide mouth. However, Splendid Ap was not very bright, and had no concept of time. He created a duplicate of himself in the same time as he existed, thus creating multiple images of himself. He found himself in the middle of the spat between Tilotny, Horliss-Horliss, and Cold Danda Sire, in which they solidified the bodily organs of their captives. The captives included Leia Organa and the stormtrooper squadron chasing her. They left Splendid Ap to clean up the bodies, and Splendid Ap returned them to their normal state. However, his ineptness with the concept of time led him to return Leia to her normal time, while teleporting the stormtroopers back 8,000 years. (CSWDW)

Splendor of Yevetha

this Immobilizer-418 *Interdictor*-class cruiser was refitted by the Yevetha after they took control of the Imperial shipyards in the Koornacht Cluster. Originally known as the *Imperator*, it was commanded by Tho Voota. (TT)

Splendor Tavern

this seedy tavern was located in the Senate District on Coruscant, during the last decades of the Old Republic. The Tech Raider broker Helb often made deals here, during the last decade of the Old Republic. Because of the amount of blaster fire that occurred on the premises, the lighted letters outside the establishment had been shot out over time. Some four years after the Battle of Naboo, all that remained was "DOR," and many locals simply referred to the tavern as "The Dor." (DH, JQ)

Splinter Fern

this plant thrives in the moist, swampy environments of its native world of Naboo. When dried out, the slender leaves of the fern form hard, needle-like splinters. The Gungans use them for acupuncture and, when crushed into a powder, they are also used as a cooking spice. (GF)

Splinter Shot

this was the name used by New Republic starfighter pilots to describe the way in which an individual ship could overwhelm the dovin basal on a Yuuzhan Vong coralskipper. By using a multitude of low-powered blasts from a ship's weapons, a fighter pilot could force the dovin basal to generate multiple singularities to absorb the energy. With the dovin basal than preoccupied and overworked, the fighter pilot could fire a full-power blast at the heart of the dovin basal, destroying it before it could create a larger singularity. (NJOSB)

Split Infinitive

this was one of the worst holofilms of the Old Republic, produced in the years leading up to the Clone Wars. (HNN4)

Splitter of Stones

this Qom Jha was one of the few that had ever gotten into the caverns below the High Tower and seen the Threateners up close. He was assigned by Eater of Fire Creepers to lead Luke Skywalker and Mara Jade to the Tower, along with Keeper of Promises and Builder with Vines, as well as the Qom Qae Child of Winds. After the death of Builder with Vines, Splitter of Stones became the leader of the group, taking them to the High Tower. (VOF)

Split-X

this huge racing enine intake system was designed by Collor Pondrat. The podracer Sebulba mated a pair of Plug-F Mammoths to Split-X intakes to power his pod. The Split-X design combines a ram-air intake with radiators to ensure proper operation of the huge turbine drives. (X1)

Spodan

this Sedrian warrior was a follower of Karak. Spodan was fatally wounded in the battle between Alliance agents and Karak's forces over control of the Golden Sun. (BGS)

Spog

Hideaz Quill-face's alien bounty hunter partner. (DE1)

Spoggick

a lowly alien creature. (JTH)

Spoi

this ice- and methane-covered world is the fifth planet in the Kidron System. (PG3)

Spokesprex

this was a term used on Brentaal and other corporate worlds to describe an individual who served as an executive but also made public appearances to describe corporate policy and activities. (GCG)

Sponge Powder

this was a mild poison created by Amira Nasrabi, from natural materials collected from the sea life of Vaynai's shallow oceans. It caused a being to fall into a deep state of unconsciousness, bordering on a coma, when ingested. (GMR8)

Spongeworm

this unusual, oceanic worm was native to the planet Kamino. It was named for the fact that its body seemed to be a cross between an aquatic annelid and a sea sponge. (MBS)

Spunk

this is a Tahlboorean term which, when translated into Basic, becomes an adjective which describes a being as a "stinking liar." (DRPC)

Spook Crystal

found on the planet Nam Chorios, Spook crystals are a strange form of life that evolved from a mixture of raw crystal and the Force. Also known as tsil, these green and violet stones are unique among the

crystalline formations on the planet, and are highly attuned to the Force. When Dzym discovered their ability, he quickly set out to harness the stones' power. He gave some to Loronar Corporation, which was able to develop Centrally Controlled Independent Replicant technology by tuning the crystals with electrical impulses. The crystals could then understand and interpret commands from a remote location and act on those commands. The crystals were used in two primary applications: synthdroids and Needles. When Luke Skywalker discovered the true nature of the Spook crystals, he was able to gain their assistance in stopping Dzym and Seti Ashgad, on the promise that Luke returned all large, functioning Spook crystals back to Nam Chorios. Using the Force, they were able to contact the crystals in the Needle ships and have them destroy the Reliant, just as it docked with one of Admiral Larm's *Carrack*-class cruisers. (POT)

Spor Crawler

native to the planet Nar Bo Sholla, this poisonous insect was known as an effective tool by assassins and bounty hunters. The crawler was small, measuring just eight centimeters in length, but it injected a powerful poison through its spiked tail. They burrowed in the ground using tiny claws, and lived in hives of up to fifty individuals. They mate whenever possible, laying their eggs in dead prey. Spor crawlers also have value among collectors of rare and exotic creatures, as they were easy to keep and lived for several years in captivity. (COG)

Spore

this ancient entity was imprisoned 400 years before the Galactic Civil War in an asteroid by the Ithorians. Spore was a genetic construct of Ithorian botanists, who had hoped to merge the DNA of a vesuvague tree and a Bafforr tree with other material to create a sentient plant. Instead, they created an evil creature which needed more minds to expand its thoughts and work its damage. It could use the minds of almost any living creature to augment its own power, and it was thought that Spore could control several thousand minds at one time. With the help of the Jedi Knights, it still took over 100 years for the Ithorians to capture and neutralize Spore, entombing the entity in an asteroid where it was forced into dormancy by the hard vacuum of space. The Ithorians could not kill Spore, because of their adherence to the Law of Life. When Mining Station Alpha was established on the asteroid to collect minerals, the Ithorians carefully monitored their progress, lest they discovered Spore's tomb. Unfortunately, the tomb was discovered by Hodge and his team shortly after the Battle of Yavin. Spore was released, and the ripples of evil permeated the Force. Emperor Palpatine sent the Dark Jedi Jerec to capture Spore, but the entity had already escaped its prison and hidden itself in the body of the mining chief Hodge. Fandomar was livid with fear, and rushed to escape the asteroid before Spore could infect anyone, but she was too late. She brought Hodge - and Spore - back to Ithor, and Spore attacked the rescue party that came to find them. Black vines snaked out from Hodge's mouth and eyes, entwining the Ithorians and threatening to capture Hoole. Each vine that touched a being infected it immediately, including the Shi'ido Hoole, and Spore raced to infect the *Tafanda Bay*. Jerec then intercepted Spore on Ithor, and offered it the chance to get off the planet if it would infect the crew of the *Vengeance* and make them his slaves. Spore agreed, but had no intentions of helping Jerec for very long. Spore tried to capture Tash and Fandomar, but a group of space slugs smashed the *Vengeance*, dropping her shields and causing it to explode. Spore was split into a thousand small pieces and neutralized in the vacuum of space. (GOF9)

Spore Bomb

this weapon was created by the Ho'Din terrorist Ort Hoogra-D'En as a method for deploying the deadly tamack spores. (ND)

Spore Sickness

this was a common term used to describe any number of illnesses that could be contracted by breathing in the adaptogenic spores of the multitude of fungi that were native to the planet Drongar. The spore sickness was especially common among offworlders, who had not yet adjusted to Drongar's unique environment. For this reason, incoming starships regularly cleaned their ventilation systems before and after arriving at Drongar. In most cases, spore sickness caused damage to the lungs, forcing the body to battle the spores by raising the body temperature to exceptionally high levels, essentially cooking an individual in their own body fluids. Interestingly, the spores were only dangerous when encountered in the atmosphere. At ground levels, the spores appeared to be harmless. (MBS)

Spore Tour

this was a slang term, used by the members of the Agricultural Corps to refer to any examination of a planet's native plant life and its applications in terraforming. (DR)

Spore/B

a biological weapon, Spore/B used Bothan stun spores to disable the respiratory system of any being which inhaled it. Spore/B was launched in a canister projectile, and when inhaled it causes unconsciousness. (ISB, GUN)

Spore-mead

this heady beer was produced on Ord Cestus, from the spores and seeds of various mushrooms and fungus found in the planet's caves. The intoxicating properties of spore-mead had similar effects on humans as well as X'Ting. (TCD)

Sporofor Spetzna

this restaurant, located on the luxury liner *Kuari Princess*, specializes in spetzna and drapsha dishes. (RM)

Sporran

this small, leather pouch is used as a purse by the Chadra-Fan. (POT)

Spotlight Sloth

a creature native to Dagobah, the spotlight sloth was distinguished by the bioluminescent patches on its chest. It foraged the swamps until it founds flower-fruit succulent, which it illuminated until the plant unfolds its skin. Then, the sloth feasted on the flower-fruit's purple berries, ingesting the fruit whole with its toothless mouth. Yoda discovered that the fur of a dead spotlight sloth could be removed and tanned, then used to create durable rugs. (ISU, AQ, IWST)

Spot-luma

a form of glowrod which produces a small, focused light rather than provide light along its body. (TFNR)

Spot-luma Lum

this local variety of lum was produced on Adarlon, and was popular at The Glow Dome. (WSV)

Spot-On Locator

this device was produced on the planet Coruscant as a way to help visitors return to their residences in case they got lost. These devices were created to be simple for anyone to use, allowing the user to type in their location and a destination to receive instruction for traveling between points. (CCW)

Spots

this clone trooper was part of the platoon dispatched to Pengalan IV, during the early stages of the Clone Wars, to eliminate a Separatist missile facility on the planet. He was given the nickname Mapper by Joram Kithe, who was stranded on the planet with the platoon's survivors after the Separatist sprang a trap. The nickname, given to help Joram communicate with the troopers, was based on the fact that the clone trooper wore a red rag on his head to help keep sweat out of his eyes. The rag was decorated with white spots. It was later revealed to Joram that Spots and his platoon-mates were actually enhanced clones, having been given additional self-reliance and initiative during their development. These enhanced troops were dispatched with observers like Joram, in order to ensure the production of clone troopers was continued. (SWI65)

Spotts TradeChip Company

based on Coruscant during the last decades of the Old Republic, Spotts produced a number of collections of tradechips. The sets consisted mainly of images of sports figures and the stars of stage and holovids, but a set of chips profiling the Jedi Knights was set to debut shortly before the Clone Wars. Spotts met with stern resistance from the Jedi Council, which claimed that the image of the Jedi was not to be taken lightly. (HNN5)

Spotty Conveyor

this Trade Federation garbage scow as en route to planetoid PDC3141-02, with a full load of toxic waste, when it was halted from dumping its deadly cargo by the Old Republic. An injunction against dumping on PDC3141-02 was put in place after scientists from the University of Sanbra discovered microbial life on the barren rock. The *Spotty Conveyor* lacked enough fuel to bring the entire cargo of toxic waste home, and lacked sufficient shielding to keep the material in its holds. Senator Lott Dod argued that the dumping of waste on PDC3141-02 was probably sustaining the microbes, and that the *Spotty Conveyor* should be allowed to do its work. (HNN4)

Sprax

this dark furred Nalroni was one of Prince Xizor's vigo's, or one of his closest lieutenants. He was mature and intelligent, with greying fur. Sprax had been recruited into Black Sun as a youth on Celanon, when he was apprenticed to a merchant on Brentaal. Sprax was then tapped to become the leader of the Jatayus Trading Consortium, and made a fortune before "retiring" to work full-time for Black Sun. He eventually became a vigo after developing a wide range of criminal businesses for Black Sun, forming a large conglomeration of smugglers, shipjackers, black marketeers, and corrupt business executives. (SE, SESB, SSR)

Spray

this was the alias used by Odumin to catch his targets off-guard. Spray was a Tynnan collections agent working for Interstellar Collections Limited, and was hired by Vinda and D'rag to repossess the *Millennium Falcon* and recover the 2,500 credits owed by Han Solo. As Spray, Odumin was able to penetrate the *Millennium Falcon* and Han Solo's confidences. He tried to break into the *Millennium Falcon* on his own, but was interrupted by Han. Fiolla later discovered that Spray was involved with the Corporate Sector Authority slavery ring, as they are trying to outrun the pirate ship above Ammuud. He truly revealed himself when Gallandro took control of the *Millennium Falcon* and gained the upper hand in their struggle. (HSR, SWDB)

Spray Bandage

this form of bandage was used extensively during the Clone Wars. Easy to carry in small aerosol cans, spray bandage was applied directly to a wound. Special chemicals formed an adhesive seal over the wound, while a small dose of bacta mixed into the spray helped to ensure rapid healing. (SHPT)

Sprayfoam

this sprayed foam, developed during the last decades of the Old Republic, could be applied to almost any flooring material to create a dense mat. It was often used in gymnasiums and makeshift fitness centers, and was popular among the troops of the Grand Army of the Republic for creating training facilities in the most remote parts of a planet. Anywhere there was a flat surface, sprayfoam could be applied to create a combat arena for hand-to-hand training. (MBS)

Spraynet

a chemical that is initially liquid in form, it can be expelled through specially-designed tubes to form a net. This net can be aimed at the intended prey. When the spraynet is exposed to the air, it begins to harden. The liquid form is very sticky, and adheres readily to most surfaces, where it then hardens and entraps the prey. It is employed by the Noghri in their Stokhli sticks. (HTTE)

Sprettyn

this Ensign served the Warlord Zsinj aboard the *Iron Fist* during the early years of the New Republic. A pit crewman, Sprettyn longed to be a starfighter pilot. In his spare time - and sometimes while on duty - Sprettyn would run space battle simulations on his computer terminals, analyzing attacks and defenses. He was so eager to learn to be a pilot that he shirked his normal duties while in the presence of Zsinj himself. Zsinj ordered Sprettyn's commanding officer, General Melvar, to evaluate his abilities as a pilot, then execute him for insubordination. (IF)

Sprey

this is tasty nut which is covered by a hard, outer shell. (SOP)

Sprigmelon

a fruit native to the planet Endor. (AT)

Spring Celto

this was a slim vegetable used in many gourmet dishes. (HNN5)

Spring-fruit

this pods of this plant were considered a delicacy. (SWJ11)

Sprint-class Rescue Ship

known as a Med Runner, developed and manufactured by SoroSuub, this 30-meter-long craft was similar in appearance to the *Gamma*-class assault shuttle. However, it was designed to provide detailed sensor and identification analysis of a ship in space. These life-form sensors allowed a rescue team to get close to a disabled ship and quickly locate any survivors. The Sprint-class was unarmed, requiring an escort in enemy territories, and was crewed by three pilots and five doctors. It could carry up to forty passengers. (TBSB)

Sprite

this small creature lives in the forests of Kashyyyk, feeding on the abundant leaves and vines. (TT)

Sprite

this was the name of a subspace transceiver unit developed by Chedak for use aboard starfighters and other small starships. (EGW)

Sprites

this was the name used by Han Solo to describe the loose affiliation formed by himself, Chewbacca, Amaiza, Jaxxon, Don-Wan Kihotay, and Jimm the Starkiller Kid. He took the name from a joke Amaiza made about Merri being no bigger than a Wodanian wood-sprite. (MC9)

Spritespray

this medium cruiser was part of the task force assigned to the *Mon Mothma*, during Operation Trinity. (FP)

Spukamas

this was the name given to the common Corellian housecat. Each one of these felines had jet-black fur and golden eyes, and they were exceptionally intelligent and extremely loyal creatures. However, the spukamas was also known for its ability to get into everything, and if not properly trained, a spukamas could chew holes in most plastics and soft metals. These creatures were popular among Corellian pilots, who kept a spukamas onboard their ships to kill off any vermin that managed to gain access to the ship's interior. Individually, a spukamas was a territorial and highly jealous animal, and keeping more than one in a single household was a recipe for disaster. (CCW)

Spukami

this was the word used to describe more than one spukamas. (CCW)

Spuma

this planet was swiftly and brutally suppressed by the Empire's Hell's Hammers, under the command of Colonel Johans. Following the Battle of Endor, the renegade Imperial Harrsk used it as his base of operations. (ISB, COJ)

Spunchina

this planet was famous for its wild, uninhibited orgies. Jabba the Hutt participated in one of these orgies some years before the Battle of Yavin. (JTH)

Spun-fiber

this durable, plastic-like material was used to create cases for delicate objects, such as musical instruments. Spun-fiber was stronger than parallel-strand materials like fiberplast, since it used a continuous fiber during construction, rather than aligning huge numbers of straight pieces. (MBS)

Spun-plast

developed during the last decades of the Old Republic, spun-plast as an extremely durable material that was resistant to many cutting instruments. Even durasteel knives were known to have dulled tried to make a scratch on its surface. Because of this, spun-plast was often molded into protective footwear and body plating. (MJH)

Spunto

one of Cabrool Nuum's bodyguards. (JTH)

Spurch Goa

a birdlike Diollan, Spurch Goa was an investigator for the Imperial Naval Intelligence organization. After absolving Thaffe of a murder he didn't commit, the two became Sector Rangers. They then met up with Dyyz Nataz, and were caught up in an elaborate revenge plan created by Jabba the Hutt. Thaffe was killed in a Gank ambush, but Nataz and Goa escaped. They destroyed Jabba's local palace, and were removed from the Rangers because of the scandal. They hid out on Nar Shaddaa, serving the galaxy as bounty hunters and mercenaries. In his native language, the name Spurch means "brave bug catcher," so he adopted the title of the Warhog. Just before the Galactic Civil War, he was hired by two Chattza Rodians, Thuku and Neesh, to lure Greedo into a life of bounty hunting. They wanted Greedo dead, since he was a Tetsus Rodian, and so they paid Goa to get Greedo into a situation he'd never survive. When Jabba put money on Han Solo's head, Goa urged Greedo on, knowing that Solo was never going to give up without a fight. Although he got paid handsomely when Solo killed Greedo in the Mos Eisley cantina, he was not proud of it. (DE1, DESB, TME)

Spurlick

this man worked at the Separatist base on Antar 4, during the height of the Clone Wars. (J4)

Spydr

this species of large arachnoid had nine powerful legs. They had large abdomens, and wide mouths filled with small, sharp teeth. They lived in caves, clinging to the ceiling until their prey wandered beneath them. The spydr would then drop down from above and trap the prey with a gluey webbing. Many Kubaz, and some Hutts, cooked and ate them in exotic meals. (E1A3, E1A5)

Spy-eye

this was the brand name of Cybot Galactica's AC1 surveillance droid. (EGD)

Spy-eye

this small remote surveillance device resembles a miniature seeker. It travels extremely fast, and is nearly invisible to the naked eye. (CSWEA)

SpyEye Droid

this was a series of surveillance droids produced during the New Order. *This may be a reference to the Cybot Galactica AC1 "Spy-Eye" droid.* (BI, EGD)

Spy-mike

this is the generic term for any small, undetectable device which can be used to overhear the conversations of another individual. The spy-mike is hidden on the target's body and can transmit for a limited distance. (VOF)

Spyscope

this was a generic term used to describe any surveillance system used to view a nearby area without being discovered. Often composed of a fiber-optic cable for flexibility, the spyscope could be pushed into cracks and crevices to allow the user to see what was happening behind doors or walls. The spyscope could be connected to a small datapad to view what it saw, or it could be connected directly into a soldier's helmet for a heads-up display. (FB)

Spysprite

this miniature holocam was produced by SoroSuub, shortly before the Clone Wars. It was marketed as the perfect home and personal security system. (HNN4)

SQ/one

this was the designation of Cilghal's shuttle, on her homeworld of Calamari. (DA)

Squa Tront

this male Umbaran was dispatched by Black Sun to the planet Drongar, during the height of the Clone Wars, to ensure that the production of bota continued to provide a steady stream to the criminal underworld. Squa Tront arrived on Drongar with Thula, and worked with Kadir to re-establish the pipeline. However, it soon became known that the bota plant was mutating at a rate that would render it useless as a medicinal wonder-drug in a short time. Thus, Kadir's plans changed, and he worked to acquire enough processed bota to return to Black Sun and retire. Squa Tront and Thula had other plans, however. When Kadir entrusted them with obtaining the bota and leaving it at a predetermined location, the two criminals opted to keep the bota for themselves. In its place, they left Kadir with a cargo crate filled with explosives. They hoped to eliminate the Nediji and claim the payment for the bota for themselves. Unknown to both, however, was that Kadir discovered their duplicity, and had set out to hunt them down. (MJH)

Squab

this tiny red star is the primary star in the Squab planetary system, which contains the planet Skor II. (GG4)

Squad Four

this unit of V-Wings was part of the Old Republic defense fleet that protected Coruscant during the Clone Wars. During the First Battle of Coruscant, Squad Four augmented Squad Seven during the attack on the *Invisible Hand*. (E3N)

Squad Seven

this was the designation of a group of clone commandos assigned to the Open Circle Armada, during the height of the Clone Wars. Squad Seven was led by Commander Cody, and served under the command of Obi-Wan Kenobi and Anakin Skywalker. During the mission to Cato Neimoidia, Squad Seven was dispatched to capture Nute Gunray, a mission that they failed to accomplish when Gunray escaped just ahead of them. Many members of the squad were injured or killed in the attempt, and they were forced to regroup quickly in order to pursue Gunray to Charros IV. The squad regrouped for the First Battle of Coruscant, returning to the capital with the two Jedi in order to assist in liberating Chancellor Palpatine. The clones of Squad Seven were chose first for their ability to pilot the ARC-170 starfighter, but they were equally able to handle ground-based missions. (LEV, X3)

Squall

this docile rodent was distinguished by its long ears and bushy tail. Native to the planet Chandrila, the squall population was allowed to evolve on its own, which led to an overpopulation of squalls during the New Order. The free-roaming creatures came into the cities to forage for food, and packs of them often caused traffic jams as they moved along the streets. These creatures were generally regarded as the standard for "cute" pets throughout the Core Worlds, and a thriving - albeit marginally profitable - export business flourished for many years. The business was aided by the fact that squalls were difficult to reproduce off their native Chandrila, but breeding them was a simple operation. The average squall became quite attached to its owner, and it never seemed to give any thought to escaping. In addition to being kept as pets, squalls were also bred for their delicate flesh, which was considered a delicacy by many elite restaurants. To avoid association with the cute pets, they used terms such as "Chandrilan Tendermeat" on their menus instead of "squall". The meat of the squall had a very strong flavor, and often had to be accompanied by thick sauces to help enhance it. For this reason, squall meat was also easy to poison, and many assassins were more than happy to find a target who enjoyed the taste. (EGP, WOTC, CCW)

Squall Mark IV

this jet-propelled hydrofoil craft was produced by Jerritech during the height of the Galactic Civil War.

Measuring seven meters in length, it could be operated by a single pilot, and could carry up to six passengers and a metric ton of cargo. (SWJ4)

Squall, The

this was the name used by the Royal Imperial Guards to describe the arena in which they trained and fought on the planet Yinchorr. The Squall was a circular platform raised several meters above the ground. It forced opponents to remain within a confined space, lest they fall to their death. (CE)

Squallburger

this was a form of sandwich made from ground squall meat. (WOTC)

Squalls

a demolition expert serving the Alliance, Squalls volunteered for duty as part of Han Solo's Endor assault team. (MTS)

SqualSpinner

this carnival ride is basically a controlled tornado. Brave individuals who wish to experience free-fall can step into the whirling column of air and be borne above a net. The spinning column of air allows patrons to perform somersaults and other acrobatic feats while seemingly suspended in mid-air. (GCQ)

Square of Hierarchy

this open square was located on the planet Coruscant, after it was captured and worldshaped by the Yuuzhan Vong. It was located in what was once the Calocour Heights district. (DW, UF)

Square of Hopeful Redemption

located in Redhaven, on the planet Rhommamool, this was where the Red Knights of Life brought droids for deconstruction. (VP)

Square of Sacrifice

this open square was created on Coruscant - renamed Yuuzhan'tar after the Yuuzhan Vong reshaped the planet in the image of their long-lost homeworld - as a central location where New Republic infidels would be executed as sacrifices to the True Gods. (DW)

Squark

this was a Dug swear word. (RHD)

Squeak

a T'iin-t'iin Dwarf who worked for Big Bunji. He approached Han Solo at the Mos Eisley spaceport, offering Han a job transporting a load of chak-root. However, Han had already booked Luke Skywalker and Obi-Wan Kenobi for transport to Alderaan. (SWR)

Squeaky

this 3PO unit served as Wraith Squadron's quartermaster, as well as a waiter at the Downtime. He was once a protocol droid serving on the *Tantive IV*, and was sent to the spice mines of Kessel when the ship was captured by Darth Vader. On Kessel, he was programmed to maintain inventory data on the spice processing operation, but longed to be free. Then, one day, he saw his chance to escape, along with a large number of other droids. They boarded a freighter that was to carry a load of spice, in small numbers to avoid suspicion. When they were all aboard, Squeaky re-programmed the freighter's autopilot and told it to fly close to the ground for several kilometers before heading to space and jumping out of the system. However, Squeaky's escape route took them through a series of winding canyons in what would later be known among pilots as the Runaway Droid Ride. They managed to escape the spice mines, and dispersed throughout the galaxy. Squeaky eventually joined the Alliance. Wedge Antilles once said that Squeaky was the most verbally abusive droid he'd ever met, a fact that was displayed when Squeaky accompanied Wedge and Chewbacca on the missions of the *Millennium Falsehood*. Squeaky and Chewbacca argued over everything, and the droid gave no quarter to the Wookiee. (WS, SOC)

Squealer

this was an ancient nickname for a sonic pistol. (KOTOR)

Squedge Eepsey

this Duros was a cool, observant stoolie who lived in Sahl-Evin, on the planet Jenenma. He once ran afoul of Pal-Nada's criminal organization, and looked for any opportunity to flee Jenenma. Squedge agreed to help a group of freelance operatives meet up with Esm, at the bidding of Orth Maag, in exchange for passage off Jenenma. He eagerly discussed Pal-Nada's operations with the agents, although never mentioning the crimelord by name. (WOA19)

Squeeterfly

this small insect, native to the planet Romin, was considered a nuisance. (JQ8)

Squeeze Bulb

this small container was used to carry liquids during space travel. The drink was contained in a sphere at the bottom of a tall neck, and was forced up the neck by squeezing the sphere. Releasing the sphere drew any remaining liquid back into the sphere. (RP)

Squib

a small alien bipedal race from the planet Skor II, the Squibs are a nomadic race who were forced to roam their homeworld in search of the resources they needed to survive. When a Dorcin trader landed on the planet, the Squib traded him the mineral rights to a frozen waste in return for starship technology. Now the Squibs travel the galaxy looking for junk to salvage. Their bodies are covered in colorful fur which ranges from deep red to brilliant blue, and their fox-like faces have large eyes and tufted ears. They are confident and curious by nature, and love to make things more complicated than they need to be. The Squib negotiation process is a good example: when one party wishes to obtain something from another, they must make the first pitch. If they do not, the controlling party will simply stand by stoically, waiting for the first request. Squibs also revel in haggling, and consider it the highest form of communication. They have been in a salvage war with the Ugors, and are often found trying to claim the same junk before the Ugors can. To a Squib, the only good Ugor is a ripped-off Ugor. The Squib race is ruled by a polyanarchy, which was formed by a group of Squib kings. Each king ruled a tribe of salvagers, and worked with the other kings to ensure salvage rights. Despite their scavenging ways, Squibs also developed a high level of technology, and their tractor beam generators are among the most efficient in the galaxy. Many Squib starships use these tractor beams as weapons, instead of lasers. (GG4, SH)

Squib Merchandising Consortium

this Squib corporation manufactured the reclamation ships used to scour the Paradise sector for salvage. The consortium was originally chartered by the Empire to collect the detritus from space, refurbish it, and resell it. Every Squib born is, by default, an employee of the consortium, and must yield to the commands of its leader, the "Illustrious Chieftain of Junkyards." (SH, GG4)

Squib Polyanarchy

this was the name given to the planetary government of Skor II. (HNN4)

Squib Reclamation

this was the largest of the Squib salvage operations. (SWDB)

Squib Reclamation Ship

this needle-shaped starship was built by the Squibs to assist them in collecting interstellar salvage. Measuring about 50 meters in length, the Squib ships resemble huge B-Wings which have their wings closed. The ships require a crew of twenty, and although there is no space dedicated to passengers, there is always room for paying customers. The reclamation fleet has a standard hyperdrive system, and is armed with 10 tractor beams. The Squibs have the uncanny ability to use the tractors hurl garbage at attackers. They can also pull garbage into position to absorb enemy fire. (SH)

Squib Trade Language

this secret language was developed by the Squib race, for use in negotiating among themselves, or whenever they wanted to discuss a deal without alerting other beings as to their intentions. (TG)

Squibbian

this was the native language of the Squibs. (ANT)

Squibbish

this was the term used by the Squib people to describe themselves. (HNN4)

Squid Head

a derogatory name for a member of the Quarren race. (ROTJ, DA)

Squid Lake

this was one of the most powerful dramas written during the last years of the Old Republic. It was usually performed by aquatic races, as much of the action took place in specialized globes of water held together by spherical gravity fields. (OWS, IS3)

Squidge

this was the name used by the Vindar to describe a race of timid, green-skinned humanoids that were characterized by their long limbs and conical skulls. The Squidge were completely subjugated by Vindar, who took out their aggression on the timid Squidge. Over time, the Squidge were stripped of their culture by the Vindar. (T19)

Squig

this species of fish was native to Naboo. (GCG)

Squig

this was one of the most common Gungan surnames, taking from the father's side of the family. These surnames were not dropped, even after marriage. The name referred to a species of fish that was native to Naboo. (GCG)

Squig

this Jawa was considered a mechanical genius, and worked for Abdi-Badawzi as a technician and repairman. Squig maintained the Twi'lek's fleet of ships, and also worked part-time as a consultant for the Caelli-Mercerd Syndicate. Squig considered it his life's work to ensure that Elias Halbert's starship, the *Seldom Different*, was always in working order. To that end, Squig was always tinkering with the ship. Squig was also known as a hopeless romantic and a chronic gambler. (SWJ2, BSS)

Squill

one of the galaxy's most reviled vermin, the squill was a monkey-like creature with a toothy beak and pink head-frills. They were known to carry diseases, and were used by the Empire to unleash Bledsoe's disease. The Jawas of Tatooine enjoyed eating the tough, pungent meat of the squill. (CSWEA)

Squin, Hlisk

this man was the proprietor of the Bollin Animal Emporium during the era of the Battle of Naboo. Despite his outward appearance as a zookeeper, Squin was actually fence for many of the pirates and smugglers who worked in the Cularin System's asteroid belt. Hlisk once trafficked slaves for Riboga the Hutt, but managed to avoid being discovered when Nirama took over the Hutt's operations. (LFC)

Squint

this is Alliance fighter pilot slang for a TIE Interceptor. Erisi Dlarit also called it a "wince." (XWWP, BW)

Squire

this was the brand name of House Paramexor's armorer droid. They were similar in function to the AD-series droid. (GG10)

Squir-mite

this was a tiny insect that was native to the deserts of Tatooine. (BF5)

Squishmael

this diminutive, tadpole-shaped Sloogarian claimed to have been one of the few beings present when Han Solo won the *Millennium Falcon* from Lando Calrissian. He also claimed that he tried to talk Han Solo out of making the Kessel Run. Squishmael was, of course, an alias used to protect his true identity. He was always willing to tell his tale, for the price of a drink or two at the local cantina. Of course, Squishmael wasn't sure what the Kessel Run actually was, until Marshak explained that the Kessel Run was a smuggler's mission to obtain rare Kessel Birds from the Aeneid System. Squishmael would later explain that Marshak and Lando had been playing an expensive joke on young Solo, as part of Lando's revenge for losing the *Millennium Falcon*. (T16)

Squnn

this surname was common among the Sullustan race, and meant "mechanic" in the Sullustan language. (GCG)

Squollyhawlk

this immense, insectile, predatory worm was native to the jungles of Arorlia. It was distinguished by the unusual, face-like pattern of scales on its head, which it used to lure its prey close enough to catch. (T1)

SR Combat Pistol

this was a heavy-duty sidearm produced during the height of the New Order. (GQRG)

SR1105-12,983/CDN-23

this subdirectory within the Open Investigations Database of the Bureau of Ship Services contained information on the allegations charged against Daultay Dofine and the Trade Federation. (SON)

S-R6

this assassin droid, known as Essar, was the automaton singled out to execute Imperial Governor Merno Blask on the planet Trevura, during the height of the Galactic Civil War. S-R6 was created from the skeleton of a standard ASP-series labor droid, allowing the droid to work undercover without being noticed as an assassin. S-R6 was also known for its wealth of knowledge on blaster weapons, and it often related conversations in terms of weaponry. When speaking to other beings, S-R6 was very cordial and friendly, but his constant references to guns sometimes worried people. When it was learned that Governor Blask was importing experimental blasters from Coruscant, S-R6 was interested because of his obsession with guns as well as to determine any potential problems with the assassination attempt. S-R6 managed to obtain some of the new Imperial blasters from a group of freelance agents, who helped him avoid an Imperial ambush and carry out his mission. (WOA14)

Sratt

this was the Coynite word for "promise." According to the En'Tra'Sol, a Coynite's sratt was a sacred thing, and eternally binding. (PG3)

Sreas

this New Republic Navy Captain was in command of the fleet shuttle *Tampion* when it was pressed into duty to bring Han Solo to the Fifth Battle Group's position near the Koornacht Cluster. After news of Solo's arrival was leaked to the Yevetha, the Yevetha stationed Interdictor cruisers in the *Tampion's* path and brought it out of hyperspace three hours shy of the fleet. Sreas tried to fight off the Yevetha who ambushed the shuttle, but only succeeded in shooting Solo in the right arm before being killed in the firefight. (SOL)

Sreethyn

the name of one of the ancient Juvex Houses. (COJ)

Sreethyn

captain of the salvage ship *The Lucky Find*, Sreethyn regularly recovered Imperial garbage, searched it

for technology, and sold it on the open market. What he couldn't sell to his normal clientele was eventually sold back to the Empire that dumped it. (ISB)

Sreina

this city, located on the planet Janara III, was razed in an Imperial attack aimed at suspected rebel cells. Matt Turhaya had left his daughter, Alex, with relatives in Sreina just before the attack. Alex was rescued and taken in by Turk Winger. (SWJ7)

Srejtpan

this is the name of the poison exuded by the Hyallp race. (RD)

Sriluur

this planet is the fifth and primary world in the Sriluur System, and is the homeworld of the Weequay race. Located in the Periphery, it also supports a large colony of Houks. It is a harsh, desert world whose only vegetation is concentrated in broken scrublands. The Weequay and Houk had been at war for many years when the Empire moved in and took over the planet, turning it into a staging area for the distribution of raw materials to Kuat Drive Yards' factories. The Alliance worked hard to get the two races to resist the Empire, but no major resistance was launched. One year on Sriluur encompasses 270 standard days. Sriluur gained importance during the Galactic Civil War as the central point along the Sisar Run. Like many worlds in Hutt Space, Sriluur was eventually overrun by the Yuuzhan Vong. The local defenses were no match for the alien invaders, and the population of Sriluur was summarily enslaved. (SWJ6, CRO, EGC, GG12, SSR, FH3, NJOSB)

Sriluurian

this was the name given to the written, spoken, and pheromonal languages of the Weequay people. (SOT)

Sronk

this alien race was a member of the New Republic. Their homeworld was attacked by Grand Admiral Thrawn. (SOP)

Srrn Kanas

this was a noted figure in the history of the Nazzar people. (UANT)

Srrors'tok

this race of bipedal felinoids had an honor-based societal structure, much like Wookiees. Native to the planet Jankok, the Srrors'tok were comfortable in warm climates. However, they were susceptible to cold, and had to wear layers of clothing to survive in frigid climates. Their large heads were dominated by their fanged mouths, and their bodies were covered with short fur. (GG9, AE)

SRT Droid

developed by the Geonosians, this short-range transport droid was a repulsor-equipped automaton that had a main body that was fitted with a wide transport deck. The body was little more than a thick torso, with manipulator arms to move cargo onto and off of the deck. The SRT droid moved about the Geonosian droid factories, shuttling parts and raw materials to their destinations. (IWE2)

SRV/R-1

this was a repulsor-equipped version of the treaded New Republic SRV-1 scout and retrieval vehicle. The craft suffered from a lack of power, since the repulsor was added without augmenting the existing power generators. Thus, when faced with combat, the SRV/R-1 had to either commit itself to the fight or flee. This lack of power also reduced the SRV/R-1's transport capabilities to two metric tons. (SWG2)

SRV-1

this scout and retrieval vehicle was first designed by the New Republic shortly after the Battle of Endor, in an effort to obtain an inexpensive yet rugged vehicle which could be used to scout new locations and deliver and retrieve troops. Military versions of the SRV-1 were armed with a pair of medium blaster cannons mounted on turrets atop the cockpit. The SRV-1 was propelled by a pair of heavy treads,

although a repulsor version was produced under the designation SRV/R-1. The SRV-1 required a pilot to operate, and could transport eight troopers and up to three metric tons of cargo in its rear bin. (SWG2)

SRV-1

this was a repulsorlift vehicles used by scout and survey teams to travel across a new landscape and collect samples. (KR)

SS-176.01

this Imperial Survey report was written by Koeg Boorn in the first year of the New Order. It described the primary planets of the Sluis Sector, including Dagobah. (TTSB)

SS-23

this series of sewage spreader droids was produced for use in gardens and nurseries by a corporation on the planet Myrkr during the last decades of the Old Republic. (E1A7)

SS-39

this Telex-Delcor space skiff was basically a rigid frame, to which was attached maneuvering jets and a power core. These vehicles were used at starship repair facilities for light maintenance duties. (OE)

SS-39L

a military version of the Telex-Delcor SS-39 space skiff, the SS-39L was armed with a Kuat Vonak 21-Dx light laser cannon. (OE)

S-s3a

Seinar Fleet System's long range tachyon detection scanner. (SCORE)

SSA-1015

this Trade Federation battle droid was part of the security team dispatched to eliminate Qui-Gon Jinn and Obi-Wan Kenobi, when the Jedi Knights arrived at Naboo. It was given programming that assured it the Jedi could be defeated. This droid was originally to be designated SSA-101, but a mistake in production scheduling pushed it back to 1015. (CCG15)

SSA-306

this Trade Federation battle droid was placed on guard duty in front of Theed Palace, during the Federation's occupation of Naboo. (CCG15)

SSA-719

this Trade Federation battle droid was part of the security forces charged with guarding the Naboo prisoners taken during the blockade of the Naboo System. SSA-719 was programmed to believe that offensive tactics were the best defense in controlling mobs. (CCG15)

Ssach'thirix

this Shatras bounty hunter was known to take only hunts for reptilian sentients, and was extremely effective in his work. Ssach'thirix was also a bitter rival of Kal-tan-shi. In his time, Ssach'thirix was known to have captured many Barabel and Kath members of the Alliance, and was once on the Alliance's most wanted list. Ssach'thirix once tried to capture Alliance Lieutenant Commander Xenon Nnaksta on Pii 3, but was soundly defeated by Alliance reinforcements. (AIR)

Ssamb

this species of large arachnids was created by DarkStryder as protectors and guardians. Resembling large, headless spiders, the Ssamb moved about silently on six legs, and possessed large fangs which they used as weapons. Swarms of Ssamb moved throughout the DarkStryder's fortress, clinging to virtually any surface, and were bred to protect DarkStryder at the cost of their own lives. Anything that threatened DarkStryder was set upon by a swarm of Ssamb, which used their fangs to shred flesh and tissue. There were some 500 Ssamb that guarded DarkStryder's lair alone, and DarkStryder maintained a swarm of 1,000 Ssamb as its personal guard. (E)

SSC-17

this was the callsign of one of the hoverscouts dispatched to locate Han Solo and his wife, Leia Organa Solo, on the planet Tatooine, some four years after the Battle of Endor. The Solos were on the desert planet to recover the *Killik Twilight* moss-painting, which was also wanted by Grand Admiral Thrawn. SSC-17 was used by the team which had located the Jawa sandcrawler in which Kitster Banai had been transporting the moss-painting, but was abandoned when a group of Sandpeople attacked them. The Solos then borrowed the craft to chase after the Sandpeople. (TG)

SSct

this was the model number of the Santhe/Sienar power generator used on the TIE Tank. (EGV)

SSDS 11-A

this was the designation of an experimental, high-output, Class 3.0 hyperdrive produced by Sienar Design Systems. It was used first in the Sith Infiltrator used by Darth Maul. (X1, IG1)

Sserician Eclipse

located within the area known as Dantooine's Wrath, this was one of the most dangerous sectors of the Dantooine System, as it was regularly patrolled by the Valarians during the New Order. (SWGAL)

S'Shah

this tyrannical monarch ruled the Serp society during the height of the Galactic Civil War. King S'Shah was decidedly pro-Imperial, despite the Serps' natural tendency to side with the Alliance. It was King S'Shah who returned the Serp people to a life of violence, ending a peace which had lasted for several generations. He created the doom-jousts as a way to prove his strength and prowess. He proclaimed that any Serp who could bet him in a doom-joust would immediately be named the new king. However, S'Shah used forbidden technologies to gain an edge over his opponents. Some months after the Battle of Hoth, King S'Shah was challenged by Elglih, but the older Serp was too feeble to fight. Instead, he trained Luke Skywalker to be his champion. King S'Shah, seeing that Luke was in league with cinda Tarheel, accepted the challenge. S'Shah's skills as a jouster were more than a match for Luke's, and only Luke's ability to improvise allowed him to unseat S'Shah. The King agreed to submit to Luke, but pulled a micro-jolt from his robes and tried to kill Luke. Seeing the danger, Elglih used his own weapon to shoot S'Shah dead. (MC64)

Ssi

this deity was the father of the Ssi-ruu species. According to the Ssi-ruuk's sacred tome, the G'nnoch, there were four eggs formed at the creation of the universe. From the first hatched Ssi and P'w'itthki. Ssi's children hatched from the second egg, while P'w'itthki's children hatched from the third egg. The fourth egg was reserved for those descendants who earned a place in the afterlife. Eventually, Ssi was forced to defeat P'w'itthki in combat, but allowed P'w'itthki's hatchlings to live on, serving the children of Ssi for all eternity. This myth describes the beginning of the relationship between the Ssi-ruuk (hatchlings of Ssi) and the P'w'eck (hatchlings of P'w'itthki). (TBSB)

SSIC-S4.2

this was the model number of an internal comlink system produced by SoroSuub. Like most implants, it provided the user with enhanced abilities. When placed within the bones of the skull, it allowed the user to communicate without a hand-held device. (AIR)

Ssiew

this New Republic Navy Captain was in command of the *Thunderhead* during the second attack on the Yevetha at Doornik-319. His crew managed to defeat an *Aramadia*-class thrustship, one of the first times the Republic was able to knock out one of the spherical ships. The *Thunderhead* fell under heavy assault during the Battle of N'zoth and was destroyed. All hands were lost, including Ssiew. (TT)

Ssi-ruu

native to the planet Lwhekk, Ssi-Ruu were warm-blooded, reptilian beings covered with scales of various colors. Their blunt, oversized heads ended with a beaked mouth, and their bodies ended with muscular tails. They had clawed hands and feet, and strongly-muscled hind legs. They were blind to the Force, and

communicated with each other via a complex series of tweets and whistles. They also have scent tongues which they eject from their nostrils. Each hand has three opposable claws. They all have three eyelids. As a rule, the Ssi-ruu were highly xenophobic, but were more disgusted by other species than afraid of them. There were at least four races of Ssi-ruuk, based on their coloration. They held to a very rigid code of honor, as well as a strict caste system which was based on skin coloration and patterning. Blue Ssi-ruuk were members of the highest caste, and were the politicians and leaders of their society. Gold-skinned Ssi-ruuk were very rare, and were members of the religious caste. Red Ssi-ruuk were generally stronger than their counterparts, and comprised the military caste. The green-scaled Ssi-ruu were workers. Brown-scaled Ssi-ruuk were usually the offspring of mixed or unsuccessful breedings, and were often killed at birth. The Ssi-ruuk were also highly religious, as evidenced by the power of the Conclave in governmental decisions. They feared the possibility of dying away from their homeworld, believing that the soul of an individual who died on another world would be lost forever. Thus, the Ssi-ruuk consecrated every world they wanted to colonize, to ensure there was an afterlife for their souls. Legend held that a Ssi-ruuvi individual would be born with all colors on their scales, a rainbow-scaled individual known as the Keeramak. The birth of the Keeramak would signal the end of the caste system, allowing the weak and oppressed castes to become leaders. However, it was discovered that the Keeramak which was born just prior to the Yuuzhan Vong invasion was not a messiah, but the pawn of a Yuuzhan Vong invasion force that was trying to capture Lwhekk and Bakura, thereby establishing a foothold along the borders of the Unknown Regions. The Ssi-ruuk had been subjugated by the alien invaders, and forced to play their part in the plan. (TB, AE, EGA, FH2)

Ssi-ruu

this word was the singular form of the noun used to describe the Ssi-ruu. (TB)

Ssi-ruuk

this was the plural form of the noun used to describe a group of Ssi-ruu. (TB)

Ssi-ruuvi

this adjective was used to describe things associated with the Ssi-ruuk. (TB)

Ssi-ruuvi

this was the natural language used by the Ssi-ruuk. It consisted of a variety of melodic clicks and whistles, which gave rise to their nickname of Fluties. (EGP, UANT)

Ssi-ruuvi Imperium

the Ssi-ruuk government and all its holdings, the Imperium was led by the Shreeftut. The Imperium was all but eliminated many years before the Battle of Yavin, when the aliens made the mistake of stumbling into Chiss-controlled space. The Chiss, angry that the Ssi-ruuk had dared to attack their colonies, struck back with incredible swiftness. Only the quick flight of the Imperium's core leaders maintained its existence. During the height of the New Order, Emperor Palpatine began negotiating with the Imperium for the use of their entechment technology, but their plans fell through with the New Republic's victory at the Battles of Endor and Bakura. Just prior to the Yuuzhan Vong invasion of the galaxy, it was reported that the Ssi-ruuvi Imperium had been overthrown by the P'weck Emancipation Movement. In fact, the Imperium had been destroyed by the Yuuzhan Vong, as part of their effort to gain a foothold in the Unknown Regions of the galaxy. (TB, TBSB, ANT, FH2)

Ssiskor

this shaman was a member of the starfaring species which discovered the planet Kriekaal, millennia before the Battle of Yavin. Legends maintained by the Krieks say that Ssiskor angered Br'lai, the goddess of the molten oceans, and she made the oceans rise up and swallow the visitors. (SWJ13)

Ssither

a reptiloid race native to the planetoid Jatee, the Ssither had the body of a snake with a scaled, humanoid torso. They resembled cobras with arms, and had a limited form of telepathy that they use to communicate with each other. They were a simple species whose past was marked with bloody warfare. Much of the New Republic's information regarding the Ssither had been investigated and reported by Doctor Soron Hegerty. (SN, FH3)

Ssk Kahorr

this ancient Cha'a was one of the major investors in the mining colony on Goluud Minor. A tall, stocky, orange-skinned reptiloid, Ssk Kahorr was rarely without the companionship of Tk'lokk. When the Goluud Corridor was discovered and proposed to him by the Navigator's Guild, Ssk Kahorr took the chance that it would help him increase profits by making hyperspace travel to and from the mining colony faster. When the Zeta Five was destroyed near Primus Goluud, Ssk Kahorr had Shodon Ko - the Navigator's Guild representative who sold him the Goluud Corridor - executed. Ssk Kahorr also set a group of bounty hunters on the trail of Jori and Gav Daragon. Only the timely intervention of a group of Jedi Knights saved them. However, Ssk Kahorr was able to briefly obtain possession of the *Starbreaker 12*. During a joyride, the ship was targetted by Naga Sadow, who was on his way to meet the combined forces of the Jedi Knights and the Old Republic. The *Starbreaker 12* was destroyed, and Ssk Kahorr was killed. (GAS, FOSE)

Sslamoth

this Selkath worked as a bartender in Ahto City, on his homeworld of Manaan, some 4,000 years before the Galactic Civil War. (KOTOR)

Ssoh

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "moves stealthily". (GCG)

Ssoh

this Trandoshan boasted to C-3PO and R2-D2 that he was the only Trandoshan ever to defeat Chewbacca in a fight. As a slaver, Ssoh trafficked in Wookiees, selling them to Commander Nyklas and the Empire. He maintained his ship in such a way that rival Wookiee clans were placed in the same space, thereby ensuring that they would fight each other, rather than try to escape. After capturing Chewbacca with the help of Tojjevvuk's clan, Ssoh didn't think anything more than to place him in the hold. However, Chewbacca questioned the value of the infighting among the Wookiees, then staged a daring escape. Chewbacca sought out Ssoh and ripped his limbs off, but the Trandoshan survived. However, the physical effort of regenerating his limbs left him weak, and the limbs grew back thin and atrophied. (C)

Ssorku

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "claws like razors". (GCG)

Ssorku

this Trandoshan mercenary was active during the early years of the Galactic Civil War. He traveled the galaxy in his starship, the *Long Scale*, and was known to play the kloo horn in many different styles. He was generally regarded as an uninspiring individual, and fancied himself a better being than he actually was. Ssorku was, despite his tough exterior, a music lover, and could discuss and play virtually any popular form of music. He had many contacts in the world of intergalactic music, including the concert promoter Sheffel Nen. When Ssorku was hired to acquire the plans to Nessem Shipyards' quadronic fluxer, Ssorku traveled to Nessem and was delighted to find that Sheffel Nen had hired several popular and emerging musical acts. However, when the plans for the fluxer were stolen before they could be auctioned off, Ssorku was considered a prime suspect. Unfortunately for Ssorku, he actually had stolen the plans, and kept them hidden in his kloo horn case. Ssorku was apprehended at the Starbirth Lounge by a team of Alliance agents, and he was forced to turn over the plans to them. (WOA12)

Ssseeeseetek

this 4,000-year-old Galidyn from the planet Fyodos is the oldest, strongest, and wisest of his kind on the planet. He rules the Galidyn city closest to the Roh tribe of Fyodoi. Ssseeeseetek is old enough to have seen the devastation caused by the Great Cleansing. (PG2)

Ssssk!

this feline humanoid served as Captain Drezzel's chief aide at the Imperial base on Seoul 5, during the months leading up to the Battle of Endor. Ssssk! was a member of a telepathic species which could harm another individual with a telepathic assault that could leave the victim's mind a useless blob of thought. Ssssk! was defeated in combat by Han Solo on Seoul 5, when Han used an ancient Seoulian crystal to deflect the mental attack back at Ssssk!. It was unknown whether Ssssk! escaped the destruction of the Seoulian control center or not. (MC84)

SST-67

this 23.2-meter-long transit shuttle was developed by Republic Sienar Systems during the last decades of the Old Republic. It required only a pilot to operate, and could accommodate up to eighteen passengers and a metric ton of cargo. Because the SST-67 was designed for intra-orbital transport of beings and cargo from the ground to positions in orbit, it lacked a hyperdrive, shields, and weapons systems. The controls of the SST-67 were taken from the discarded plans for a freighter design, and were simple to understand. Access systems were available both from internal and external consoles, allowing for easy maintenance. (GMR1)

Ssty

this two-armed alien race has hands which end in sharp claws. (TNR)

Ssurrg

this was a common name among members of the Trandoshan race. (WOTC, UANT)

Ssurrian

a species of creature native to the planet Dathomir. (CTD)

Ssurussk

this Trandoshan pirate was the leader of the Nebulon Rangers, during the early years of the New Order. (SOG)

Ssuurg

this Trandoshan bounty hunter was active during the last decades of the Old Republic. (SWRPG)

S-Swoop

see Nebulon-S Swoop Racer (IWST)

Ssymik

this member of Leia Organa-Solo's honor guard was killed by the Death Seed plague unleashed by Seti Ashgad and Dzym. He graduated from the New Republic Space Academy. (POT)

ST 321

designation of Darth Vader's personal *Lambda*-class shuttle. (ROTJ)

ST0-48

this mixicologist droid was once an Imperial medical droid which served Emperor Palpatine on Coruscant. Shortly before the space station Zirtran's Anchor disappeared in the Besberra System, ST0-48 appeared on the station in the employ of Chabak, mixing drinks at Chaba's. After the station reappeared in the Phosphura Belt Nebula, ST0-48 began to speak in gibberish about "endless rows of medical tanks" and other strange things, and many aboard the station believed that some portion of ST0-48's memory had returned to him (SWJ5)

ST-103

this was the identification number of one of the Desert Sands stormtroopers stationed in Mos Eisley, shortly before the Battle of Yavin. He was a member of the dewback patrol, and was also known as a frequent gambler. (JKG)

ST2

this was the designation of Arakyd's concussion missile system. The ST2 missile was a rocket-shaped warhead that was as powerful as a standard proton torpedo. (EGW)

ST-297

this was the callsign of one of the Imperial stormtroopers dispatched to locate Leia Organa Solo and her husband, Han Solo, on the planet Tatooine, during the hunt for the moss-painting *Killik Twilight* some four years after the Battle of Endor. ST-297 was one of the many troopers who fell for the Solos' story that Leia was Commander Quenton's son. When Leia dropped her electrobinoculars, ST-297 rushed to recover them. He claimed to be one of Quenton's admirers, and Leia played to that by ensuring Quenton would hear of his assistance. In reality, ST-297 had been dispatched by ST-347 to entrap the Solos, and the electrobinoculars he returned to them were wired with a communications bug. In this way, ST-297 helped expose the Solos' deception. (TG)

St2x

this is the designation of an advanced Carbanti targetting computer. (EGV)

ST-347

this was the callsign of one of the Imperial stormtroopers dispatched to locate Leia Organa Solo and her husband, Han Solo, on the planet Tatooine, during the hunt for the moss-painting *Killik Twilight* some four years after the Battle of Endor. ST-347 actually intercepted the Solos, but was momentarily thrown off by the fact that both were wearing stormtrooper armor, and claimed to be related to Commander Quenton himself. (TG)

ST-4402

this was the identification callsign of one of the Empire's Desert Sands stormtroopers stationed on Tatooine during the search for R2-D2 and C-3PO. (JKG)

ST-636

this was the callsign of one of the Imperial stormtroopers dispatched to locate Leia Organa Solo and her husband, Han Solo, on the planet Tatooine, during the hunt for the moss-painting *Killik Twilight* some four years after the Battle of Endor. (TG)

ST-789

this was the callsign of one of the Imperial stormtroopers dispatched to locate Leia Organa Solo and her husband, Han Solo, on the planet Tatooine, during the hunt for the moss-painting *Killik Twilight* some four years after the Battle of Endor. (TG)

ST-90

this stun pistol was produced by BlasTech during the height of the New Order. (GFT)

Staad Armor

developed by Castaan Armory, this form of protective armor was designed for the Twi'leki race. (GUN)

Staarn

this Bothan crime boss established a base of operations on Kidron just before the advent of the New Order. He had just reached adulthood, and found that the life of crime suited him better than politics. He made his fortune dealing with off-world interests, and was known within the High City of Refuge as a dealmaker rather than an "antenna-breaker." (PG3)

Stabattz

this computer slicer was active during the early years of the New Republic, working from a base on Corulag. (GUN)

Stabilizer Gauntlet

developed during the era of the Great Sith War, these stiff gauntlets were formed to prevent the wearer

from taking sudden or improper actions when handling volatile materials. These gauntlets were designed to minimize the movement of the wearer, moreso than to protect them against a blast. (KOTOR)

Stabilizer Mask

developed during the era of the Great Sith War, this electrified mask created a barrier for the user's mental activity. By emitting micro-bursts of electricity, the stabilizer mask regulated the mental processes of the user, enhancing the mind's ability to resist telepathic intrusion. These masks were found in great quantities during the Sith War, as beings feared being "possessed" by a Sith warrior. (KOTOR)

Stabman

this was the term used by the human population that lived along the Sea of Jarad, on the planet Tralus, to describe the harpooners who hunted styanax for a living. (CCW)

Stabris

this Alliance agent was the commander of the cell which contained Rixen and Vewin. Stabris also discovered that agent Do'naal was also working for the Empire, and made sure his agents knew about Do'naal's treachery. (SESB)

Stacch isch stralsi?

this question is Illodian for 'Can you speak this language?' (TT)

Stacchati

this was a race of tall, thin-limbed humanoids. (VD)

Stachrini, Eizzam

this man was the Director of the Priole Danna Festival, on Lamuir IV, during the years prior to the Clone Wars. As planets began to secede from the Republic and Separatist terrorist attacks became more prevalent, Stachrini was forced to cancel the Festival in order to maintain its safety and security. (HNN4, HNN5)

Stack, The

this vine-covered building served as the base of operations for the Freedom movement on Bakura, during the height of the Yuuzhan Vong invasion of the galaxy. Structurally, the Stack was quite sound, but much of it was rebuilt to accommodate the needs of Freedom. When their location was discovered, after a Malinza Thanas was allowed to escape from jail with a homing beacon attached to her clothing, the Stack was destroyed in an explosion which killed their pursuers and allowed the members of Freedom to escape. (FH2)

Stacked Deck

this converted Nebulon-B frigate served as the base of operations for the Crimson Aces, during the Galactic Civil War. (GMR9)

Stack-series Radiator

this piece of equipment was a necessary part of a pod racer, since the radiator bled off huge amounts of engine waste-heat during high speeds. The Stack-series is denoted by several models, each with a different number of rows of cooling capacity and efficiency. They range in size from a Stack-1 radiator, with limited heat dispersion capability, to a Stack-6 radiator, which is the most efficient radiator. (RAC)

Sta-Den Eekin

this Klatooine Jedi Master was known for his skill for clouding the mind of large numbers of other beings, a skill which helped him quell mobs and forestall riots. As a participant in the Battle of Geonosis, however, this skill proved of little use to Master Eekin against the droid armies of the Confederacy of Independent Systems. (IWE2)

Staff of Power

this was the bone and feather staff carried by Logray, during his tenure as the shaman of the Bright Tree Village of Ewoks. (VD)

Staffa, Raccyx

this heavy-set man was the planetary governor of Berchest, when Grand Admiral Thrawn rose to power four years after the Battle of Endor. He was unusual as an Imperial governor in that he was at one time a successful smuggler. After his retirement, he took his riches and started dabbling in politics. He retired to Berchest, and soon blackmailed the existing governor into stepping down and naming Staffa as his replacement. Staffa then implemented a regime in which he allowed smugglers to make their runs through Berchest, obtaining "informal taxes" which served to line his own coffers. The remnants of the Empire knew of his actions, but allowed him to continue in order to maintain the informational avenues the smugglers provided them. Staffa was ostensibly loyal to Thrawn, although many suspected that he merely paid lip-service to the Imperials. Staffa maintained many of his former smuggling contacts, including an ongoing relationship with Talon Karrde, to help supply many of the niceties he couldn't obtain through legitimate channels. He tried to keep this relationship a secret, but his chief aid, Fingal, managed to discover it and relay information back to Thrawn. (TLC, TTSB)

Staga

a large, green-colored herd animal native to Ambria, they have shaggy tufts of fur at their shoulders, on an otherwise reptilian body. They have low-slung horns that ring their heads, and thick tails. A population of staga was exported to the planet Taanab, and was raised as a source of food. (TOJ, EGP)

Staganac, Regul

this man worked at the Tallaan Shipyards Orbital Repair Depot, shortly after the Battle of Hoth. He was also an Alliance operative. (TSIA)

Stage Three Torpedo

this warhead was the size of a proton torpedo, but contained trac-reflective particles that break up a tractor beam's strength. (SOP)

Stak

this ancient Quarren surname meant "police warden". Like many Quarren surnames, it could be traced back to the time of the Battle of Ruusan. (GCG)

StakeOut

this song, written and played by the band Starburst, first appeared on a compilation of the same name. (GG9)

Stalgasin Hive

this colony of Geonosians was ruled by Archduke Poggle the Lesser during the years leading up to the Battle of Geonosis. The Stalgasin colony produced immense hordes of battle droids for Count Dooku and the Separatists in one of the few factories which remained active during the last centuries of the Old Republic. The factory used a huge superlaser to melt ores and raw materials, and its entire operation was controlled and performed by droids and advanced automation. Hidden deep within the Hive was an immense war chamber, equipped with sophisticated equipment that allowed the Separatists to monitor every aspect of the Battle of Geonosis, and provided them with enough leadtime that they could anticipate their defeat and put evacuation plans into place. (VD2, SWI66, IWE2)

Stalgis

this man was a Lieutenant with the armed forces of the Imperial Remnant, during the height of the Yuuzhan Vong invasion of the galaxy. When Luke Skywalker arrived at the Battle of Bastion and earned the respect of the Imperial leaders, Stalgis was assigned as a liaison to Skywalker's team, which was searching for the planet Zonama Sekot. (FH2)

Stalimur Pirates

this notorious pirate gang was active during the height of the New Order. (SWJ10)

Stalker

this *Imperial*-class Star Destroyer was assigned to the Death Squadron fleet serving Darth Vader, subjugating Outer Rim worlds during his search for Alliance bases. Under the command of Akal Zed, it

was the ship which launched the Viper probe droid which discovered Echo Base on Hoth. It later was part of the fleet assigned to Moff Andal to patrol Elrood Sector. (CCG3, OE)

Stalker Battle Armor

created by the Salus Corporation, Stalker Battle Armor was individually manufactured for Rodian bounty hunters. (SWJ3)

Stalker Besiioth

this genetically-altered subspecies of Tedellian besiioth was designed to have an enhanced sense of smell, as well as enhanced musculature and stamina. They were sold on the black market to crimelords and others who needed an extra measure of protection. (COG)

Stalker Lizard

this flat-bodied reptile was native to Dantooine. Its purplish-blue scales evolved to match the coloration of the grasses which filled the plains of the planet, allowing it to stalk its prey with great efficiency. Like many reptilian creatures, stalker lizards hunted for their favorite prey, nettars, in the early morning and early evening, avoiding the heat of the day. The average stalker lizard measured more than three meters in length, and moved swiftly across the grasslands on four long legs. The hunt in packs, relying on surprise to bring down their prey. (COG)

Stalker Missile

developed during the Galactic Civil War, this form of projectile used an inboard tracking system to acquire its target. Unlike conventional "smart" missiles, though, the stalker missile could reacquire a target which evaded it. It could keep trying to hit its target until it ran out of fuel. (HAS)

Stalkers

this small-time mercenary outfit was employed by Gennan Var in an effort to capture Nawnum the Hutt during the Galactic Civil War. (IA)

Stalking Moon

this Yuuzhan Vong yorik-stronha scoutship was the first ship sent into the Yag'Dhul System, as part of Nom Anor's plans to subjugate the Givin and use their system as a staging area for a portion of the Yuuzhan Vong fleet. The *Stalking Moon* was infiltrated by Corran Horn, Anakin Solo, and Tahiri Veila, during their escape from a small Yuuzhan Vong fleet. The ship had been equipped with a biological cloaking device, and was designed to drop into the Yag'Dhul system and scan for New Republic warships in the area. Tahiri was able to communicate with the ship and pilot it toward the Yag'Dhul space station, where the three Jedi were able to reach the Givin commanders and warn them of the impending invasion. (EVR, NJOSB)

Stalking Onsonker

this large, dog-like reptile was supposedly found on a remote world. Its vicious nature meant that it could rarely be exported, and only then if the handler was adept at controlling wild creatures. The onsonker's hide was a mottled purple color, and it had a series of fleshy tendrils running the length of its spine. Three heavy ear-like stalks contained the onsonker's ocular organs. Its huge head was dominated by a toothy maw, and its four legs were studded with three heavy claws. Stalking onsonkers reproduced by generating unusual seeds, much like a plant, which the onsonker placed inside a living host. The seeds then attached themselves to the stomach of the host, and fed on the nutrients they could absorb. Eventually, the infant onsonkers grew large enough to burst from their host, which they greedily consumed as their first meal. (TDV)

Stalnus

this maniacal Riorian was an anomaly of his kind. He would rather settle an argument with a vibroaxe than with calm reasoning. He spent much of his criminal career in the Tendo System, where he managed to elude capture. (WBC)

Stalpaac

this legendary Wookiee Elder rescued the young warrior Urothko from the fire-spirit known as a

Graaa'shad. The spirit brought Urothko deep down into the forest, and prepared to kill him. Luckily for Urothko, Stalpaac intervened. Stalpaac shot the spirit with a bowcaster quarrel, then the two Wookiees launched an attack on the spirit. Graaa'shad quickly retreated and fled, screaming that one day it would get revenge. In the aftermath of the battle, Urothko pledged his life to Stalpaac, since the older Wookiee had risked his own life to save him. The story of Urothko's rescue quickly spread to other villages, and the tradition of the Wookiee life-debt was created. (TTSB)

Stalsinek IV

this planet was rumored to be the site of an ancient temple that contained a mysterious fountain. The waters of the fountain were said to cure any disease and heal the more grievous of wounds instantly. However, if the being who drinks from the fountain ever knowingly speaks a falsehood, the effects of the water are immediately revoked. The temple is surrounded by virtually impassable jungle, and it is guarded by a native population of beastly creatures whose friendly nature is only discovered by those who stop to ask. (GMS)

Stalwart

a *Victory*-class Star Destroyer commanded by Vice Admiral Thrawn, as part of his service to the Empire during the Galactic Civil War. The *Stalwart* was used to patrol the Newland System. (TIE)

Stalwart

this *Majestic*-class assault carrier was part of the New Republic's Fifth Battle Group, and participated in the initial blockade of the planet Doornik-319 during the Yevethan Purge. (SOL)

Stalwart

this Nebulon-B escort frigate was part of the small Imperial fleet assigned to Captain Vocis Kenit during his search for the *Far Orbit*. (FOP)

Stalwart

this *Imperial*-class Star Destroyer was the flagship of the fleet which was under the command of Moff Kurlen Flennic, protecting the planet Yaga Minor during the height of the Yuuzhan Vong invasion of the galaxy. After Grand Admiral Gilad Pellaeon returned from the Battle of Bastion alive and well, he retained the *Stalwart* as his own flagship, refusing to let Moff Flennic use it in a possible coup attempt. Pellaeon then sent the *Stalwart* to Borosk to lead the defense of the Imperial forces there against the Yuuzhan Vong. As part of Pellaeon's plans, the *Stalwart* was to take a moderate amount of damage and draw the Yuuzhan Vong forces in closer to the planet. Once the aliens were in position, the *Defiant* moved in to activate its gravitic amplitude modulator, which had been reprogrammed according to specifications from the Galactic Alliance. The GAM jammed the Yuuzhan Vong yammosk, allowing the Imperials to defeat the aliens and drive them out of the Imperial Remnant's space. (FH1)

***Stalwart*-class Light Freighter**

designed and produced to compete in the marketplace with the YT-1300, the *Stalwart*-class freighter measured 19.7 meters in length and could transport up to five passengers and 120 metric tons of cargo. A pilot and co-pilot were required to operate the ship, which was armed with a turret-mounted laser cannon. (PP)

Stam Reath

this young humanoid was training as a Padawan learned under Echuu Shen-Jon during the last years of the Old Republic, when the Clone Wars broke out. They were part of the team that was dispatched to Geonosis to locate Obi-Wan Kenobi. Unfortunately, Stam was killed by Sev'rance Tann during the Battle of Geonosis. Master Shen-Jon then chose Stam's sister, Naat, as his apprentice. (GBC)

Stan

according to a HoloNet comic that appeared sometime during the height of the New Order, Stan was the leader of a group of Jawas who made a comfortable living selling droids to the residents of a settlement known as Dura Mater. Although he could speak Basic just fine, Stan always spoke in jibberish when dealing with the farmers of Dura Mater, to keep them off-balance. As part of a plan to extract even more credits from the hapless farmers, Stan worked with another Jawa known simply as Fred Jawa. Fred

claimed to be a "consumer advocate", and explained that Stan had failed to provide full warranties. In this way, the Jawas sold the same droids to the farmers, but also made a profit selling them bogus "extended warranties". (T20)

Stan

this Imperial officer was a guard at the Tol Ado prison facility during the Galactic Civil War. He was in charge of disposing of prisoners who died under interrogation while on the Deathblock. (JH)

Stana

this is the name used by the Myneyrshi to describe the clawbirds native to Wayland. (TTSB)

Stand of Public Expression

located in the major cities of the planet Dordolum, the Stand of Public Expression is an outdoor platform from which the city's inhabitants can speak to audiences about any topic and from any viewpoint without retribution. This history was shattered when Klif and Drend Navett incited a riot on Dordolum, shortly after the Bothans were implicated in the destruction of Caamas. (SOP)

Standard

an older term for the Basic language. (HSE)

Standard Clear Frequencies

during the Old Republic, these broadcast frequencies were reserved for emergency purposes. The Republic maintained and monitored them, for they were especially forbidden for civilian use. The standard clear frequencies were used to transmit civil defense warnings and vital information to comlinks, datapads, and other public facilities. (IG1)

Standard Officers Intelligence Test

this Imperial aptitude test was geared toward identifying potential officers and commanders for the military. The minimum score required to be trained as an officer was 7. Anyone with a score of 6 or below had to submit a Quality of Family Certificate in order to receive a second chance at officer's training. (FC)

Standard Time Unit

this is a measure of time equal to one hour of time on Coruscant. (SLS)

Standard Timepart

the basic unit of time measurement, the standard time part is based on the rotational periods of the planet Coruscant. It has been used since the early time of the Old Republic. It is unclear what a full timepart represents, as some sources list it as a Coruscant day, while other sources list it as something closer to a week. Shield of Lies states that there are 1,400 standard time parts in each Coruscant day. There are sixty seconds in a standard hour, and 24 hours in a standard day. There are five days in a standard week, and seven weeks in a standard month. There are three festival weeks and three holidays, giving the standard year 368 days. (SW, HSR, RPG, SOL)

Standard-4

this is one of the oldest and most durable personal blasters manufactured by Merr-Sonn. (POT)

Standro

meaning "resolute", this was one of the most common names among Rodian males. These names generally described characteristics of historical individuals, and different Rodian clans used up to three names to describe an individual. (GCG)

Standro Jcis

this New Republic starfighter pilot was a member of Rogue Squadron. A Rodian, Standro joined the Rogues in the wake of the Malrev Incident, when several positions in the squadron were left empty. A veteran of thirteen missions, Standro was nonetheless the first of the Republic's pilots killed at the Battle of Brentaal. (XWES, XWFT)

Stang

Alderaanian swear word. (SME, DLS)

Stanner, Mil

this smuggler worked from a base on the Vergesso Base asteroid, and specialized in moving small cargoes of spice and other precious commodities on his modified starship, the *Starlight Shifter*. (SPG)

Stanz

this young boy worked in the fields with his friend Tenno, on the planet Ceriun, some 1,000 years before the Battle of Endor. When Tenno suggested that they take the Jedi holocron found by Ka'arn and keep it safe until a Jedi could travel to Ceriun to recover it, Stanz was among the group that agreed to help him. They also hoped that, maybe, a Sith might come looking for it, and take them all as apprentices. When the Sith did arrive and simply took the holocron, Tenno explained that they had been trying to ensure he could have it. Anger surged in the Sith, who explained that he needed no one's help before killing Stanz and the others as Tenno's "reward". (T17)

Stanz

this old, Bothan cargo hauler owned the starship *Freebird*, which he used to transport the settlers of New Brigia from the homeworld of Brigia. In return, the settlers paid Stanz a percentage of the chromite they mined on their new world. Stanz paid them only barest minimum of what the ore was worth, keeping the New Brigians in debt for a number of years. (BTS)

STAP

indicating a single trooper aerial platform, this was the acronym used to describe the repulsorlift platforms used by the Trade Federation's battle droids. The STAP measured two meters tall, and had a foot platform and directional controls which were fitted to the battle droid structure. The basic design was created from an airhook developed by Longspur and Alloi. They were often armed with a pair of laser cannons, and were capable of speeds approaching 400 kilometers per hour. In addition to the standard model of STAP, and heavy-duty model was produced with more powerful laser cannons and missile launchers. These heavy STAPs were not as maneuverable as the base model, and had difficulty navigating rivers and valleys. (SW1, TPM, X1, IG1, BFN, NEGV)

STAP-1

this was the model designation of Baktoid Armor Workshop's Single Trooper Aerial Platform, or STAP. (SON)

Staplarint

this quadripedal beast was introduced to the planet Brosi by Old Republic settlers. They were originally bred as mounts and beasts of burden, but were forgotten when repulsorlift technology became widespread. Modern staplarints have returned to their wild nature, although it was known that members of the Brosin Underground used them as mounts. (AIR)

Star Bantha

this was one of six Imperial bulk freighters assigned to the replenishment fleet which contained the *Black Ice*. (BI)

Star Breeze II

this Alliance transport was used to carry refugees from Cloud City to Kaliska, shortly before the Battle of Endor. (GMR3)

Star Cab

officially known as Orlean's Star Explorer, the Star Cab was designed at a time when hyperdrives were extremely unreliable. However, even with the advent of the modern hyperdrive, there are a few Star Cabs still in service to this date. At 70 meters in length, this bulbous exploration and scout craft was crewed by a single pilot assisted by a complement of droids. The droids provided the same kinds of support as a modern R2 unit, but were much less advanced. The ship could carry up to eleven passengers and 40

cubic meters of cargo, but also stored up to five years' worth of consumables. This allowed the ship to travel for great periods of time before requiring a refitting. It was also well-armed, with a quartet of blaster cannons, but lacked any shields. (GG8)

Star Chamber

one of the many amusements found on Hologram Fun World, the Star Chamber contained a fully-interactive hologram of the entire galaxy. (GOF4)

Star Chamber

this immense, crystalline structure was the source of power for the Infinite Gates created by the Kwa. Each Gate was guarded by its own Star Chamber, which protected the integrity of the Gate without constant maintenance. One of the largest Star Chambers was found on the planet Dathomir, guarding what appeared to be the master Gate. At its heart, the Star Chamber contained a spherical command module that provided the immense power it controlled. During the last decades of the Old Republic, the Witches of Dathomir discovered the Chamber and tried to get past it, in an effort to escape their captivity. Matriarch Zalem and her clan spent years learning everything they could about the star chamber, and nearly succeeded but for a fail-safe device built into the Chamber. It destroyed the Gate on the planet Ova, subsuming the entire planet and sucking in a nearby starship. The Star Chamber on Dathomir was guarded by a nest of Guardian worms. (SWIE)

Star Chamber Cafe

a section of the Lucky Despot Hotel, the Star Chamber Cafe is also owned by the Whiphid, Lady Valarian. It is a famous restaurant located in Mos Eisley, on Tatooine. (TME, TJP)

Star Child

this was the name used by the Ewoks to describe a legendary being who fell from the stars, landing on the Forest Moon of Endor to help the Ewoks successfully defeat the Duloks. (MDCAR)

Star Courier

this needle-shaped, 26.5-meter-long craft, developed by Republic Sienar Systems during the last decades of the Old Republic, served as the basis for the design of the Sith Infiltrator. (DSSB)

Star Cruiser

a heavy-duty Mon Calamari warship, they have lumpy pods on the hull housing armaments and command positions. (ROTJ)

Star Defender

a new class of warship developed during the New Republic, it first saw use in the early stages of the battle against the Yuuzhan Vong. (JE)

Star Destroyer

the huge, triangular-shaped warship at the forefront of the Imperial Navy, the Star Destroyer was actually first designed and developed during the last years of the Old Republic. There are four main classes of Star Destroyer: the original *Victory*-class ships, developed by Rendili StarDrive for the Old Republic; their successor, the *Imperator*-, *Imperial-I* and *Imperial-II* class ships, developed by Kuat Drive Yards for the Empire; the huge *Super-I* class and *Super-II* class command ships; and the largest class, the *Eclipse*-class Star Destroyers. Like all capital ships, they were given names based on phrases and adjectives which described their strength and capabilities, such as *Devastator* and *Agonizer*. Luke Skywalker believed that Emperor Palpatine chose names which would also serve as a subconscious reminder to their crews that the ships were essentially the methods by which he corrupted people's souls. Other variants of the Star Destroyer were produced for different mission profiles and governments. The *Venator*-class and *Tector*-class ships were produced during the height of the Clone Wars, after the *Victory*-class vessels proved too small to adequately participate against the droid forces of the Confederacy of Independent Systems. The New Republic also produced several updated versions of the Star Destroyer, although vessels like the *Republic*-class and *Nebula*-class Star Destroyers were smaller than their Imperial cousins. (SW, ESB, DE1, HTTE, SWSB, DESB, SOA, X3)

Star Destroyer

this song, written and played by the band The Emperor's New Clothes, first appeared on the compilation *Totally Patriotic*. (GG9)

Star Dragon

see Duinuogwuin (GG4)

Star Dreadnaught

this was another term used to describe the *Executor*-class Star Destroyer. (IWST)

Star Dream

Captain Hoban's transport ship (TJP)

Star Dream

a Yevethan cargo hauler used to transport chromite from the "purged" world of New Brigia. (BTS)

Star Explorer

see Star Cab (GG8)

Star Forge

this mysterious space station was the subject of an intense search by the Old Republic and the Jedi Knights, during the height of the Great Sith War. The Star Forge itself was an immense construct that was built by the Rakata race in orbit around their primary star. The main body of the station was a spherical hull that contained its massive power generation systems. Three long vanes were attached to the sphere's perimeter, and housed personnel and manufacturing facilities. The Star Forge was developed to harness the power of the star for use in generating droids, warships, and weapons for the Rakata. Additionally, the entire station was imbued with the Dark Side of the Force. Although the exact nature of how this happened remains a mystery, the fact was that this inherent power gave the Star Forge a sort of life of its own. It was this intense life that drew Darth Malak and Darth Revan to the Unknown World during the height of the Sith War. They were able to manipulate the Rakata into a position where the Sith took control of the Star Forge, and used it to create huge numbers of Sith starfighters and other weaponry. To augment the power of the Star Forge, Darth Malak used captured Jedi Knights to provide living power for the station's core systems. After Darth Revan was captured by the Old Republic and his mind was wiped clean of his allegiance to the Sith, Revan was able to lead the Republic and the Jedi to the Unknown World and the Star Forge. After an intense battle, the Star Forge was destroyed and Darth Malak was defeated, cutting off a primary source of Sith materiel. (SWDB, KOTOR)

Star Galleon-class Frigate

built by the Kuat Drive Yards in an effort to help transport cargo and defend it at the same time, the Star Galleon is a 300-meter military cargo ship. It is capable of dropping its cargo section, which can fly on its own. It is fairly well-armed, boasting 10 turbolaser batteries and concussion missile launchers, and therefore does not require an escort. The interior of the ship is also equipped with anti-intrusion defenses. The cargo section is equipped with a small hyperdrive that can be activated by the main ship's navcom unit in case of emergency. The Star Galleon is manned by a crew of 150, with room for up to 300 troops. (DFR, ISB)

Star Hammer

this starship was owned by Joa Pqis, and was based out of Vobos. It was identified with New Republic Ship Registry number RN80-440330. (SOL)

Star Home

this was the name of the personal ship used by the Queen Mother of the Hapes Consortium. It was passed from queen mother to queen mother during the 4,000 years leading up to the Battle of Endor. Its design was based on the floorplan to the queen mother's castle, Per'Agthra, on Hapes. *Note that the Hapes entries in Planet Hoppers indicate that the Star Home was based on the designs of the Fountain Palace.* It was no match for the more modern capital ships, but it was truly unique and impressive in its own way. The basic design appeared to be a castle set upon a huge, five-pronged base formed from

black basalt native to Hapes. As ungainly as it looked, *Star Home* was quite spaceworthy. It measured some 2,500 meters in diameter at the time of Prince Isolder's marriage to Teneniel Djo. The castle atop the ship contained living quarters, dining halls, meeting rooms, and a private hangar bay for the Queen Mother's personal transport ship. It was studded with towers that were capped with crystal domes that provided unlimited views of the stars. The interior of the castle appeared to have been cut from dark stone, and the decorations and adornments were all handcrafted on one of the Hapan worlds. Treasures of unspeakable wealth were proudly displayed in the halls and meeting rooms, having been collected during the 4,000-year existence of *Star Home*. The base of the castle was filled with *Star Home*'s six Kerts-Bhrg power generators and engine systems. Like the five prong-like arms, the base was also constructed of basalt from Hapes. These basalt structures were very fragile in the vacuum of space, and were heavily protected by shield generators. Twenty-four sublight engines were required to move the ship through realspace; four *Froond*-class hyperdrive engines were slaved to a single motivator for hyperspatial travel. It was armed with twenty turbolasers, twenty laser cannons, and six tractor beams. Sixty Miy'til starfighters could also be carried in the docking bays, along with numerous shuttles and transports. The crew of the *Star Home* consisted of 500 engineers, ninety starfighter pilots, fifty officers, and 100 soldiers. (CPL, EGV, CTD, PH)

Star Hotel

found in the capital city of Somin City, on the planet Seltos, it was here that a group of New Republic diplomats stayed while conducting meetings with the new government of Seltos. The government had been set up after the populace overthrew the pro-Imperial rulership some years after the Battle of Endor. The Star has ten floors, with penthouse suites on the top-most floor. (TSK)

Star Jewel

Jabba the Hutt's personal starship, the *Star Jewel* is a spade-shaped Ubrikkian luxury yacht. Well-shielded and armed with six turbolasers, the *Star Jewel* is equipped with a Ubrikkian N2 ion engines supported by three T-c40 ion engines. The landing bay carried six Z-95 Headhunters and a pair of shuttles. (THG, EGV)

Star Lady

this highly-modified YT-1300 freighter was owned and operated by Fenig Nabon. Ghitsa Dogder used to kid Fenig that there was a Wookiee-sized bunk on the *Star Lady* in case Fenig ever got a chance to seduce Han Solo. Fen claimed the bunk was oversized to accommodate Ghitsa's expansive wardrobe. Fen's attention to details included security for the ship. She didn't kid herself about the resourcefulness of pirates or thieves, and installed an Incom 433 security system. Also, she placed in pin in the seam of the main hatch whenever she left the ship. If she returned to find the pin on the ground, she'd know that the ship had been breached. If the pin was moved about three inches, it was a code to indicate that someone wanted to talk to her in person, and was waiting aboard ship. (TFNR, GMR2)

Star Map

this ancient map was believed to have been created by the Rakata race, millennia before the Great Sith War, to provide instructions for locating the Star Forge. The map itself was actually made up of several smaller maps, which needed to be placed together in a certain way to form the overall Star Map. Like the Star Forge, the Star Map and its pieces were imbued with the Dark Side of the Force. The smaller maps were scattered across the galaxy to prevent anyone from locating the Star Forge, but clues eventually led to their discovery on Dantooine, Mana'an, Kashyyyk, and Tatooine. The four pieces were located some 4,000 years before the Battle of Yavin by Bastila Shan and her fellow Jedi Knights, who were searching for the whereabouts of Darth Malak. (SWDB, KOTOR)

Star Map Room

this vast chamber was located in the Jedi Temple on Coruscant, during the last decades of the Old Republic. It contained a huge holographic map of the known galaxy, which was continually monitored by no less than twelve Jedi who looked for potential trouble areas that might require the Order's intervention. Smaller versions of the Star Map Room were maintained in each of the five spires of the Jedi Temple, for use in training and discussion. Those Jedi Knights who were traveling the galaxy on various missions always transmitted galactic data back to the Star Map Room, so that its displays could be as up-to-date as possible (RF, PJSB)

Star Morning

this Kogus Starliner had a busy, eventful career under several other names before it was purchased by the Fallanassi who lived on the planet Teyr. It had previously been known as the *Mandarin*, the *Pilgrim*, and the *Congene* before being named the *Star Morning*. They bought the ship when they were preparing to flee the planet. Luke Skywalker, while searching for the Fallanassi with Akanah, discovered its history as well as its whereabouts. It had left the planet Motexx just before the Battle of Endor, bound for Gowdawl with a full load of cargo. It never reached Gowdawl, and was lost for a year before it showed up on Arat Fraca. From there, the ship landed on Darepp, and then visited several colony worlds before it returned to Motexx. Luke discovered it on Vulvarch when they were putting into Atzerri, but Akanah chose not to pursue it. The *Star Morning*, at that time, was involved in a complex rescue of several Fallanassi and other inhabitants of the Koornacht Cluster which were captured by the Yevetha. With a number of illusions generated by key Fallanassi, it appeared to the Yevetha that their captives were still in the holds of the *Pride of Yevetha*. In fact, the *Star Morning* had been able to recover all but the few who remained behind to perpetuate the illusions. Following the Battle of N'zoth, the *Star Morning* rendezoused with the Intrepid to collect Wailu and Akanah. The Fallanassi had agreed that it was time for them to disappear for awhile, in order to absorb their losses at the hands of the Yevetha and re-evaluate their place in the galaxy. (SOL, TT)

Star Mother

a Bdas deity. (SOL)

Star of Alderaan

a medal presented by the Alliance for exemplary service to the Alliance, it was designed to commemorate the contributions of Bail Organa and the people of Alderaan. (XW)

Star of Empire

one of the luxury starliners owned by Haj Shipping Lines. It was an ovoid ship nearly 2,000 meters in length, and was laser-painted a brilliant blue. Forty portholes ran along each side, denoting staterooms. (RD, GOF10)

Star of Iskin

this was one of the many tramp freighters which traveled to Coruscant during the Clone Wars, looking for easy credits by transporting refugees and terrified citizens away from the capital planet. Finis Valorum boarded the ship some sixteen months into the Clone Wars, after visiting with Senator Bail Organa and imploring him to fight against the machinations of Chancellor Palpatine. Just after liftoff, the *Star of Iskin* exploded, killing Valorum and all others aboard. (RDE)

Star of the Tion

this modified YT-1300 was owned by the Alliance cell that worked on the planet Lianna. (ML)

Star Palace

this luxury liner was attacked by Imperial forces, which were led to believe the ship harbored Alliance supports. The entire casino deck was opened to the vacuum of space, and the ship's Captain and a prominent Corellian family were taken into custody. They were never heard from again. (RESB)

Star Quest

this Suwantek TL-1800 light freighter was owned by Tere Metallo. This ship had been never been modified from its stock arrangement, as Metallo was not a mechanic. The *Star Quest* arrived on Garos IV, and provided a link to information required by Magir Paca and the rebels who were fighting against the Imperial control of the planet, shortly after the Battle of Endor. (SWJ6, SWJ7)

Star Rally

this was the name of a series of races in which starship captains had to travel from one world to another, completing a circuit of several planets. One of the best-known races was the Dahvil-Fodro Hyperspace Promenade. (ND, CRO)

Star Reamer

this Damorian medium transport ship was part of the fleet maintained by CorDuro Shipping, during the height of the Yuuzhan Vong invasion of the galaxy. Its mission was described as the transport of bacta to various bacta parlors across the galaxy. CorDuro had other plans for the bacta however, having made a deal with the Yuuzhan Vong to turn over the shipment to the aliens for analysis. The *Star Reamer* was intercepted by Han Solo and the *Millennium Falcon*, who had been working from information provided to Tessa Sebatyne and Izal Waz, by their Master, Eelysa. (REC)

Star Room

see [Star Map Room](#) (YDR)

Star Runner

this was the name of Kea Moll's star cruiser. (DCAR)

Star Saber

an experimental attack ship developed just before the Great Sith War for use by the Old Republic and the Jedi Knights. Designated the XC-01 by Republic Fleet Systems, it was a long, needle-shaped ship with wide wings and twin tailfins. (DLS, PJSB)

Star Sea Flower

this aging, though heavily modified YT-1150 transport was owned and operated by Charza Kwinn during the last decades of the Old Republic. The Priapulid used it to transport various Jedi Knights across the galaxy whenever anonymity was needed. Charza maintained it in order to maintain an environment which catered to his own needs, so much of the ship was filled with water. In the waters, Charza's extended family lived and worked. Whenever a Jedi was traveling with him, though, Charza maintained several rooms aboard the ship which could be modified to the Jedi's particular environmental needs. (RP)

Star Seeder

this Kuat Drive Yards colonization ship was well-known for its durability and capacity. At 250 meters in length and with 3,000 cubic meters of cargo space, the Star Seeder could easily transport up to 800 colonists with little problem. It required a command crew of 26, with 143 crewers or more depending on the size of the expedition. Its deep-bellied cargo section is compartmentalized, allowing the colonists the ability to transport plants, animals, droids, building materials, and other necessities in separate areas adapted to each type of cargo. A small hangar bay contained enough space for a small shuttle, several speeders, and other ground equipment. The ship was shielded, and armed with six turbolaser batteries and a tractor beam projector. It was hyperspace as well as atmosphere capable. (GG8)

Star Shuttle

developed by the Corellian Engineering Corporation during the last decades of the Old Republic, this lozenge-shaped craft was designed to transport large groups of beings safely and luxuriously. The Star Shuttle was popular with the Senators and diplomats of the Old Republic, and was one specially outfitted for use by the Supreme Chancellor. The hull of the craft was shaped like a long hill or mound, with a flat base and a rounded upper section. The engine systems were borrowed from the Republic Cruiser, having the distinguishing triangular configuration. At eighty meters in length, the Star Shuttle had space for up to 200 passengers and 900 metric tons of cargo. These ships were heavily armored, and as diplomatic craft, were unarmed. (WOTC)

Star Slinger

this prototype swoop was developed on Shesharile 5 by Chop Harlison. It combined the chassis of a Mobquet Nebulon-Q racer with the repulsor coils of an Aratech 64-Y Swift 3, and used a combination of Tibanna gas and stabilizers in elevated concentrations to provide added speed and cooling. The Star Slinger was armed with a blaster cannon that was controlled with the targeting systems of a Merr-Sonn PLX-2 missile launcher. (SWJ6)

Star Stalker

this was the name of the starship owned by the Rodian bounty hunter hired by Ranon Djelkh to transport a mole serpent to Tatooine, during the height of the New Order. Djelkh hoped to use the worm in an

attempt to assassinate Jabba the Hutt, but the bounty hunter was caught in a sandwhirl upon arrival. The ship crashed into the surface of Tatooine, blocking the entrance to a cave used as a shelter by a group of Sandpeople. The mole serpent escaped, and killed many of the Sandpeople and their banthas when they tried to escape. The ship was badly damaged, but was eventually removed from the cave by a group of smugglers who had befriended A-Zulmun. (SOT)

Star Station 12

Abal Karda took control of the Port-Esta Queen and had the captain drop him off at this outpost, during his flight from justice. (EOE)

Star Streak

the New Republic team dispatched to Tuulab to ferret out Mahk'khar arrived in the Triitus System on the pretense of locating this Corporate Sector bulk transport. (SWJ6)

Star Tours

an intergalactic travel agency, specializing in unique intersystem cruises. (ST)

Star Trader

this was the name of the modified Ghtroc freighter acquired by Lirina Casti, shortly before the Battle of Yavin. Lieutenant Casti was ordered to take the ship and, along with a team of Alliance agents, ambush the Imperial prison ship *Caged Animal* near Lish V. The plan was to rescue a group of captured Alliance operatives, but Moff Ramier had substituted zero-G stormtroopers for the prisoners. Casti and her team were forced to crashland on Lish V. (FBS)

Star Traveler

this ship was owned and operated by Renna Strego. Strego volunteered the ship to assist in the defense of Nar Shaddaa, during the Imperial attack commanded by Admiral Greelanx. The *Star Traveler* was dispatched to assist in taking out the initial picket line of Greelanx's formation. (THG)

Star Winds

this dancing lounge was located aboard the *Queen of Empire*. (RD)

Star Wing

this was the Basic name used by a Duinuogwuin Star Dragon who encountered a team of Alliance agents in Elrood Sector, shortly after the Battle of Yavin. Star Wing's true name was virtually unpronounceable by most humanoid species. Star Wing had been living near the Kuras System, hiding from the Imperial forces which patrolled the sector by staying on the far side of The Drift. He was an explorer, and cared little for the "petty politics" of the galaxy at large. However, he recognized when they impacted his explorations, so he hid behind The Drift. Star Wing tried to cross The Drift, but found he didn't have the stamina to make it. Star Wing was slowly starving to death from lack of oxygen when he encountered the Alliance team, which was searching for the planet Alluvium and the captured Gray Griffins. The Alliance team rigged up a docking port, and provided Star Wing with several minutes of breathing pure oxygen from their stores. The grateful Star Dragon later helped the Alliance team break through the forces of the Scourge pirates, in order to repay his debt. A blast of superheated gas from his stomach knocked out the *Impasse*, allowing the Alliance ships to leave safely. (OE)

Staraker

this prototype Imperial warship was being built on Foundry during the months surrounding the Battle of Yavin, until it was stolen by Luke Skywalker and Leia Organa. A strike cruiser by design, the *Staraker* was distinguished by its box-shaped engine section. The perimeter of the engine section was lined with sublight drives, which surrounded the main hyperdrive. The main cockpit was pointed and sleek, and was angled down slightly from the spine of the ship, giving the *Staraker* an insectile appearance. The *Staraker* was badly damaged over the planet Alashan, when Luke and Leia were dispatched to the remote world to investigate the loss of an archaeological team. The planet itself fired an energy beam which disabled the *Staraker*, bringing the ship down. Most of the ship was damaged beyond repair in the crash-landing, before the craft was buried beneath tons of lava. (MCI5)

StarAnvil

produced by Imperial Munitions, the StarAnvil heavy blaster rifle was developed to cause large amounts of damage. However, this ability drained the weapon's power packs quickly, making the StarAnvil a weapon of fear more than firepower. Many weapons experts considered this weapon in the same vein as the BlasTech Longblasters, although the StarAnvil was considered much more accurate and powerful. The original StarAnvil production plant on Cuthbern was quickly annexed by the Empire because of its high quality. (GUN, AEG)

Starbarque

this starship design was developed and modified by the D'farian race. (VOF)

Starbattle

a children's hologame. (GOF7)

Starbirth Lounge

this tavern was located on the Nessem Shipyards orbital platform, and provided food, drink, and entertainment to the Nessemite workers there. (WOA12)

Starbloom

a beautiful, flowering plant native to the rift valleys on Belsavis. (COJ)

Starboard Broadside Club

this was the main tavern located aboard Omze's Incredible Traveling Starport, and was named in part for its Wookiee bartender, Broadside. It was also named for the fact that it was located on the starboard side of the converted cruiser, and Omze'kehr Kahr often turned his ship so that the windows of the club displayed the splendors of the solar system in which it was currently operating. This gave the patrons of the club a fantastic view of the sun and its planets. (PSPG)

Starbound Misfit

this modified YT-1930 transport was purchased for Lymnori by Talandro Starlyte, as proof of his devotion to her. Starlyte had the ship refitted by Scizzic, and paid for all modifications. The ship was armed with a pair of turret-mounted heavy laser cannons and a concussion missile launcher. (WSV)

Starboys, The

this musical group was one of the most popular attractions of their time. (POT)

Starbreaker 12

this ancient starship was owned and operated by Jori and Gav Daragon. They used it to explore and define new hyperspace routes some 5,000 years before the Battle of Endor. It was a large, strange ship that was constantly in need of repair. After Gav was taken under the wing of Naga Sadow, the *Starbreaker 12* was taken by Ssk Kahorr. Unfortunately, Ssk Kahorr was out on a joyride when Naga Sadow's fleet was massing for its battle with the Old Republic. Sadow destroyed the *Starbreaker 12*, killing Ssk Kahorr and his alien crew. (GAS, FOSE)

StarBurn 4

this Suwantek Systems hyperdrive was known for its reliable performance and minimal maintenance. It was used on the TL-1800 transport. (SS)

Starburn, Lan

this man was a corrections officer who worked at the Oovo IV prison facility during the years surrounding the Battle of Naboo. He was known among the prisoner population as a corrupt and crooked individual, and many of those he wronged eventually exposed him to crimelords such as Gardulla the Hutt. It was Gardulla who issued a bounty for his capture, a bounty that was claimed with Jango Fett infiltrated Oovo IV to "rescue" Bendix Fust. (BH)

Starburst

this pirate ship was part of the two-ship fleet controlled by Bruce Mercy. The *Starburst* was crewed by Durquist and Moprh. (TSK)

Starburst

this Outer Rim band was more mainstream than Red Shift Limit, but didn't have as wide a range. They were disapproved of by the New Order, but stayed away from blatantly political messages in their music. (GG9)

Starburst Plant

a flower on dark green stalks, with bright yellow petals that seem to twinkle as they open and close. (CPL)

Starbuster Plot

the name given to the Sacorrian Triad's plan to use the Corellian planetary repulsors in concert with the huge hyperspace repulsor found inside Centerpoint Station to destroy a series of stars until the New Republic submitted to their demands. The Triad wanted to control the Corellian System, and went to great lengths to achieve their goals. They set up and/or financed rebellions on all five Corellian worlds, including Thrackan Sal-Solo and the Human League. The Triad managed to destroyed two stars before things started to go wrong. The first was that Thrackan Sal-Solo took credit for the plot, and nearly got his hands on the Drallian repulsor. The second was the timely intervention of the Bakuran fleet, coupled with the incredible talents of the Solo children. The fleet defeated the Sacorrian fleet which was trying to defend Centerpoint, while Anakin Solo used his blossoming ability with the Force to fire the Drallian repulsor and deflect the third shot from Centerpoint. Once the Sacorrian fleet was defeated and the weapon controlled, the Triad surrendered. (AS, SC)

Starcat

this was the first and only light freighter in the *Starcat*-class of ships. It was designed and custom-built by Salem Victory and Dapp Slous, with help from a group of outlaw techs on Nar Shaddaa. Their goal - achieved with a high level of success - was to create a heavily-armed freighter without sacrificing cargo space. The *Starcat* was the result, armed with a pair of concussion missile launchers and three turret-mounted double laser cannons, while retaining 65 metric tons of cargo space and the ability to transport the pilot, co-pilot, and up to six passengers. (SWJ13)

Starcat-class Freighter

designed and developed by Salem Victory and Dapp Solus, this class of freighter was created with one goal in mind: a heavily-armed freighter which didn't sacrifice cargo space for additional protection. The *Starcat*, the first and only ship in the series, measured 32.8 meters in length, and was armed with a pair of concussion missile launchers and three turret-mounted, double laser cannons. (SWJ13)

StarCave

see ThonBoka (LCS)

Starchaser Mk. III

this was an exceptionally fast sublight drive unit, produced by the Corellian Engineering Corporation during the early years of the New Republic. (GMR4)

Starchaser, Darren

this brash young man was the son of Korren Starchaser, and followed in his father's footsteps to become a starfighter pilot for the New Republic. (SWJ6)

Starchaser, Korren

this New Republic Captain was a scout, and was part of the team that stumbled onto the Gulch. Captain Starchaser also wrote a series of articles for reading by new recruits into the Scout Service. Captain Starchaser commanded the *Jedi Dreamer* during his tenure with the New Republic. Prior to serving as a scout, Starchaser was a noted starfighter pilot with a knack for space travel. He was noted for his non-belief in the Force, and was quoted as saying Luke Skywalker was "a truly fine pilot," but lacked any special skills or powers. (SWJ6, SWJ8)

Starck

this man served the Empire as a Colonel in the Imperial Army, serving under General Veers during the Battle of Hoth. Starck led a group of AT-AT walkers from his own vessel, codenamed Blizzard 4. He hoped to lead the main attack on the Alliance's Echo Base, and tried to beat the rest of his detachment to the Clabburn Range by cutting through the Kerane Valley. However, the other three AT-ATs under his command fell into crevasses, and Starck was forced to wind his way north to regroup with Veers. During the battle itself, the Blizzard 4 walker was sabotaged by Luke Skywalker, who used his lightsaber to open a hole in its belly. He then threw a grenade into the walker, which promptly exploded. Starck and all aboard were killed in the the resulting destruction of Blizzard 4. (IWST)

Starco, Moploogy

this was one of the humorous names Garik Loran used for Lara Notsil, after she was mistaken for Edallia Monotheer by an old man on Coruscant. (SOC)

Starcrash Brigade

an elite Imperial assault team working for the Emperor prior to the Battle of Endor. They were charged with the detonation of a biological weapon on Firrerre, and the destruction of the Firrerreo race. (CS)

Starcrossed

this SoroSuub yacht, a Luxury Cruiser 200, was owned and operated by Captain Heedon during the Galactic Civil War as the only ship in his cruise-liner business. The ship was refitted and decorated to resemble a fantastically beautiful bird. Many of the ship's amenities were unfinished, because Heedon's fortunes dwindled under the Empire's oppression. (SWJ10)

StarCrystal

a Bosph gemstone which is rumored to have mystical properties. (SWJ5)

Stardance

a musical composition played by Miracle Meriko, *Stardance* was one of the most popular songs in the galaxy during the year leading up to the Clone Wars. (TME, HNN5)

Stardog

the codename of the Alliance team operating on Nar Shaddaa, just before the Galactic Civil War. (TME)

Stardream

this was the alias used by Lando Calrissian for this luxury yacht, the *Lady Luck*, when he agreed to help get a Jedi strike team "captured" in order to get them closer to the voxyn queen on Myrkr. Posing as Fitzgibbon Lane, Lando claimed to be the captain and owner of the *Stardream*, and willingly turned the Jedi over to Duman Yaght and the Yuuzhan Vong. (SBS)

Stardust

this cruise ship was originally commissioned as the *Asymptotic Approach to Divinity*, was was refitted for use as a luxury liner. During an exotic cruise to witness the nova of Ariarch-17, the ship's crew failed to anticipate the shockwave coming from the dying star. The shockwave hit the *Stardust* and caused catastrophic damage to its artificial gravity system, which resulted in a large number of injuries and a few deaths among the passengers. In the lawsuits and litigation that followed, the cruise company was forced to sell of many of it assets, and the *Stardust* was sold to Kut-Rate Kruises and renamed the *Reasonable Doubt*. (YDR)

Stardust Plan

this was the codename of the New Republic's plan to locate the cloaked asteroids deposited in orbit around Coruscant by Grand Admiral Thrawn, some five years after the Battle of Endor. It involved first dispersing dust from a cargo ship's hold into space, then irradiating the dust with negative ions to help track the hidden asteroids. It managed to locate an asteroid on its first attempt, but was deemed to be too slow to be efficient. (TLC)

Starduster

this smuggling ship was owned by Nera Dantels, during the height of the New Order. It was a large, rounded ship that appeared almost organic in shape. (SWED)

Starfarer Diner

a restaurant located on Nar Hekka. (THG)

Starfarer's Club

this upscale bar and entertainment club was located near the spaceport in Quantill City, on the planet Ando, during the height of the Clone Wars. (WOTC)

Starfaring

this Mon Calamari cruiser was supposed lost over the planet Malrev, when a latent bug in its navigational software began randomly transposing the galactic coordinates it was fed. The ship had been carrying a group of Bothan tourists. Rogue Squadron was dispatched to locate the *Starfaring*, but discovered that the ship was deliberately sabotaged and forced down on Malrev. (XWRR)

Starfeld Industries

manufacturers of a variety of starships, including the Z-10 Seeker. (SS, SWJ5)

Starfight

a coin game often found in casinos and bars. It consists of two curved banks of monitors and controls surrounding two playing stations. A large holotank is positioned in between, in which a starfield is displayed for each player. The players then use simulated starfighters to combat each other to the death in a deepspace battle. (HSE, HSR)

Starfighter Command

the branch of the New Republic responsible for maintaining and coordinating the activities of the Navy's starfighters and their pilots. (TLC)

Starfighter Command

a Star Destroyer's crew responsible for the launching of TIE fighters and shuttles. (DFR)

Starfighters of the Galaxy

this publication produced on a regular basis during the last century of the Old Republic, documented the newest models of space-going vessels being produced in the galaxy. (BF1)

Starfire

this was Kid DXo'In's small freighter. He hired Han Solo - freshly discharged from the Imperial Navy - and Chewbacca to help him crew the ship. (THG)

Starflare

this luxury yacht was owned by Soontir Fel and his wife, Syal Antilles, during their years spent on the planet Csilla. (FH2)

Starflare, Wynssa

this was the stage name of the actress Syal Antilles. She was one of Fusion Holodrama's most popular stars. It was rumored that a billion men had their hearts broken when she married Soontir Fel. (HXW, MBF)

Starflash

this series of holovid adventures were among the most popular ever produced in the Larrin Sector. The show was most popular during the last three years of Imperial occupation of the sector, until the Imperial discovered that the episodic show was actually providing coded messages to the Alliance field agents dispersed throughout the sector. The show's star, J'fe Din, and her production took great pains to ensure that the average viewer was unaware of the show's hidden messages. Many believe that the airing of *Starflash* helped hasten the downfall of the Empire in the sector, bringing its defeat a year or more earlier

than expected. The show was followed by *Imperial Truth*, a form of docudrama which showed viewers the truth behind the Empire's most evil operations. (HR)

Starfleet

this term was sometimes used to describe the Imperial Navy. (SWR)

StarFlight Lounge

this bar was located in the primary spaceport on the planet Bonadan. (FTD)

Starflower

once native to the planet Ithor, the golden-yellow flowers of this plant were the favored food of stump lizards. These beautiful flowers were diurnal, closing their petals at night. As the sun rose, however, the petals opened in a brilliant display of yellow color. (DK, T)

Starfly

this was a model of starship designed to highly maneuverable, for use in mining asteroid fields. They have small laser cannons and tractor beams, which they use to move asteroids around. The small ships do not have life-support systems, so pilots must wear environment suits. (GOF9)

Starfly One

this was one of three Starfly ships which rescued Fandomar, Hoole, and Tash and Zak Arranda from a space slug while they were searching for ethromite near Mining Station Alpha. It was piloted by Hodge. (GOF9)

StarForge Nebula

this area of the galaxy is a vast expanse of interstellar gas, and is populated by a wealth of newborn stars. It is located in Ado Sector. (FOP)

StarForge Shipyard

this starship construction and repair facility was maintained as part of StarForge Station, deep in the StarForge Nebula. The Shipyard was first established some thirty-three years before the Battle of Yavin by the parents of Chidee Na Maak. (FOP, PP)

StarForge Station

Han Solo, Chewbacca, and Soontir Fel traveled to this station, in an effort to track down the ship used by Leonia Tavira to transport Leia Organa off Eiattu. It was located on the edge of the StarForge Nebula, just inside Imperial space. It was originally created by Muo Glandish, who turned a small personal base into a sprawling metropolis. The station itself is built on an asteroid, had an average population of some 10,000 beings, and was defended by 50 heavy turbolasers. It was considered a shadowport by many, and contained the infamous StarForge Shipyards. Its location in the StarForge Nebula provided it with a measure of security, for the interstellar gases of the nebula effectively jammed all outgoing communication. The asteroid on which the station was experienced a full day every 20 standard hours, and its year encompassed 300 standard days. (XWM, FOP, PP, FTD, SOG)

StarFries

this fried snack was served aboard the *Reasonable Doubt* during the last years of the Old Republic. (YDR)

Starfruit

this plant, native to the planet Ithor, produced a star-shaped fruit. (E3N)

Starfruit Promenade

located in Revos, on the planet Storinal, it was an extensive roofed patio flanked by flower gardens. It was filled with recliner chairs and the sounds of live music. (WS)

Stargunner, Rikal

this man served as Kaeline Ungasan's bodyguard. Rikal had extensive training in military doctrine and the martial arts. (GMR2)

StarHammer

this was the nickname of Subpro's TL-118 attack ship. (IA)

StarHauler

this was the brand name of Corellian Engineering Corporation's drone barge. There were several different models of StarHauler barges, all using the model number 131. These automated barges could be loaded with a variety of cargoes, depending on their configuration, and often lifted off as a group to take advantage of their combined repulsor-fields to get their bulks off the ground. (EGD)

StarHawk

a speeder bike produced by Ikas-Adno, this fast, sleek bike is extremely popular with younger drivers. It is the best-selling, civilian-use speeder bike in the galaxy. It is a two-seated bike, with 3 kilograms of cargo capacity and a maximum flight ceiling of 10 meters. (SWSB)

Starhawk 2b

this early model of the Ikas-Adno speederbike was five meters in length, and revolutionized the speederbike market. Now, it is badly outdated. (GG7)

Starhook Ten

this starship was owned by Shug Ninx during the early years of the New Republic. It was essentially a modified space truck. *Early in Dark Empire II, it is also referred to as Salvager 3.* The Essential Guide to Characters *describes it as* Starhook VII. (DE2, EGC, SWDB)

Star-Hoppers

this term was originally coined by Tri-Nebula Entertainment for their holo-drama *Eight for Aduba-3: The Saga of the Star-Hoppers*. The "documentary" chronicled the efforts of Han Solo and a band of freedom fighters, who sought to overturn the thuggery of Serji-X Arrogantus and his Cloud Riders. The term "Star-Hoppers" became synonymous with the band of freedom fighters, despite the fact that they had never come up with a name by themselves. The Star-Hoppers included Han Solo, Chewbacca, Jaxxon, Amaiza, Don-Wan Kihotay, Hedji, FE-9Q, and Jimm the Starkiller Kid. (GMR4)

Starhunter Intergalactic Menagerie

a travelling sideshow that operated during the early years of the Empire, it displayed illegally-acquired, rare creatures from across the galaxy. It was owned and operated by Captain Stroon and his first mate, Slarm. (DCAR)

Starjacker

Finhead Stonebone's pirate ship, the Starjacker was a Byblos Drive Yards E-2 asteroid miner. Stonebone had replaced the ship's normal engines with Corellia StarDrive microthrusters, allowing him better control of the miner when he attacked another ship. (TOJ, TOJC)

Starjammer IZX

a massive, swift freight hauler built at the Kuat Drive Yards. (TME)

Stark Commercial Combine

this was the more respectable name of the pirate gang which was formed and led by Iaco Stark. Under Stark's control, the Combine's fleet of warships attacked virtually any supply convoy moving through the Outer Rim Territories some ten years before the Battle of Naboo. The Combine was formed from the ranks of pirates, smugglers, and other illicit spacers, and sold the goods it stole on the black market for an incredible profit. Nevertheless, the Combine sold its goods well below the prices charged by the Trade Federation, earning the Combine a measure of grudging respect from other criminal organizations while attracting the interest of the Galactic Senate and the Jedi Knights. (OWS)

Stark Hyperspace Conflict

this series of bloody battles, better known also as the Stark Hyperspace Wars, took place some ten years prior to the Battle of Naboo. (OSW, COD)

Stark Hyperspace Wars

also known as the Stark Hyperspace Conflict, this series of bloody battles was waged by the Old Republic, with the help of the Jedi Knights, some thirteen years before the Battle of Naboo. *This timing comes from the official Star Wars website.* Star Wars: The Stark Hyperspace War *indicates that the War took place just eight years before the Battle of Naboo.* Historians trace the cause of the war to the actions of Iaco Stark, whose brash marketeering had undermined the efforts of the Trade Federation to strangle the Mid and Outer Rim Territories. In the midst of Stark's actions, the Trade Federation and the Xucphra cartel began hoarding supplies of bacta, causing a galaxy-wide shortage while hoping to reap huge profits. Self-styled General Ranulph Tarkin tried to destroy the Stark Commercial Combine by amassing a small warfleet from his supporters in the Old Republic military. He convinced Nute Gunray to tell him that Stark was meeting with representatives of the Old Republic and the Jedi Knights on Troiken, so Tarkin set out to confront him. However, Stark caught wind of Tarkin's plans. He unleashed a navigational computer virus on Tarkin's fleet; some ships flew into the hearts of stars or black holes, some were hopelessly lost, and just a few emerged from hyperspace near Troiken. During the battle, the forces of the Old Republic were devastated after the death of Jedi Master Tyvokka, who was leading them. Tyvokka's apprentice, Plo Koon, rose to the occasion, taking up the mantle of the fallen Master and rallying the Republic's troops for an unlikely and miraculous victory. *Note that MedStar I: Battle Surgeons indicates that the Stark Hyperspace Wars took place 5,000 years before the Clone Wars.* (COD, OWS, WOTC, MBS)

Stark Memory

this song, performed by Lord Kavad and the Skaalite Orchestra, was one of the galaxy's most popular numbers during the year leading up to the Clone Wars. (HNN5)

Stark Veteran Assembly

this foundation was established by the survivors and families of those killed in the Stark Hyperspace Conflict, to ensure that the Old Republic recognized the need for benefits and requirements of the war's veterans. Shortly before the Clone Wars, the Assembly denounced the peace rallies which were held by Senator Padme' Amidala of Naboo, who said in her speeches that "warfare is the product of cowardice; only the bravest of beings can resolve conflict peacefully." (HNN4)

Stark, Iaco

this charismatic young pirate rose to prominence some ten years before the Battle of Naboo, building a small fleet of starships into a large, well-organized collection of pirates and smugglers known as the Stark Commercial Combine. Under Stark's control, the Combine was charged with ambushing Outer Rim supply convoys for the goods they carried. Stark then sold the stolen goods on the black market for a considerable profit, while still undercutting the prices of the Trade Federation. This brash marketeering earned him the admiration of his fellow criminals, but also earned him the attention of the Old Republic Senate and the Jedi Knights. During an engineered shortage of bacta, Stark's piracy was hailed as heroic by many Outer Rim worlds which were low on bacta supplies. He agreed to meet with representatives from the Trade Federation and the Old Republic, along with four Jedi Knights to serve as mediators, on the Troiken. He managed to preemptively put a halt to the machinations of Nute Gunray and Ranulph Tarkin, as the two had been planning to destroy the Stark Commercial Combine. Instead of being trapped, Stark was able to unleash a navigational computer virus which infected all of the Republic's starships. This action was the opening play in the events which became known as the Stark Hyperspace Wars. The Jedi anticipated Stark's next move, to assassinate anyone who was not a member of the Combine, but Nute Gunray allowed Stark to escape. Stark's forces pushed hard against the meager Republic forces, but were unable to defeat them. Stark's own allies began to doubt his skills and leadership, and eventually they abandoned him. Stark fled Troiken, and eventually became part of the Commerce Guild, serving as a "legitimate" businessman. (OWS, WOTC, SHW)

Stark, Jona T.

the Imperial Senior Master Sergeant in charge of training TIE fighter pilots onboard the *Vengeance*. He is a tall, well-muscled man. (TIE)

Starkid, Zoltan

this heavy-set, balding man was the Director and Chief Salesman of Millennium Astro-Engineering prior to the Galactic Civil War. It was rumored that he sold the prototype *Millennium Falcon* to Grand Moff Tarkin, just before it was stolen by Han Solo and Chewbacca. Starkid was later killed when the Alliance raided the Millennium Astro-Engineering plant and destroyed it before it could produce any more starships for the Empire. (CSWDW)

Starkiller, Bendak

this man was a noted duelist who lived on the planet Taris some 4,000 years before the Battle of Yavin. Because of the many deaths he had caused - although some of them were the result of inexperienced challengers - Bendak found himself a wanted man. A significant bounty was placed on his head, and he fled to the remote world of Taris. Bendak often fought in the gladiator arena owned by Ajuur the Hutt, but only when an opponent had beaten all the rest of Ajuur's gladiators. He was finally defeated by one of the Jedi Knights who were on Taris following the destruction of the *Endar Spire*. (KOTOR)

Starkiller, Pashna

one of the New Republic's foremost military advisors, Starkiller was originally recruited into the fledgling Alliance by Bail Organa. In the wake of the Alliance's victory at the Battle of Endor, Marshall Starkiller retired from active duty, but remained an active member of the New Republic's advisory committee. (DESB, ROE, SWJ15)

Starkiller, Windom

one of Luke's friends at Anchorhead on Tatooine, Windy - as he was known to his friends - was just as rambunctious as Luke. When they were young boys, they got stuck in the desert when they set out after Luke's pet dewback, Huey. They escaped from a krayt dragon only after Ben Kenobi helped them out, bringing the boys back their homes in one piece. (SW, DHP3)

Starknife

this modified Kuat Drive Yards D9 Runner was owned by Black Sun and operated by Kalend Thora. It was armed with a turret-mounter double laser cannons and a proton torpedo launcher. Its previous pilot had been assassinated in an ambush, but Black Sun never discovered the reasons behind the attack. (SSR)

Starlady

this modified Z-10 Seeker was owned by Debret Nightmoon. (SWJ5)

Starlancer Prime

this was the primary pipefighter in the small grouping developed by the New Republic as part of Operation Starlancer. The laser beams emitted by the other three pipefighters merged with Starlancer Prime's lasers, which were pointed at Coruscant. (EL1)

Starlifter

manufactured by Travis Motors, this sixteen-meter-long cargo craft was designed to move heavy crates from one location to the other. Equipped with a heavy-duty lifting claw, the Starlifter could transport a single cargo module weighing up to 75 metric tons. While the cockpit was designed to accommodate a pilot, the Starlifter could also be operated by a droid. (CCW)

Starlight Bank

a bank on Hologram Fun World robbed by Zorba the Hutt, in an attempt to drive the holographic theme park out of business. (QE)

Starlight by Moonlight

this song was played by the music ball given to Elscor Loro by her husband, Throm, on their third anniversary. (XWRS)

Starlight Cloud

this Sullustan starliner made regular cruise trips during the height of the New Order. It was run by

SoroSuub's Entertainment Division during this time. Because of the presence of Iona Wince aboard the ship as a steward, Alliance agents often met aboard the liner in order to pass information and make plans for future missions. (CRO)

Starlight Dancers

this dance troupe was active on the planet Taris, during the years leading up to the Great Sith War. (KOTOR)

Starlight Deck

this was one of the luxurious decks found aboard the luxury line *Star of Empire*. (SFE)

Starlight Freighter

a series of freighter manufactured by Rendilli-Surron, the Starlight series was basically a flying wing. It measured 34 meters in length, and could transport four passengers and up to 50 metric tons of cargo. The cockpit sits at one end of the curved cargo wing, while a blaster cannon is mounted on a turret at the other end. The interior of the ship was quite spartan, with limited living space and no-frills appointments. Despite the limited success of the Starlight freighter, it was the last design produced by the efforts of Rendili and the Surronians. (SS)

Starlight Intruder

Salla Zend's transport ship, the *Starlight Intruder* was a modified Mobquet medium cargo hauler. She and Shug Ninx built it from parts salvaged from their starship garage on Nar Shaddaa. The Intruder was powered by four military-grade Damorian RX7 ion engines and an old Hutt chariot hyperdrive engine. Added maneuverability was gained by adding four jets to the bottom of the hull. The *Starlight Intruder* was armed with a pair of medium turbolasers mounted on turrets which can be retracted. Four DuR-4 shield generators protect the ship. When Salla took it out on a run, she always made sure Shug got a cut of the profits. She had to abandon it on Byss when she and Shug fled the wrath of the reborn Emperor Palpatine. Unfortunately, the remaining Imperials sold the ship to the Scavs, who removed the good parts and melted the rest down for slag. (DE1, DESB, DE2, EGV)

Starlight Red

this was the name given to the jury-rigged YT-1300 starship *Faceted*, after Kaj Nedmak took possession of the ship. It was named in honor of Celia Durasha, and served to replace the *Tryan Kajme* which was destroyed on Ord Mantell. (SWJ14)

Starlight Red

this was the name of Celia Durasha's personal starship, used during the time she went by the alias of Mistress Crimson. It was armed with a quad laser cannon on the ventral gunmount. (SWJ5)

Starlight Shifter

this modified smuggling ship was owned by Mil Stanner. (SPG)

Starlight Theater

this amphitheater was located on Phyrstal Island, on the planet Abregado-Rae. (ND)

Starlin Warrior

one of several ships sent by the New Republic to accompany Garm Bel Iblis, Booster Terrik, and the *Errant Venture* to Yaga Minor, in an attempt to steal a copy of the Caamas Document. (VOF)

Starline Cable

this 5-millimeter thick cable is incredibly strong, and is manufactured from synthetic, molecularly-linked fibers. (TA)

Starliner Street

a street in the city of Coronet which runs perpendicular to Volbrick. Han Solo agrees to meet Belindi Kalenda at the corner of the two streets, just after Thrackan Sal-Solo begins his intra-species war on Corellia. (AC)

StarLiners

this was one of the largest passenger lines of Brak Sector, at the height of the New Order. It was owned and operated by Fae Kalena at that time. (FBS)

Starlite Cloud

this Core Star Lines passenger ship regularly made runs between the worlds of the Core. Platt Okeefe booked passage on this ship when she left her homeworld of Brentaal to become a starship pilot. (SESB, PSG)

Starlite Flats

this area of flat sand was located between the Mos Espa Arena and the Waldo Flats, on the planet Tatooine. (IWE1)

Starloft

one of the four continents discovered on Yavin 4 by Lile Gorsek and the Fernandin Scouting Operation. (GG2)

Starlyte Station

this was the name used by Talandro Starlyte for the trading post he created from the old Gateway Space Station. The name was slow to catch on, gaining favor initially with Starlyte's associates. Compared to its days as a military facility, Starlyte Station had deteriorated over the years to a mere shadow of its former appearance. Only essential systems and facilities received any kind of maintenance, and non-essential areas were neglected for months at a time. Much of the original outer plating had been removed for reuse in other parts of the station, giving Starlyte Station a skeletal appearance. The station was armed with five turret-mounted turbolaser batteries. (WSV)

Starlyte, Talandro

this noted fence and black marketeer was most famous for renting the Gateway Space Station from the Empire. Although he made sure that everyone knew his role in creating the outpost - which he renamed Starlyte Station - he was partly at the mercy of the Imperial liaison officer, Arissa Fawn. In order to gain a measure of freedom, Starlyte funneled part of his profits into bribes for Lieutenant Fawn, ensuring a form of cooperation between them. Among the criminal element of the Outer Rim, Starlyte was known as a fence and con artist, and many believed he also dealt in slaves. He claimed to be a native of Coruscant, and showed a great disdain for Corellians. He spent some time working on Cloud City, where he met Scizzic, and was rumored to have done business with Lando Calrissian. (WSV)

Starmaster

this bulk freighter was stationed in geosynchronous orbit above Ryloth, during the Yuuzhan Vong invasion of the galaxy. Rol'Waran and his people used the ship as a base for their spice operations. (JE)

Starmite-class Freighter

developed by SoroSuub, this small freighter resembled an unstreamlined teardrop. About 20 meters in length, the *Starmite*-class had a rounded nose, stubby wings, and a thick body that narrowed into a flattened tail section. (THG)

Starpath

a Seinar Fleet Systems astronavigational system used on many later-model Star Destroyers. (IJ)

Starpoint

this New Republic fleet carrier was the flagship of Commodore Poqua's Task Force Gemstone, during the blockade of the Koornacht Cluster during the Black Fleet Crisis. (TT)

Starpoint

located on the Mee'r continent of Draenell's Point, this was the planet's only civilian spaceport. (GMK)

Starport Complex Q-7

located on Nar Hekka, this starport was independently owned by controlled by Tagta the Hutt during the early years of the New Order. (THG)

Starport Street

this is one of the two primary thoroughfares found in the city of Grig. Like most other streets in the city, it is a densely-traveled street on which the locals pay no heed to the laws of traffic, order, or gravity. It has been said that travelling on Starport Streets is harder than flying backwards through an asteroid field. (TA)

Starport Touchdown

this was the main spaceport on Atraken before the Clone Wars devastated the planet. It has been abandoned, and is empty at present. (PG2)

Starpyre, Tann

this aging Imperial served on the Imperial Interim Ruling Council. He was worried about the possibility of Whiphid assassins haunting the Council, in the aftermath of Xandel Carivus' execution of Ch'unukk. (CE2, HCE)

StarRunner

this starship type was developed on Corellia during the height of the New Order. It had only reached the prototype stage when the Battle of Yavin occurred. (OWS)

Starry Ice

one of Talon Kaarde's ships, the *Starry Ice* was stationed on Myrkr when Grand Admiral Thrawn attacked the smuggler's base there, some five years after the Battle of Endor. The *Starry Ice* was a modified Action V transport which was armed with three turbolasers. Capable of carrying up to six passengers and 75,000 metric tons of cargo, the ship was crewed by a pilot, a navigator, and three gunners. (HTTE, GMR4)

Stars and Moons

this valuable piece of flatsculpt artwork was swindled from Imperial Moff Ammar by the Sullustan Cunbus Locb. Locb then hid the artwork in a secret compartment aboard his starship, the *Distant Wind*. Ammar had Locb hunted down and killed, but could not find the *Stars and Moons* anywhere aboard the ship. In a twist of fate, Ammar put the ship up for auction to recoup the cost of his hunt for Locb, unaware that the flatsculpt still inside. (SS)

Star's Delight

Lai Nootka's Gymsnor-3 freighter, it was captured on Garqi by Prefect Mosh Barris. He hoped to use the contents of the freighter - proton torpedoes and spare X-Wing parts - to lure the local resistance out of hiding. The ship and her cargo were liberated from within Barris' command by Eamon Yzalli, who is better known as Corran Horn, in a daring plan that used Dynba Tesc to pose as Kirtana Loor. (KT, TFE, SWJ7)

Stars' End

the Corporate Sector Authority's penal colony located on Mytus VII, at the outskirts of that planet's solar system, and at the edge of Authority space. It is comprised of a number of protective domes dotting the planetoid's surface, which are connected by tubes and covered walkways rather than tunnels. The domes have various functions: living quarters, barracks, weapons emplacements, and a special chamber where the Authority keeps its enemies in suspended animation. At the center of the complex is a tower which houses the colony's offices. When Han Solo infiltrates the colony, he has Blue Max install an overload spiral in its secondary defense program, as a hedge against anything that might go wrong during the rescue attempt. When Hirken discovered them and tried to detain them, Han was able to disable Hirken's belt control, but that caused the station's power to be rerouted, which intensified the overload spiral. This led to a massive explosion which, when contained by the station's defensive shields, was directed into the planet and blew the colony's central tower into a pseudo-orbit. It lacked sufficient velocity to escape the planetoid's gravitational field, though, and it crashed into the station, destroying the tower and much of the colony. Hirken was murdered in the tower by his wife, and the Security Police that were in the tower died on impact, leaving Stars' End a worthless outpost. (HSE)

Star's Nova

this mercenary army was founded by Qell Tepine, and worked exclusively for the Alliance during the Galactic Civil War. The members of Star's Nova were made up of former soldiers of the Imperial Special Missions team and the Alliance's Special Forces organization. Thus, many of their tactics often follow standard military procedures, although the skill level of the team is high enough that one could not simply assume their next actions. After the Battle of Endor, though, the services of Star's Nova were available to the highest bidder. The Star's Nova base was located on the planet Sondarr, which housed the more than 100 members of the organization. (WBC)

Stars of Elrood

Shondra Del traveled throughout the Elrood Sector in this ship, posing as an independent freighter Captain. (OE)

Starscream-9

this Seinar Fleet Systems ion drive was a military-grade propulsion system originally designed for use on starfighters. This drive was at the leading edge of technology following the Battle of Yavin, and despite its military designation and exorbitant price, some managed to make their way to the black market. (GG6)

Starseeker

this was the name of Coros Telari's freighter, used while on missions for House Pelagia. He landed it on Lamuir IV, while trying to deliver a datafile stolen from House Mecetti, but was attacked by Mecetti thugs. Luckily, Janna Pallask was able to misdirect a group of Alliance agents to Telari's aid, and she was able to recover the file. (TSIA)

Starshine Special

this was a special additive developed for use in alcoholic drinks during the last years of the Old Republic. Because of its highly-secret formula and expensive cost, starshine special was only available to those beings who knew the coded gesture used to ask for it. (VD2)

Starshine Surprise

a mixed, alcoholic beverage. It is named for the first you notice after drinking one: the starfield whirling in front of your eyes as you hit the ground. (GG9, TME)

Starship

any craft designed to operate in the vacuum of interstellar space. There are five major classes of starship, based on size and mission. Capital Ship were large, heavily-armed ships which serve as command bases during military exercises. The *Imperial-I* class Star Destroyer and the Mon Calamari MC80a cruiser are two examples. Most capital ships are named for virtues. Close Support Ship were large, maneuverable ships whose weaponry allows them to protect the capital ships and perform other military operations. The Nebulon-B Frigate is one example. Transport/Supply Ship were ships of various sizes, built around speed and capacity, which are used to transport large amounts of material. The Corellian CR90 Corvette is one example. Most transport ships are named for beasts of burden or rivers. Starfighters were small, highly maneuverable ships which are the front-line defense attackers. They are built around one or two pilots, and are well-armed for their size. The TIE Fighter and the X-Wing are two examples. Support Ships included any ship which has limited military capability, this class includes space tugs, fuel ships, and container pods. (SW, SWSB, XW, WG)

Starshipwright

a person skilled in building and repairing starships. (HSR)

Starshipwrights and Aerospace Engineers Incorporated

this manufacturer of custom space cruiser upgrades and starship modifications was one of the original voting sponsors of the Corporate Sector Authority. (CSA)

Starsider

this old Dreadnaught was part of the New Republic fleet which massed near Kashyyyk during the year following the Battle of Coruscant. The *Starsider* served as a sort of mobile crew quarters, housing the

various commanders and leaders who supported the New Republic's raids into Yuuzhan Vong-controlled space. (Y)

StarSlasher

one model of BlasTech blaster carbine, the StarSlasher was produced during the Old Republic and was still in use during the early years of the New Republic. (CSA, GUN)

Starslinger

this is a commercial ion drive produced by Incom. Installation and maintenance of the Starslinger was often difficult, facts which were often overlooked in favor of its modest price. (GG6)

Starslinger, Mali

a famous member of the Alliance to Restore the Republic. (RPG)

StarSlot Machines

these games of chance were found in many casinos and gambling halls throughout the galaxy. (WSV)

Starspeeder 3000

a small, 40-person luxury liner. (ST, SOP, SWJ15)

Starspin

this small starship was produced by Kuat Drive Yards during the last decades of the Old Republic. (MBS)

Starspin

this ancient, Old Republic prowler ship was the first ship to discover Oss Wilum and the disabled courier ship he encountered, a year before Oss Wilum began training as a Jedi Knight. (TOJC)

Starspin

this YT-1210 was Regec Sloom's battered smuggling ship. (SWJ8)

Starsprite

this Hapan Beta Cruiser was once part of the Consortium Navy. However, in the wake of the Battle of Fondor, the crew of the ship deserted the Navy and joined the Peace Brigade. It was the crew of the *Starsprite* which managed to capture Tenel Ka, shortly after the Battle of Coruscant, before the one-armed Jedi Knight could reach Hapes and find refuge with her grandmother, Ta'a Chume. The crew planned to return Tenel Ka to Hapes, in return for information on the whereabouts of Jaina Solo. Tenel Ka refused, and had to fight her way through vibro-blade-wielding pirates to win her freedom. Her attempt was aided when the Jedi aboard the *Trickster* intercepted the *Starsprite* and boarded it. The Yuuzhan Vong frigate became organically welded to the *Starsprite*, forming an unusual amalgam which was flown to Hapes under the escort of Jagged Fel and Shawnkyr Nuruodo. (DJ)

Starstorm One

Exar Kun's starship. It is a unique ship, with a curved main wing on the left, counterbalanced by three main engines and a long command spar on the right. It was destroyed on Yavin 4, when Kun went in search of the Sith lore, by the Massassi who captured him. (DLS)

Starswan

a passenger ship that made a regular stop on Tatooine. (TME)

Starswarm Cluster

this interstellar phenomenon has been known to damage starship drives and other subsystems. Located near Cinnagar, the cluster was a vast group of stars situated very near each other. (GAS)

Starter

this man was a companion of Platt Okeefe and Dirk Harkness, who claimed to have been a friend of Luke Skywalker and Biggs Darklighter on Tatooine before learning how to be a smuggler from Han Solo himself. In reality, Starter was the son of an Imperial Admiral, who had been expelled from the Imperial Academy on Corulag for being undisciplined and obnoxious. He then joined the Alliance as a starfighter

pilot. He tried to reach the Alliance base on Renforra during the Galactic Civil War, hoping to sell information stolen from Jabba the Hutt to the Alliance team there. He was stranded on Cloud City when a team of bounty hunters tried to recover the information. He claimed to have single-handedly killed Beylyssa, Boddu Bocck, 4-LOM, Zuckuss, IG-88 and Dengar in order to escape capture. He then claimed to have avoided being captured by Boba Fett in order to reach Renforra. During the trip, Starter's tale continued to evolve, as he was forced to battle Darth Vader himself, and only managed to escape by stealing the shuttle *Tydirium* and flying away. In the wake of the Battle of Endor, Starter became an unofficial member of the Black Curs, helping them with many missions. (SWJ1, SWJ4)

Startide

a Mon Calamari MC90 cruiser being built for the New Republic just prior to the second Battle of Calamari. Ackbar uses the half-built ship and its attached spacedock to ram the *Manticore* and destroy it as it lay in wait behind Calamari's moon. (DA)

Startled Circuit

this freighter was owned by Vareth and Garron. They purchased it with the money Garron obtained from an insurance claim following the death of his parents. (GG7)

Star-Tour 7

a Lambda-class shuttle ferried civilian passengers during the Galactic Civil War. *This is a reference to the passenger shuttle depicted in the StarTours flight simulator rides at Disneyland and Disney World.* (TIE)

StarTower Residences

this was a residential building located near the Alliance's safehouse at 16AA889 Starfield Road. (HAS)

Startron, Kevas

once a native of Contruum, Kevas was a renowned smuggler during the last years of the Old Republic. As the Empire rose to power, his health began to fail. He took an apprentice, the young woman known as Sapphire, and hoped to end his career with one last run. However, he was physically unable to complete the run in his starship, the *New Cov Quasar*. Sapphire agreed to help him out, and finished the run successfully. However, she kept her part in the run a secret, giving all the credit to Kevas. He was able to retire, and gave his starship to Sapphire for her part in the run. (CRO)

StarUrchin

this glitzy casino was found on the planet Pavo Prime. (SWI67)

Star-urchin

this creature was native to the oceans of the planet Calamari. (SBS)

Starveil

this Alliance cruiser was assigned to a number hit-and-fade operations in Wild Space, during the last years of the New Order. (TTSB)

StarViper

see *StarViper*-class Attack Platform (NEGV)

StarViper-class Attack Platform

this is the name given to the class of starfighters designed by MandalMotors at the request of Prince Xizor. Xizor contracted MandalMotors to create for him a unique starship, nothing stock or commonplace would do. Xizor wanted a personal transport vessel that would protect him at every turn, and cost was no option. MandalMotors engineers took his directions and came up with the *StarViper*-class attack platform, a kind of mobile platform ship that was powerful, maneuverable, and durable. The basic hull of the StarViper is rectangular and squat, with four maneuvering vanes that extend from each front corner. The vanes add incredible handling during combat, but can actually hinder atmospheric flight due to their configuration. They are controlled by an artificial brain that monitors ships systems and constantly adjusts their configuration for optimum performance. The StarViper appears to be alive as it maneuvers through space. It is armed with a pair of forward-firing double-laser cannons and two proton torpedo launchers.

The interior of the StarViper has limited cargo space, and was designed to accommodate the addition of power converters and other supplemental systems for Xizor's personal ship, the *Virago*. After Xizor's death at Coruscant, just before the Battle of Endor, MandalMotors regained all rights to the *StarViper's* designs, and began producing less-powerful versions for civilian use. (EGV, NEGV)

Starvision

a night-sighting implement used on the EWHB-10 and E-Web repeating blasters. (ISB, EGW)

Starway

an Alliance transport ship destroyed by the Empire shortly after the Battle of Hoth. (TIE)

Starway Services

located at Taldaak Station on Utharis, this is a starship berthing and repair center. Luke Skywalker and Akanah nearly berthed the *Mud Sloth* here during their search for the Fallanassi, but the owner tried to swindle them. (TT)

Starwayman

this was the name of the starship used by Booster Terrik and Llollulion, while they were plying the spacelanes as independent pilots. It was a small ship, armed with just a triple laser cannon. Booster had stolen the ship and was on the run from a crimelord when he found his way to Borlov and befriended Llollulion. (SWJ7)

Starweb

this small, disk-shaped freighter was used by Asyr Sei'lar, after she resigned her commission with the New Republic following her "death" at Corvis Minor Five. She returned to the planet Bothawui under a new identity, hoping to bring about societal changes in Bothan culture. The *Starweb* was loaned to her by Booster Terrik, and she left the ship at Commenor for him to retrieve. (IR)

Starwind

Gil Bastra's starship, it was intercepted by the *Expeditious*. (XWN)

Starwind Chandlery

this general store and ship outfitter was located on StarForge Station. It provided the basic supplies a small starship would need for space travel. It was run by Labio, along with Wurrooba and Mioe. (FOP)

Starwind-class Pleasure Yacht

this 50-meter-long personal pleasure starship was built by Kuat Drive Yards. The *Starwind*-class ship borrowed design cues from the Corellian Engineering Corporation's YT series, as it was originally designed to compete directly with those ships. Later, the *Starwind*-class was modified to challenge the *Crescent*-class luxury cruisers. The ship resembled a flattened ovoid, with a pair of curving arms embracing the central fuselage. It was manned by a crew of 5, with two gunners, and could transport up to ten passengers. It was unarmed in its basic configuration, but could be armed with a pair of quad laser cannons, and had a fairly sophisticated shielding combination. The *Starwind*-class ship's most unique feature was its escape pod, which could be jettisoned while still in hyperspace. The pod would immediately revert back to realspace. Once in realspace, or if released in realspace to begin with, the pod could execute a series of random hyperspace jumps which would bring the pod to the nearest well-traveled route. (LCSB,SS)

Starwing

codename of the Cygnus Spaceworks Xg-1 assault gunboat. (XW)

Star-World

according to Krizlaw legend, this blue-green sphere appeared in the space above Munlali Mafir and remained in place for three local months before disappearing. This legend was discovered by Doctor Soron Hegerty during her research into the existence of Zonama Sekot. Investigation by Doctor Hegerty and Luke Skywalker revealed more information. According to modern Krizlaws, the Star-World stayed for a short time, but its appearance and presence in the sky caused widespread seismic activity to occur on

Munlali Mafir. Much of the planet's population at the time was killed in the volcanic eruptions and earthquakes, although the legend fails to say whether the natives were Krizlaw or Jostran. Thus, the Star-World became a harbinger of death and destruction to the Krizlaws. (FH2)

Starypan/SunHui Spaceworks

this was a small starship manufacturer, active during the New Order. (XWA)

Stasheff, Raan

this stern, handsome man served as one of Sayer Mon Neela's personal guards during the height of the Galactic Civil War. Raan was the latest in a long line of security and espionage experts: his grandfather had served with the Corellian Security Force, and his father had been an Alliance agent during the era of the Battle of Yavin. He hoped that his own actions would live up to his forefathers' lofty standards. Raan's dedication to Madame Neela was tested when they were captured by Captain Sergus Lanox and held aboard the *Imperial Hazard*. During their escape, Raan threw himself in front of a blaster shot meant for Madame Neela, and nearly died in her arms. Madame Neela dragged him aboard the *Starcrossed* and got him to the Alliance base on Carosi XII, where he eventually recovered from his injuries. (SWJ10)

Stasis Booth

a device which allows its living contents to be placed in suspended animation until revived. They are often used in penal colonies or detention areas (Stars' End was the first facility to make it work) to keep prisoners in stasis until they can be tried. They were also used by the Corporate Sector Authority to silence its enemies, as well as to preserve viable sources of labor. The technology used in the stasis booth existed about 100 years before the advent of the New Order, but was put to prison use at the recommendation of the Authority's Detention Task Force. Also called a stasis box, they found widespread use after the Battle of Endor when the New Republic began reaching out to reclaim planets which had suffered from chemical or biological damage at the hands of the Empire. Survivors were transported to medical facilities in stasis booths certified for full-spectrum biological security. (HSE, CSA, POT)

Stasis Probe

this form of deep-space information-gathering probe is dispatched to its probe sites through hyperspace. Undetectable while in hyperspace, stasis probes drop back into realspace only long enough to gather sensor data, relay it to its control location, and receive its next instructions. Passive sensors are used to minimize the ability of conventional sensors to pick it up, and the probe stays in realspace for less than thirty seconds at a time. The New Republic used stasis probes extensively during the Black Fleet Crisis, gathering data on the Yevetha throughout the Koornacht Cluster. (TT)

Stasis-field generator

this piece of equipment created a stasis field, in which an object or being could be contained for transport. (JS)

Stassia

this Core world has been described as "the most boring, stagnant world in the Core." The planet's surface is covered with flat, endless plains, which have been used since the early days of the Old Republic as farmland. The inhabitants of Stassia are passive, and offered no resistance to the encroachment of the Empire. In fact, they took the change of galactic politics as just another day's happenings. They became a model New Order world. The average day on Stassia lasts 22 standard hours, and its years last 340 local days. (SWJ6)

Stassia City

this is the capital city of the planet Stassia, and is famous for its swoop races and ringer tournaments. (SWJ6)

Stassia Classic

this swoop race, staged annual on the planet Stassia, was part of the TransGal Circuit during the last years of the Old Republic. (HNN5)

Stat Flimsi

this was a rigid form of flimsiplast that was used as a form of identification, during the last years of the Old Republic. (MJH)

State Boulevard

this was one of the main streets in the city of New Apsolon, on the planet of the same name. The city and planetary government offices were all located on State Boulevard. (TTB)

Stath

this common Zabrak surname meant "navigator". (GCG)

Static

this song, written and played by the band Starburst, first appeared on the compilation *StakeOut*. (GG9)

Static Hyperspace Bubble Generator

a device, developed by the Bakurans, the SHBG surrounded a ship in realspace with a hyperspace bubble. This bubble doesn't provide any thrust, so the ship cannot move at hyper-speeds. (AS)

Static Ion Field Discharger

this outdated weapon was an early form of ion cannon. Instead of emitting a coherence burst of ion energy, the field discharger spouted a blanket of energy at its target. (KO)

Static Pike

this was the generic term used to describe any non-powered spear or pointed staff used in melee combat. This weapon was originally developed by the Geonosians, for use by their picadors to control their mounts and the various creatures they used in their gladiator arenas. The basic shape and size was derived from a traditional spear. The static pike was similar in design to a force pike or electropole, although it was given a sharpened tip that could pierce flesh. (GORW, NEGW)

Station 3

this refueling outpost was located between Terman Station and Sriluur, along the Sisar Run. It was destroyed in the gang wars between the Disac and Ghilron pirate groups, and was left as a "mynock-infested wasteland." (SSR)

Station 88 Spaceport

this space station, jointly developed by the worlds of Junction 5, Delaluna, Bezim, and Vicondor, served as a major nexus to the Mid Rim, during the years leading up to the Battle of Geonosis and the onset of the Clone Wars. It was coveted by the Separatist forces of the Confederacy of Independent Systems, since the station provided access to the Mid Rim. Whichever side controlled the station would cut off a large portion of the galaxy from the enemy. Lorian Nod, who had always shown a hatred for the Jedi Knights, showed up at the Jedi Temple just after the Battle of Geonosis and offered to help ensure that Station 88 Spaceport would remain an asset of the Republic. Despite the efforts of Count Dooku to persuade the founders, first using negotiation and then force, the founders chose to remain loyal to the Republic. (LOJ)

Stationer, The

this was the man who controlled Silver Station, during the height of the Galactic Civil War. (SWJ6)

Statuary Park

located on the grounds of the Bakur Complex, in Salis D'aar on Bakura, this vast area of land was filled with statues depicting people and events from Bakura's history. Mingled with the statues were namans trees and well-manicured shrubbery, giving the park an unusually remote feeling despite its location in the center of the city. It was circular in shape, and covered roughly the same surface area as the Bakur Memorial Building. (TB, TBSB)

Statute 312b

this was the fourth major amendment ratified by the Old Republic Senate during the Clone Wars,

providing planets in the Core Worlds and Inner Rim Territories with greater voting power in the Senate over outlying planets. (SWI71)

Stauz Czycz

this alien was the only member of his species to survive the Imperial destruction of his homeworld. A tall, muscular being with reddish skin and a large, triangular head and snakelike tendrils in place of hair, Stauz was a warrior who saw his family and neighbors destroyed, all so that Emperor Palpatine could make an example of them. Rather than allow his people to be completely erased, Stauz set out to exact revenge on the one being who he remembered from the Imperial assault: Darth Vader. Stauz executed Awarru Tark in battle, then had his unusual alien physiology surgically altered to resemble Tark's. He also had a force-field generator implanted in his own body, to provide an additional measure of protection. When Vader sent out the bounty on Han Solo and Leia Organa, Stauz answered the call as Tark. Rather than submit to Vader's commands, Stauz launched an attack on the Dark Lord, catching Vader off-guard and nearly defeating him aboard the *Avenger*. Unfortunately, Stauz was no match for the Force, and Vader's command of the situation allowed him to cleave Stauz's head from his body. (T4)

Stava

a carnivorous creature native to Honoghr, they were tenacious hunters that could become wild-tempered scavengers in famine times. (DFR)

Stava

named for the Honoghran predator, this was a form of martial arts developed by the Noghri. (GMR5)

Staven

this man was once a member of the Red Star Ring, working out of Nar Shaddaa during the height of the New Order. (GUN)

Stavro

this was the codename of a squadron of Razor fighters which were assigned to protect the Viraxo base at Denbo. (XWA)

Stavveld, Irnst

this retired Imperial Admiral was brought out of retirement to serve as the Moff of Ado Sector shortly before the Battle of Yavin. Among this priority directives was the location and shutdown of StarForge Station. (FOP)

Steadfast

this New Republic fleet hauler - known as a junker - was the first ship to discover the remains of the Star Destroyer *Gnisnal*. It also served clean-up duty after the Battle of Endor, the seige of Grand Admiral Thrawn, and pursued the *Knight Hammer*. (BTS)

Steadfast

this *Imperial*-class Star Destroyer was captained by Commander Vivant, and was dispatched by Carnor Jax to Phaeda. There, with the help of the *Emperor's Revenge*, the ships pummeled Collo Fauale, on the planet Phaeda, in an effort to destroy Mirith Sinn's forces and to eliminate Kir Kanos. (CE)

Steadfast

this was the name of Drake Paulsen's personal ship. A modified Ghtroc Class 720 freighter, the ship was bequested to Drake by father, Kaine. The origins of the ship were not clear, although Drake believed it might have been stolen. It was armed with a pair of turret-mounted laser cannons. (SWJ2. SWJ3)

Steady Lady

this fast-hauler was at Coruscant when the Yuuzhan Vong first tried to get a voxyn onto the planet's surface. The 500-meter-long *Steady Lady* moved into a position to block the *Sweet Surprise* from gaining access to the planet, volunteering to help Rogue Squadron capture the freighter. (SBS)

Stealth Field

this form of shielding was produced by Imperial engineers for use on the YI-5 surveillance and investigation droid. It monitored the surroundings of the YI-5 droid, and altered its color to match the environment. In this way, the YI-5 was virtually invisible. (PH)

Stealth-2VS

see [Stealth-2VX](#) (NEGW)

Stealth-2VX

this was the designation of Prax Arms' palm-sized dart shooter, similar in shape and function to the Happy Surprise hold-out blaster. It fit around the fingers of the user, and fired its darts from slots located between the fingers. (EGW, AEG)

Steamcrawler

this was the generic name for an steam-powered vehicle which moved about on treads. (SHPT)

Stec Eddis

a member of Klyn Shanga's Renatasian vigilantes hunting down Vuffi Raa. (LCF)

Stecker

an Imperial Sergeant suspected of sympathizing with the Alliance. He was sacrificed, along with Captain Ganig, by Commodore Bevvien and Colonel Drost, at the insistence of Mar Barezz. (ISB)

Steef

this Gamorrean was loyal to Orman, but was extremely lazy. Although he would gladly work for Orman, he was prone to find the easy way out of a tough fight. (ML)

Steel Fist

this modified YT-1300 freighter was owned by the bounty hunter Kolig and his gang, Qulok's Fist. The ship was armed with a pair of quad laser cannons and a proton torpedo launcher, and its main drive section was removed and replaced with a pair of military-grade engines. The cockpit was mounted at the base of the portside loading mandible, and a rectenna was placed on the starboard side. (DARK)

Steel Hand

this was the name of the personalized starfighter owned by Zan and Zu Pike. (RESB)

Steelback

this was an Imperial slang term, used by some officers to describe stormtroopers. (MCI6)

Steelcrete

a superhard, metallic concrete building material. (SW, HTTE, JS)

Steelfab

a reinforced form of steel, steelfab was manufactured to have high tensile strengths, and was used to create restraints for hospital beds and prison facilities. (BP)

Steelhide

this material was used to make blaster holsters. (SOP)

Steellious

this planet was the site of a major transfer location for Alliance supplies during the Galactic Civil War. War materiel passed through Hervack Starport, destined for a number of Alliance cells in the sector. (GMS)

Steelstone

a building material. (DA)

Steelton

manufacturers of the massive control cables used to connect a pod racer's pod to its turbine engines.

Steelton cables also relay data between the pod and the engines, such as acceleration and directional data. (TPM)

Steen, Joh

this man worked for Red Star Shipping as a transport Captain, and was in command of transport A-175 when it was ambushed by the *Far Orbit*. Steen believed Dhas Vedij was an Imperial Captain, and surrendered his cargo to the *Far Orbit*. (FOP)

Steeze, Cortle

one of many aliases used by Zsinj, Steeze owned a huge plot of land in Viamarr 4. Zsinj was using these aliases and the property they owned to hide manufacturing facilities which supported his war machine. (WS)

Stela

this was the name of the small stone pillar that was placed atop the ceremonial tiles used by the Swokes Swokes to denote individuals in The Tract. (WOTC)

Stelaciter

this Iskalloni frigate resembled an 83-meter long asteroid. It was crewed by 39 Iskalloni, and could transport up to 15 passengers. Armed with pair of double laser cannons and a single heavy laser cannon, the ship was designed to allow the Iskalloni to enter normal space as a stray asteroid. Once the ship was detected, it could open fire on the ships which arrived to move it out of planetary space. The Iskalloni would then drop to the planet's surface via similarly-designed dropships. (TSK)

Stele, Kerek

this man was a native of Kuan, and a gifted scientist. He was kidnapped by Bordali agents and tortured, in an effort to get him to divulge his scientific knowledge. When normal methods failed to work, the Bordali decided to kidnap his wife and son, and use their lives to force him to reveal his secrets. However, before they could successfully catch them, the Empire invaded the Taroon System and took them all hostage. (TIE)

Stele, Maarek

only son of Kerek and Marina Stele, Maarek grew up like most young boys on backwater planets, racing swoops at breakneck speeds in his spare time. After the abduction of his father, Maarek and his mother hid in one of the planet's lesser-known cities, until his participation in a swoop stunt provided Maarek's name to the Bordali. They sent Gwadj to kidnap Maarek and Marina, but the Empire chose that very moment to invade the Taroon System. Maarek was taken away and conscripted as a repair technician. After a few months, Maarek was sufficiently knowledgeable about TIE fighters that he was allowed to take them for test runs after finishing repairs. On one such flight, near Farboon, he was the only fighter launched when Admiral Mordon's shuttle was intercepted by Alliance starfighters. Maarek came to his rescue, and was given a chance to become an Imperial pilot. He jumped at the chance, and went on to become one of the Empire's most fearsome TIE pilots. When Arden Lyn joined rogue Admiral Zaarin in an attempt to kidnap Emperor Palpatine, Maarek provided support to Darth Vader himself in preventing the coup. This earned him the attention of the Emperor, who recognized that Maarek had some sensitivity to the Force. He was later trained by the Prophets of the Dark Side, earning the rank of Tan, and in the wake of the Battle of Endor, he served with the 181st Imperial Fighter Group under Soontir Fel. (TIE, GMR5)

Stele, Marina

Kerek Stele's wife, and Maarek's mother. (TIE)

Stellar CommCour

this was the one of the galaxy's largest courier services, active during the early years of the New Republic. (SWJ7)

Stellar Damsel

this CR90 corvette was owned and operated by the Alliance during the Galactic Civil War. It was often

dispatched to carry vital information to the groups that could use it most wisely. During one such mission, the *Stellar Damsel* was ambushed by an Imperial Star Destroyer and barely escaped to hyperspace. Unfortunately, the ship's hyperdrive was also damaged, and the *Stellar Damsel* emerged from hyperspace within the Miro Asteroid Belt. Most of the crew was killed, although the ship's First Mate, Guro, managed to survive. They hid inside an unstable asteroid, and were eventually rescued by the crew of the *Knight Errant*. (WOA3)

Stellar Informant

this newsfeed was known for its tabloid-style reporting. (HR)

Stellar Mermaid

this ZD-8000 luxury starliner was known for its comfort, as well as the matching prices. Sarn Nightbringer tried to auction off a prototype set of Imperial body armor on this ship, in an attempt to raise money for her criminal organization. At the time, it was commanded by Captain Glaucus. (POC)

Stellar Princess

this starliner used to make the trip between Nar Shaddaa and Nar Hekka on a regular basis. The ancient ship had a navigational computer which couldn't handle the gravity wells produced by the Y'Toub System, and was forced to make the trip at sublight speeds. (THG)

Stellar Sentinel

one of several ships sent by the New Republic to accompany Garm Bel Iblis, Booster Terrik, and the *Errant Venture* to Yaga Minor, in an attempt to steal a copy of the Caamas Document. (VOF)

Stellar Web

this *Interdictor*-class warship was part of the fleet commanded by Imperial Captain Barr Moutil, in the service of Admiral Rogriss, during the early years of the New Republic. Rogriss volunteered the use of the ship to Han Solo and the New Republic fleet hunting Warlord Zsinj, since both men were working toward the same goal. They hoped that Zsinj would be surprised enough at the sight of an Imperial ship working with Solo - let alone an Interdictor cruiser - that they would be able to trap him at Vahaba and destroy him. The plan nearly succeeded, but Zsinj inflicted a great deal of damage to the *Stellar Web*, forcing it out of the battle enough to escape. (SOC)

Stellar Mag V

a mining vessel manufactured by Arakyd, this huge ship measured 542 meters in length and was manned by a crew of 3 assisted by 19 droids and a gunner. The Mag V had no hyperdrive capabilities, as it was designed to be a deep-space mine repair and supply vessel. It was armed with a single turbolaser battery. (SN)

StelProbe V Droid

this planetary exploration droid was developed during the Galactic Civil War, and was equipped with a wide array of sensory devices and computer systems. It resembles a large crustacean, and stands about a meter tall. (GMS)

Steltout

this was one of the larger continents found on the planet Essowyn. (PG1)

Stempel

this man was in command of the Balawai militia defending Pelek Baw, some six months after the Battle of Geonosis. After Jedi Master Mace Windu surprisingly won the Battle of Lorshan Pass and marched his Korunnai forces on Pelek Baw, Stempel was captured in the initial raids and held for questioning. It was believed that he maintained the codes to the droid control system buried under the city, since he was the Major in command of the complex, but he was simply a relay man for Lorz Geptun. Major Stempel simply carried out Geptun's orders, and didn't know the codes himself until Geptun relayed them for activation. (SHPT)

S'Ten Gali Ak'Ar

this Gorothite was the leader of the Gor'Jen'Ar, during the height of the Galactic Civil War. Most members of the Gor'Jen'Ar had never seen his face, and many suspected that Ak'Ar was simply an alias used to hide his true identity. She would have preferred to be a fighter, but she realized that her true worth to the Gorothites was in her tactical and psychological expertise. (GSE)

Stenax

this was the native language of the Stenax race. (GMR1)

Stenax

the natives of this planet worshipped the Vol, millennia before the Battle of Yavin. *Note that this is probably a mistake, and actually referred to the planet Stenos.* (LTA4, MC79)

Stenax

this was the name given to the race of sentient beings native to the planet Stenos. A number of Stenax fought with the Alliance during the final battles of the Galactic Civil War. The average Stenax stood more than two meters tall, and was easily distinguished by their deep burgundy scales and large, leathery wings. Bony spikes and sharp claws studded their shoulders, hands, and feet. Many Stenaxes regularly lived more than two centuries, with several individuals living for at least 270 years. For many centuries, the Stenax believed that they were cursed to remain on Stenos, after a series of earthquakes destroyed the ancient temple they had erected to the god Vol. Legend held that, until a statue of Vol was recovered from beneath the earth, the curse against the Stenax held. Rik Duel, acting on orders from Alliance Colonel Kindar, tried to locate the statue of Vol in order to gain the respect and loyalty of the Stenax people. He tried to sell the statue for a profit, and barely escaped with his life. After that, the Stenax seemed to keep primarily to themselves, provided that the offworlders stayed away from their territory and out of their cultural affairs. Much of this was a cover for several undercover operations they undertook to size up both the Alliance and the Empire as potential enemies. (LTA6, MC70, MC71, GMR1)

Stenax Massacres

this was the name used by historians to describe the brief period of galactic history some ten months after the Battle of Endor, when Stenaxes across the galaxy rose up in an attempt to eliminate Imperial outposts across the galaxy. The basis for the Stenax hatred of the Empire was the Imperial occupation of Stenos many years earlier, during which the Stenax kept to themselves while secretly sizing up the Empire as an enemy. Without any knowledge of the ongoing Galactic Civil War, the Stenaxes planned their attacks quite precisely, although the battles fought during the massacres quickly spilled over into civilian areas. The primary attacks occurred on Kadril, Arda-2, Sooma, Alzar, and Tandankin, although reports came in from across the Gordian Reach as well. The New Republic was finally able to put a stop to the massacres on Tharkos, but not before many intelligent races were utterly wiped out. The death toll from the Stenax Massacres numbered in the millions, and forced the New Republic to establish monitoring posts in orbit around Stenos to prevent further actions by the Stenax. (GMR1)

Stend IV

this Outer Rim world, the fourth planet in the Stend System, was settled by a colony of Gran during the era of the Old Republic. (WOA2)

Stend VI

this Outer Rim planet was considered one of the dullest planets in the galaxy, having virtually nothing remarkable about it. This inherent boredom gave rise to some of the galaxy's most notorious swoop gangs, including the Skulls (until they relocated to the Hook Nebula.) The average day on Stend VI lasted about 23 standard hours, and its year encompassed 230 local days. (GG9, WSV)

Stendaff

this is one of the *Sacheen*-class escort ships that remained in Pakkpekatt's reduced fleet at Gmir Askilon, after the Teljkon vagabond had jumped into hyperspace. The New Republic had ordered the rest of the fleet to rejoin their battle groups or report to drydock for repairs. (SOL)

Steng

this Yuuzhan Vong Warmaster was defeated in combat by Yo'Gand, at the end of the Cremlevian War. Despite his defeat, Steng was remembered by the Yuuzhan Vong for many generations, for he proved himself to be a ruthless warrior who had died with honor. (GMR8)

Steng's Talons

named for the ancient Yuuzhan Vong Warmaster Steng, these sharp spikes were engineered from sguaru bones that had been sheathed with yorik coral. Up to ten of these spikes were inserted into a warrior's torso during a dangerous augmentation procedure, once a warrior had distinguished himself in combat. These spikes could be extended by a muscular contraction during hand-to-hand combat, goring an opponent in a surprise attack. (GMR8)

Stenir, Kevzod

this man served the Old Republic as a Fourth Assistant Attorney General in the Judiciary branch, during the years leading up the Clone Wars. He was placed in charge of investigating the claims of former Republic corporations which were based on worlds which seceded from the Republic to join Count Dooku and the Separatists. Many of these corporations found themselves overrun by the Trade Federation or the Commerce Guild, but could not count on Republic intervention because the planet they were based on was no longer part of the Republic. (HNN5)

Stennaros

this planet was the homeworld of the Stennes and the Stennes Shifter species. It was continually sought out by other species and attacked from space, in an effort to destroy the Stennes Shifters. (SWJ12)

Stennes

this is a race of near-human beings native to the planet Stennaros. Many believe that the race of Stennes Shifters was a genetic descendant of the Stennes. (SWJ12)

Stennes Node

located in the Inner Rim, this was a collection of densely-clustered star systems which contained many mineral- and ore-rich worlds. *Note that this may be the same location as the Stennes System.* (PJSB)

Stennes Shifter

this race of near-humans has the ability to blend into any crowd. They resemble short, pale-skinned humans with sunken eye sockets and no hair. Scientists believe that the Stennes Shifter is a genetic variant of the Stennes race, which first appeared some 5,000 years before the Battle of Yavin. They were discovered by the ancient Jedi Knights, for the Stennes Shifters had a strange kind of Force sensitivity which allowed them to obtain energy from the living Force. The Shifters can even "steal" the living energy from a nearby being, earning them the nickname Force-eaters. Unlike other species which can change their appearance, the Stennes Shifters are the only species who truly used their abilities to the disadvantage of other races. They are xenophobic in nature, partly because of their own inborn prejudices and partly from millennia of persecution by other races. Their homeworld of Stennaros has been bombarded several times since their appearance, in efforts to wipe them out. Unlike other species which can alter their physical appearance, the Stennes Shifters use telepathic manipulation to change their shape. (CCG, SWJ12)

Stennes

this planet was the primary world of the Stennes System. (DSSB)

Stennes Hyperspace Terminal

this was the name of the vast space station which was created near the hyperspace jump gate in the Stennes Systems, some 4,000 years before the Galactic Civil War. It was also known as the Stennes Node. (TOJC)

Stennes Lizard Pie

an awful-tasting meal served at the Stennes spaceport. (TOJ)

Stenness Node

this name was used interchangeable to describe both the Stenness Hyperspace Terminal and the Stenness System. (TOJC, GMR1)

Stenness Raider

one of Finhead Stonebone's E-2 ore stealers. (EGV)

Stenness System

the Stenness System was actually a collection of seven mining worlds in three primary star systems, encompassing about 25 humanoid races. Due to the demand for the ores mined on the various planets, it was given its own hyperspace jump gate very early on. *According to Dark Empire, the systems were discovered about 4,000 years before the Battle of Yavin. However, Tales of the Jedi indicates that it as an already-established system, with its own hyperspace jump gate.* The mines gave out long ago, but the wealth they provided was still generating interest and good lifestyles for the planets' inhabitants. The system's inhabitants, often referred to as 'Nessies, were highly addicted to spice. (TOJ, DE1)

Stenos

Luke Skywalker, Lando Calrissian, and Chewbacca sought the bounty hunter Bossk on this planet, sometime after the Battle of Hoth. The planet had once been the site of an Alliance base, during the early days of the Galactic Civil War, but it was eventually overrun by Imperial forces. The Imperial occupation earned the hatred of the Stenax race, which launched the Stenax Massacres some ten months after the Battle of Endor to try and strike back at their oppressors. However, the civilian casualties were exceptionally high, and the New Republic military was forced to put an end to the Stenaxes' invasions. Ultimately, monitoring posts were erected in orbit around Stenos to keep track of the activities of the Stenax. (MC70, GMR1)

Stent

this Chiss, whose full name was Kres'ten'tarthi, served as Voss Parck's righthand man at the Hand of Thrawn compound on Nirauan during the Galactic Civil War. He was also the leader of Thrawn's personal household phalanx, and was one of the few Chiss who felt that Thrawn was a born leader who was working in his race's best interests, and shouldn't have been exiled. He heeded Thrawn's message, to wait ten years after the report of his death before he would return to lead them to power once again. Stent bided his time, until Mara Jade and Luke Skywalker arrived on the planet to investigate the Hand of Thrawn. After the facility was nearly destroyed, Stent continued to serve the Nuruodo phalanx, and was on duty when the Skywalkers returned to Nirauan three years later, at the request of Voss Parck. (VOF, SQ, GMR7)

Stentat

this large gas giant was the eighth planet of the Coruscant System. It was orbited by twenty-three natural moons. (PH)

Stephin

this man, an expert on security systems, was part of the underground movement led by Cilia Dil on the planet Junction 5, some 23 years before the Battle of Geonosis. Stephin was the group's primary contact with rebel forces on Delaluna, who provided him with the plans to the building in which the Ministry of Offense and Defense was supposedly safeguarding the plans for the Annihilator weapon. (LOJ)

Steppo

this name, which meant "long-legged", was common among Gungan males. (GCG)

Steri

this was the plural form of the Adnerem word steris. (AE)

Stericlean

this chemical, found in most starships of the New Republic, and used to clean the air systems of airborne germs and contaminants. (SBS)

Steri-house

this was the name used to describe the dwelling of an Adnerem steri. Each was divided into a public area and private quarters. (SWJ11)

Sterika

this was a form of close friendship established between two Adnerem. It was a platonic relationship, but one in which both partners regarded themselves as a single entity. (AE)

Sterilight

developed during the early years of the New Republic, this purplish laser was used to sterilize anything it touched. Cleaning droids were often equipped with sterilight fixtures, allowing them to quickly clean a surface. (AFA)

Steris

this was the basic socio-economic family unit of the Adnerem race. (AE)

Sterisi

this was the Adnerem name for the members of a given steri. (SWJ11)

Steristeel

developed during the era of the New Republic, this was a super-clean form of steel used in the creation of medical implements. It maintained a level of sterility with minimal cleaning, virtually eliminating any chance of spreading disease or bacteria. (SBS)

Stern

a Cilpari deity. (XWRS)

Stevez, Mart

this man was a decorated member of the Atrisian Royal Corps before the Empire destroyed his family while he was on a training mission. The Imperial Ubiquitorate claimed that Stevez' father had become "politically unstable," and needed to be removed. Since that time, he defected to the Alliance and became a respected member of the Special Forces team. He was eventually promoted to Major and given command of Task Force Shen, where he led them in a wide range of successful missions. (ROE)

Steward

this was the title given to those Galidyn who ruled the eight cities they established on Fyodos. (AE)

Stewfruit

this was a nutritious, though bad-tasting, food cooked on the planet Corellia. Children hated the taste of stewfruit, despite the benefits derived from eating it. (EL2)

Sthenic Field

this was a specialized force field, created for use in certain medical applications. (MBS)

S-thread

this HoloNet technology uses dedicated hyperspace pathways (known as simutunnels) to transmit information instantaneously to extremely remote locations. The galaxy is criss-crossed with a matrix of s-threads, allowing HoloNet terminals to link up and receive realtime updates. (ISB, CFG)

Stibnium

this tough, dense alloy was used in the creation of survival gear, during the height of the New Order. (VD)

Stic

this planet, which is home to the Xi'Dec species of insectoids, has a constantly-changing climate due to its orbit and axial tilt. It is also wracked by geological reformation quite often. The specialized Xi'Dec are supported by a limited technology, but the tourist trade to the planet is healthy. (GG4)

Stickle Tree

native to the planet Dagobah, the stickle tree produced a bitter fruit that was nevertheless nutritious. (IWST)

Sticks

Jaina Solo was given this nickname after she joined Rogue Squadron during the evacuation of Dubrillion. It referred to two things: her lightsaber, and the control stick which used to pilot her X-Wing. (DTO)

Sticks, The

this was a phrase which was used on the Core Worlds to describe any planets located beyond the Colonies. (SWJ7)

Stick-strip

this is a form of adhesive which comes in wide rolls. It was used primarily by athletes who rode hoverboards or skimboards, in order to keep their feet firmly attached to the board. (GOF1)

Stictex

this is the Xi'Dec term for the Xi'Alpha sex. (GG4)

Stieg

this planet was the homeworld of the Stieg-Fan race. (FFT)

Stieg-Fan

this peaceful race of beings was native to the planet Stieg. (FFT)

Stiels, Brin

this man was a Lieutenant in the New Republic armed forces, and was stationed on Cadinth two years after the Battle of Endor. He was on lookout patrol when Imperial forces invaded the planet, and his outpost was overrun. (SWG2)

Stigrit Krax

this Troob was the wife of the Troob leader, General Krax, and accompanied him to the negotiations with Counselor Harthan. She served as a somewhat-impartial translator for Harthan, since Chief Nimondro refused to speak Basic. When C-3PO intervened to translate, Stigrit managed to win the droid away from Harthan in a sabacc match. She hoped to keep the droid from undermining her own plans for the negotiations, chiefly gaining a position of power for the Troobs. In the confusion that followed, Jake Harthan tried to gain control of Mount Yeroc for himself, and held Stigrit Krax as a hostage. The Hobors managed to kill Jake, but not before he injured Stigrit with a blaster bolt. She survived, and agreed to work with her husband to hammer out a true peace for the Troobs and Hobors. (DRPC)

Stiilran

the twenty-seventh and highest of the Tunroth Hunter ranks, it is believed that no Hunters of this rank have ever existed. (GG12)

Stijhl, Arik

this man served the Alliance as a Colonel in the Special Operations division, and was the commanding officer of the Alliance's drop point at Gelgellar Free Port during the height of the Galactic Civil War. He was a veteran of the military of the Old Republic, but never saw any action. Instead, he proed himself adept at getting supplies to troops quickly and efficiently. He declined the opportunity to remain in the Imperial military, retiring from active duty until he began to realize what Emperor Palpatine was doing to the galaxy. Despite his skills in supply and ordnance, he couldn't adjust to the impromptu actions of T'Charek Haathi, who was also stationed on Gelgellar. His feelings toward her bordered on hatred, and only got worse when a Doom Slayer droid exploded in his warehouse, after it had been disabled while attacking Haathi's crew. He ordered her to replace the supplies which were lost. (SWJ14)

Stikmoss

a gray-colored lichen which grows in large, platter-shaped clumps. (SE)

Stilch Gas

this was a poisonous gas that rendered most beings who breathed it unconscious for a short period of time. (GCG)

Stilepig

a porcine creature. (SE)

Stiletto Security Droid

developed for the Empire by Arakyd during the early years of the New Order, this tall, cylindrical droid was designed to guard remote outposts. It contained a unique biorecognition package that could identify the biomagnetic signature of virtually any race or species. Data was provided to the Stiletto droid from interrogation sessions, and had to be hardcoded into the droid's computer memory ROM. The Stiletto series was equipped with a small repulsorlift propulsion system, and was armed with a pair of blaster cannons. These systems allowed the Stiletto to use its tracking routines to hunt down an escaped prisoner or specific target. The tracking and targetting routines of the Stiletto were quite accurate, and escapees had to rely on luck to get away. Because of their age, many Stilettoes were still in use during the New Republic's early years. (TBSB, FTD)

Stilijan, Trenar

this man was the childhood sweetheart of Keriin Haslip. He was an adventurous man, and joined the army shortly after they were married. Unfortunately, Trenar died in battle on a far-flung world during the last years of the Old Republic. (SWJ5)

Stillman, Mayr

this Imperial officer supervised the medical facility at the garrison on Bakura, during the last years of the New Order. It was discovered that Stillman planted a subspace transmitter aboard the *Wayfaring Stranger*, allowing an Imperial patrol ship to know its hyperspace vector and destination. Stillman had been trying to capture Denno Yanglan, whom he believed to be a defector from Imperial service. Despite the successful ambush of the *Wayfaring Stranger*, Stillman was captured onboard by a team of Alliance agents who had finished their tour of duty on Bakura, and Yanglan returned to his home on Cridark II. (TBSB)

Stiltwalker

this unusual amphibian was found on swampy planets throughout the galaxy. Its body shape resembled a large hand which walked on its fingers, and measured about fifteen centimeters in height. Each of the stiltwalkers legs were tipped with a sharp claw, which is used to grip the ground. It used a sticky tongue to grab hold of the small insects it fed on. Xenobiologists believe that male and female stiltwalkers evolved from unique species, since the females breathe water and have thick tentacles instead of legs. However, analysis revealed that all stiltwalkers evolved from the same genetic source. They communicate via high-pitched chirps, which allow males to sound an alarm whenever the females of their group were threatened. (COG)

Stim shot

a pneumatic dispenser which administers a stimulant, these are found in all medkits. (ESBR)

Stim Tea

a strong, steeped beverage that has the side effect of raising a person's alertness, much like caffeine. (DS)

Stima Ardella

this female Trandoshan was the leader of the Black Hammer pirates, based on the planet Galantos during the early years of the New Republic. Her thin body was covered with wiry muscle, and her scales ranged in color from gray to black. She and her pirates prowled the Widek Bypass in their flagship, the *Smokeswimmer*, and spent their downtime terrorizing the Fia population on Galantos. (CCW)

Stimcaf

this was a strong form of caf, brewed to provide an instant burst of energy. (EVR)

Stimmer

one of the Habeen cargo ferry groups used to transport hyperdrives to Admiral Zaarin on the *Shamus*. (TIE)

Stim-pickled

this was a term used during the early years of the New Republic to describe a being who was addicted to stimulants and other such drugs. (EOV, GMR8)

Stimpills

drugs that stimulate the body and keep the user awake. (HTTE)

Stimsenj'kat

this MC80a cruiser was used by the Alliance to recover the contents of the *Xi* cargo ships. *This is a reference to Stimpson J. Cat, one of the protagonists in Nickelodeon's Ren & Stimpy cartoon.* (XW)

Stimufrost

this frozen concoction must be carefully consumed, for it is served at intensely cold temperatures. If spilled, it can cause serious damage to unprotected skin. (CSWEA)

Sting

this was the name of the black-furred Velusian fursnake kept as a pet by the bounty hunter Khlor. (CCW)

Stingbeam

a small, five-charge gun which can be easily concealed. Lando Calrissian used one during his early gambling days, even though they were - and continue to be - illegal in many systems. (LCM, GMR5)

Stingbrush

a dangerous plant native to the deserts of Kamar. (HSR)

Stingcrawler

this unusual insect was native to the planet Aruza. It had a segmented body made up of three triangular sections. The front two sections had three pairs of legs each, while the larger rear section had an upturned stinger. (UF)

Stinger

Guri's modified Surronian Conqueror starship, the *Stinger's* sleek shape was famous throughout the galaxy. It was formerly owned by Prince Xizor himself, and then entrusted to Guri after he purchased her. She needed a ship that proved her position in Xizor's organization, and this was it. The *Stinger* was modified to have increased power output, allowing it to achieve speeds up to 1,150 kilometers an hour in atmosphere. Maneuverability was enhanced by giving the pilot control of each of its eight exhaust nozzles. Emergency braking jets added the ability to stop quickly, allowing pursuit to speed ahead and into target range. An H2-1 hyperdrive system gives it long-range punch. Weaponry consists of two forward-mounted ion cannons and a top-mounted laser cannon. (SE, EGV)

Stinger

an ancient, swift-attack starfighter. (DLS)

Stinger

this blaster-like weapon was developed by the Iskalonian people as a way to protect themselves from the many predators that inhabited the oceans of Iskalon. It was more powerful than a standard blaster, but its range underwater was severely limited. (MC74)

Stinger Eel

a dangerous eel-like fish found on Clak'Dor VII. (TCC)

Stinger Fish

this was a species of jellyfish-like creature native to the shallow seas of Sedri. (BGS)

Stinger Lizard

a rare, green and red reptile found on the moon Yavin 4. (L)

Stinger Moth

this species of venomous moth was native to Ronika. (FOSE)

Stinger Velocity 200

this version of the standard Velocity speeder was adapted for use as a racing machine by the Mandellian Corporation, for use in the BlastBoat 2000 race event. It was capable of attaining speeds up to 400 kilometers an hour, and had a flight ceiling of four meters. The Stinger was also armed with ten Minlet concussion missiles. (SWJ4)

Stingfly

this species of annoying insect was characterized by the way it incessantly buzzed around other creatures. (SOP)

Stingnat

this insect was known to travel in huge swarms. (SBS)

Sting-snake

native to the craters of the planet Tasariq, these reptiles were used by the ancient Tasari to help guard their temples. While sting-snakes are generally timid, they will attack if startled or provoked. Sting-snakes lash out with their tails, which contain a stinger that will discharge a small electric shock when it makes contact with exposed flesh. (SWJ15)

Stingworm

a nocturnal, carnivorous creature native to Kamar. They are also a source of food for the Kamarians. (HSR)

Stink

this was the term used to describe the pheromone-rich sweat created by a dead slashrat. (DTO)

Stink Beetle

this bio-engineered insect was created by the Yuuzhan Vong as a defense mechanism. When unleashed into a building or other structure, stink beetles flew around in maddening patterns until they splattered themselves all over the walls and ceilings. This smashing of bodies released a noxious odor that rendered most humanoid races unable to breathe, forcing them out of the structure and into the waiting Yuuzhan Vong forces. (UF)

Stink Capsule

this chemical-release system was used by farmers of all types to help ward off vermin and pests. The stink capsule could be filled with any number of chemical agents, which would produce enough olfactory irritants to drive off even the most determined pests. (TG)

Stink Fish

native to the seas of Ruan, this fish had little value as a foodstuff. Instead, the Salliche Agricultural Corporation harvested them and ground them up for use as a fertilizer additive. (JE)

Stinkfish

this sea creature is native to the planet Sedri. When aroused or angered, the stinkfish can eject a cloud of poisonous gas. (BGS)

Stink-fly

this was a creature which lived by eating garbage. (HT)

Stinkmelon

this plant produced a small melon which had noxious-smelling flesh. (COD)

Stinksalt

developed by pharmaceutical companies during the New Republic, stinksalts were used to rouse an unconscious being into consciousness. Their pungent odor assaulted the nasal passages of most humanoids, bringing them back to a wakeful state quickly. (SBS)

Stinna Draesinge Sha

a teacher at the Magrody Institute, sha was taught by Nasdra Magrody himself. She became an expert in the field of droid programming, teaching at the Institute until she retired. Her research led her to the wreckage of the Ssi-ruuk battle droids and entechment equipment, and she worked with the machinery in an effort to discover how the aliens were able to capture a person's life energy. She had not been able to duplicate the entechment techniques when she retired. Her retirement was short-lived, for she was assassinated, presumably by Phlygas Grynne, just before Han and Leia Solo went to Ithor to attend a herd meet. (COJ)

Stin-quiw

this was the Mandalorian verb for 'to sleep'. (KOTOR)

Stintaril

a tree-dwelling rodent native to Yavin 4, it had protruding eyes and long jaws filled with sharp teeth. The stintaril moves on six legs. They often move in packs, devouring everything in their paths. Among the favorite food of the stintaril is the woolamander. *Note that The Wildlife of Star Wars indicates that this creature is called a sintaril, and that it only has four legs.* The stintaril was constantly hungry, having an extremely high metabolism, and any individual which failed to locate food could die of hunger in just a few hours. The long, knobby tail of the stintaril was completely hairless, and ended in a three-pronged "hand." (GG2, HTF, ISU, WSW)

Stinwise, Rudig

this man was a native of Demophon, and was working in the factories there at the time of the Clone Wars. He was one of the large population who were apathetic to the imminent explosion of the Demophon System's star, also known as Demophon, claiming that "he had other things to worry about" before the star exploded. (HNN4)

Stipling

this Imperial Major worked for the Procurement Bureau during the height of the New Order. He was placed in command of a detail searching for doonium and other raw materials for the Imperial war machine. Stipling and his crew never got a chance to report back from their mission to Yen-2, however, as Bel Att and Limna Yith were also dispatched to restore Black Sun's control of the colony. Bel Att captured Stipling and his team and locked them in their shuttle. The hitmen then launched the shuttle into the Verde Asteroid Field on an autopilot setting which took it straight through the belt. The shuttle was destroyed in the asteroids, killing all aboard. (SSR)

Stitar

this was an alias used by Starter, during his attempt to deliver secret information to the Alliance base on Renforra. Stitar was the captain of the scout ship *Seeker Cub*, which was actually Starter's beat-up X-Wing. (SWJ4)

Stobor

this large predator was native to the upland jungles of the planet Haruun Kal. (SHPT)

Stock Light Freighter

any small cargo ship, such as the Corellian YT-1300. Their small size has relegated them to lesser duty, since the advent of the larger bulk cruisers. (SW, SWSB)

Stock Lights

it was in this bar that Cavv Cryle convinces his nephew, Sienn Sconn, to steal the Super-class Star Destroyer *Guardian* for the Alliance. (SWJ15)

Stofu Lupinoid

an alien Luke Skywalker finds in the Mos Eisley cantina. *Might this be a reference to the Shistavenan Wolfman?* (SWR)

Stoga

this desert world was located in a far-flung corner of the Outer Rim Territories. Its remote location and lack of greenery meant that most beings ignored the planet, making it the perfect haven for small bands of criminals who needed to escape Imperial notice. BoShek was among the first to choose Stoga as a refuge, but his anonymity was broken when he met up with Rasha Bex. (SWEOR)

Stohl

this creature's fur is considered valuable, and only royalty and high-ranking officials can afford to use it in their clothing. (POT)

Stokhli

this race of nomads was native to the planet Manress. (EGW)

Stokhli Spray Sticks

this weapon was developed by the Stokhli nomads as a way to capture prey. They were short tubes that shot a spraynet mist to ensnare the prey while also shooting shockstun juice at the prey, they are used primarily by big-game hunters. The Noghri Commandos working for the Empire have also adopted them for capturing their targets. Each of the sticks has a thumb-switch for activation, as well as controls to modify the spray pressure and profile. (HTTE, EGW)

Stokk, Jord

this man, a native of the planet Coruscant, was a known gambler who bet a fortune in credits on the pod races that were popular during the years leading up to the Battle of Naboo. He was arrested and sent to the Oovo IV prison facility after being implicated in several credit-making schemes. One of these schemes - the intentional crippling of a podracer to ensure a certain local racer was able to win - earned him a bounty on his head from the Galactic Podracing Circuit Underwriters' Union. He believed that he was safe in prison, until Jango Fett arrived on Oovo IV to "rescue" Bendix Fust. During this mission, Jango managed to claim the bounty on Stokk. (BH)

Stokoryce

this was the capital city of the planet Leria Kersil. The city was opened to refugees during the Separatist crisis that rocked the Old Republic, just before the Clone Wars, but only for males with a net worth of 750,000 credits or more. (HNN5)

Stomorr

this was one of the larger settlements located on the moon of Skalokor. Stomorr was also one of the largest trading centers found on the moon. (GMR10)

Stompasaur

this was a slang term for an Imperial AT-AT walker. (SWJ4)

Stone Claws

this was the name used by the native of Lok to describe the conical pillars that were erected in circles around ancient shrines found on the planet. Each of these shrines were circular depressions carved out of the ground, and eight or more stone claws ringed the outside. Xenoarchaeologists were unsure if the stone claws were meant for protection, or were used as markers of celestial events. (SWGAL)

Stone Eel

an eel-like creature, found on the planet Storthus, that is made of animated stone. (DRO)

Stone Grotto

this posh, expensive restaurant was located in the city of Drev'starn, on Bothawui. It had a strict dress code, and reservations were required weeks in advance of a meal. (SPG)

Stone Heart

this YT-1300 freighter made regular runs in Elrood Sector during the height of the New Order. It was captured by Imperial customs patrols when it was discovered that her captain had made illegal weapons upgrades without obtaining the proper permits. (OE)

Stone Mite

this biologically engineered creature was first created during the Clone Wars as the perfect scavenger. No larger than a human hand, a stone mite produced an internal acid which could eat through most known materials. This acid was usually exuded during feeding, to help break down solid matter into a drinkable fluid. In the aftermath of the Clone Wars, entire colonies of stone mites were discovered living in asteroid belts, having escaped from their creators. The stone mite resembled a four-legged scorpion, but lacked the forward claws and the stinging barb. (LTA2)

Stone Mite

believed to have been bio-engineered by Arkania scientists, stone mites first appeared in the Expansion Region shortly before the Clone Wars. They were designed to consume virtually any material, and quickly became the ultimate scavenger on the worlds where they were released. Stone mites were originally thought to have been created to attack and destroy buildings and other non-organic systems, but these creatures could also subsist on the blood and flesh of living creatures. Individual stone mites were hermaphroditic, and were literally born with a clutch of eggs impregnated in their abdomens. This allowed them to breed prolifically, and even orbital bombardment of planets which had been infested by stone mites were often insufficient to kill off an entire population. A group of three stone mites could actually join together and form a symbiotic triont. The Arkanians, despite disavowing and knowledge of the stone mite's development, were instrumental in helping the New Republic devise ways to eradicate a colony on an infested world. The only effective method of dealing with stone mites was to spray the colony with an oxidizing foam, which served to rust them to death. In the wake of the Battle of Endor, many pro-Imperial terrorist groups used stone mites to attack and destroy worlds which embraced the New Republic. (WOTC, VD2)

Stone Mite

this creature, native to Orleon, lived on a steady diet of rock, metal, and most other substances. They were considered the bane of many spacers, since a swarm of stone mites could eat through a starship's hull in next to no time. (MC28)

Stone Needle

located at one end of Beggar's Canyon on Tatooine, the Stone Needle is a natural rock formation that rises out of one fork in the canyon. It makes that particular fork nearly impassable, although the local youth feel that, when racing through the canyon, bypassing the Needle adds up to 5 seconds to your race time. The only two pilots ever to "thread the Needle" were Biggs Darklighter and Luke Skywalker. (SWR)

Stone Ray

see Ral (SPG)

Stonebat

a flying creature native to Yavin 4. (BTS)

Stoneclaw, Arn

this man was a chorba farmer by trade, and was married to Emmi Stoneclaw. They lived on the planet Vernet with their adopted daughter Mair Koda and their own sons, Kristoff and Yuri. (SWJ15)

Stoneclaw, Emmi

this woman was married to Arn Stoneclaw. They lived on the planet Vernet with their adopted daughter Mair Koda and their own sons, Kristoff and Yuri. (SWJ15)

Stoneclaw, Kristoff

this older son of Arn and Emmi Stoneclaw, Kristoff was conscripted into the Imperial armed forces when the Empire took control of his homeworld of Vernet. Much to the dismay of his younger brother, Yuri,

Kristoff welcomed the Empire and embraced the New Order. When Yuri and their adopted sister, Mair Koda, tried to break Kristoff out of Imperial service, he calmly explained his choice to stay before trying to hold them at gunpoint and turn them in as traitors to the Empire. Mair managed to rescue Yuri before Kristoff could shoot him. (SWJ15)

Stoneclaw, Yuri

this fifteen-year-old boy was the younger son of Arn and Emmi Stoneclaw. Yuri loved his older brother, Kristoff, and was saddened when Kristoff was conscripted by the Empire. He begged his adopted sister, Mair Koda, to help him rescue Kristoff, only to learn that Kristoff had embraced the Empire. When Kristoff threatened to shoot him for betraying the Empire, Mair rescued Yuri and took him away from Vernet. She took Yuri under her wing, and employed him as a crewman aboard the Blue Boy. (SWJ15)

Stone-dwellers

this was the term used to describe those wealthy individuals who lived in The Stones section of the city of Iritsa, on Chazwa. (ND)

Stonehill Industries

makers of asteroid ships. (HTTE)

Stones, The

this section of the city of Iritsa, on Chazwa, was the home to the wealthier inhabitants of the city. Its buildings were permanent, windowless structures of gray and red stone, and were in sharp contrast to the ramshackle construction of The Clog. (ND)

Stoneshell

a mollusk native to the lakes of Dellalt. (HSL)

Stonesinger

the immature form of the Vaathkree, Stonesingers resemble large pebbles. They are often mistaken for stones by off-worlders, so Stonesinger colonies are often guarded by mature Vaathkree. Each Stonesinger takes twenty years to mature, and each Stonesinger must choose their permanent form before aging. The Stonesinger then concentrates on the final form and continues to grow until it can no longer manipulate its shape. (TTSB)

Stonia

this is the capital city of the planet Almania, and was a Je'Har stronghold and the seat of their government. Wondrous buildings filled the city, but all were destroyed when Dolph launched his initial attack. His droids, with their hidden detonators, exploded within many of the Je'Har buildings, laying waste to many structures and killing all but the leaders of the city. (TNR)

Stonn, Li

Luke Skywalker used this alias during his travels with Akanah and their search for the Fallanassi. (SOL)

Stoopa

this was the Huttese word for "fool," or any foolish being. (GMR5)

Stop Comm Order

this order was issued by the Old Republic's Central Posting Service whenever a criminal or organization was removed from the current list of wanted beings. A Stop Comm Order was usually issued once a criminal was apprehended, but could be issued indefinitely as part of a wider police operation. (JQ8)

Stopa, Kroddok

this Obroan Institute scientist and explorer was named the expedition chief when the New Republic required information on the planet Brath Qella. Stopa had been working with Josala Krenn on Babali when the orders came through, and they were brought to Brath Qella by the ferret ship *IX-26*. They lacked decent cold-weather exploration gear, and requested a backup be sent. They then set to work trying to uncover possible evidence of a Qella settlement beneath the glaciers covering the planet, but

were killed when their camp was destroyed in an avalanche. Their bodies were recovered by the crew of the *Penga Rift*. (SOL)

Stopa-Krenn Glacier

located on the planet Brath Qella - also known as Maltha Obex - this huge ice flow was the site of an avalanche that killed Kroddok Stopa and Josala Krenn. They had arrived on the planet to search out evidence of the Qella civilization, but were buried under ice and snow in the avalanche. The glacier was renamed in their honor by the Alpha Team from the Obroan Institute. (TT)

Stor

this man trained at the Imperial Academy on Carida, and was a model student until graduation. Stor was given command of his cadet company, and forgot to keep an eye on the Cliffside walkway. The entire front rank of cadets walked off the cliff before Stor realized that he had mistimed the turn. He was dishonorably discharged from Imperial service. (SFE)

Storinal

this beautiful world was loyal to the Empire, even in the wake of the Battle of Endor. The natives believed that they were put on the planet to make it beautiful, and worked tirelessly to sculpt and shape the landscape into wondrous gardens and forests. The planet's landscaping and natural beauty made it a tourist attraction. (WS)

Storini Crystal Deceiver

this creature was dreamed up by Garik Loran and Kell Tainer, in an effort to get back at Eurrsk Thri'ag for his many pranks and practical jokes. Kell doctored up an encyclopedia entry for the Storini Glass Prowler, then let a prowler loose in Eurrsk's rooms. According to Kell's entry, the deceiver is virtually identical to the Storini Glass Prowler, except that it is far less common and far more dangerous. Found on the planet Storinal, the crystal deceiver's jaws secrete a poison that is quite dangerous to mammalian creatures. Its favorite prey are the creatures which eat the glass prowler, so the crystal deceiver mimics the prowlers actions in order to lure the hunters to it. As the hunters try to eat what they believe is a prowler, the deceiver attacks with its poisonous jaws. Crystal deceivers are extremely dangerous to mammals, because once a deceiver has the scent of a mammal, it retains it virtually forever, and continues to track the mammal down and hunt it. Large, healthy mammals such as humans often don't feel the effects of the deceiver's poison. (WS)

Storini Glass Prowler

this crystalline arthropod walked on two legs, and used its other two legs to grasp its prey. It is native to the planet Storinal, and is harmless to most creatures. Males of the species are extremely competitive, and will fight to the death over just about anything. (WS, SOC)

Storm

this mercenary ATR-6 transport was owned a mercenary group which tried to bring down Twin Suns Transport Services and the Azzameen family. (XWA)

Storm

this was the name of Prince Isolder's custom-modified Miy'til fighter, designed by Isolder himself. The creation of Storm cost Isolder nearly a half-million credits, but the ship can stand alone against some of the galaxy's best starfighters. Many of Isolder's designs later found their ways into future versions of the Miy'til fighter. Like the Miy'til basic design, the seven-meter-long ship has a number of miniaturized components that reduce weight and overall size. Storm was also equipped with a prototype R2-Series 5 astromech droid presented to him by Princess Leia Organa during her initial negotiations with the Hapans. Storm has four banks of Nordoxicon 38 anticoncussion-field generators, and a sensor and communications scrambler similar to the A-Wing. A set of triple-linked laser cannons sits at the nose of the fighter, and an ion cannon studs the tip of each wing. A mini-concussion missile launcher is slung beneath the wing, and twin thermal-detonator bombing tubes on the wings carry eight bombs each. The ship is propelled by four Incom 6X4 fusial thrust engines connected to a Tykannin Class-4 power converter. Each engine is linked to a large Cygnus turbo generator, and the entire engine package allows the Storm to reach speeds one-third faster than the A-Wing. (CPL, EGV)

Storm

this gas giant was the fifth and outermost planet of the Naboo System. It had 32 natural satellites, two of which were settled. The third moon was set up as a penal colony by the human inhabitants of the planet Naboo, while the tenth moon was the site of a TaggeCo mining operation. (SON)

Storm Banquet

this was the name given to the feast which was held each spring on the planet Kariak. The rains that accompanied the change in season forced the Eickarie and the Lakra underground. Vast chambers were set aside for the banquet, which was held in honor of the change in season and the promise of new crops and herds. (FB)

Storm Cannon

this was the name given to any mobile weapons platform used for anti-starfighter defenses. (SWJ2)

Storm Commandos

this was a group of Imperial soldiers trained to specialize in guerilla warfare. They were generally referred to as Shadowtroopers, and were initially trained by Crix Madine. Despite the fact that Madine himself defected to the Alliance, the Empire maintained the Storm Commandos because of the niche they filled in the overall Imperial war machine. Storm Commandos were distinguished by their black armor, which was modeled after that of a standard scout trooper. Up to forty Storm Commandos worked as a single unit, divided into four groups per team: standard commandos; assault troops trained for vehicle combat and artillery; soldiers who were experts at sabotage, demolitions and stealth; and a tech team devoted to keeping gear functioning or jury-rigging makeshift supplies. (GG9, ROE, SWDB)

Storm Fleet

this was the name used by the Confederacy of Independent Systems to describe the secretly- developed fleet of heavily-armored warships they brought to bear against the Old Republic, just months after the Battle of Geonosis. The appearance of the Storm Fleet - its ships were disguised as common freighters to allow them to travel easily across the galaxy - was developed by Kuat Drive Yards and served to reinforce the theory that the Separatists had been building up for war long before the Battle of Geonosis. The Storm Fleet was used to subjugate neutral worlds through sheer destructive capability, allowing the Separatists to take whatever resources or facilities they needed to continue the Clone Wars. The Storm Fleet was ultimately destroyed by Obi-Wan Kenobi and Anakin Skywalker, with the help from their clone trooper pilots. (SS1, LEV)

Storm Guard

this was the primary weather watch operated on Cloud City. It is located in Kerros' Tower. (GG2)

Storm IV

one of Bespin Motor's military model cloud cars, the seven-meter-long Storm IV was a twin-pod car with handling and propulsion characteristics similar to a B-Wing fighter. They were driven by a Quadex Kyromaster ion engine, modified to fit between the small pods. Each pod could hold a single passenger. The Storm IV could reach a maximum cruising speed of 1,500 kilometers per hours, with a flight ceiling of 250 kilometers. They were also armed with two fire-linked blaster cannons, one on the outboard side of each pod. (SWSB, NEGV, JT)

Storm Killer

this heavily-armed YT-1300 freighter has been extensively modified beyond its stock condition. The cockpit has been moved from the right side and nestled in between the forward mandibles. The lower gun is a turret-mounted Tomral heavy laser cannon, while the upper gun is an Incom W-34t turbolaser. This impressive weaponry is supported by a Hi-fex proton torpedo launcher and a pair of retractable Taim & Bak Kd-3 light blaster cannons. It is a well-armed transport ship, with enhanced shields and lateral controls for in-flight combat. The weapons draw power from the ion drives, and the additional capacitors and machinery required for them takes up much of the passenger space on the vessel. The *Storm Killer* was therefore only useful for transporting very valuable cargoes. (SWJ9)

Storm Skimmer

manufactured by Uulshos, the Storm Skimmer patrol sled was an old repulsorlift scout craft used during the early years of the Empire. They were mothballed when the various speederbikes were developed, but were returned to service following the Battle of Endor. Each 4.6-meter sled is designed to be a fast transport craft for one or two stormtroopers. One trooper sat in front, the other in back, and could quickly arrive at the front lines of a battle. Each trooper operated a heavy repeating blaster mounted near his cockpit. It was never designed to be a full-combat vehicle, but rather a deterrent. (DE1, DESB)

Storm Squadron

this was a division of the Alliance's Special Forces group known as Eclipse Team. (AIR)

Storm Unit

a group of Imperial commandos intercepted by Keyan Farlander near Turkana. (XW)

Storm Unit

this team of Alliance soldiers was the primary part of a strike force which rescued a group of Echo Base prisoners from Imperial captivity, shortly before the Battle of Endor. (XWA)

Storm Unit

the Imperial assault transports used by the Storm Unit commandos at Zaarin's beam-weapon research station. (TIE)

Stormcaller, Andrephan

this native of Entralla joined the military at the age of fifteen, lying about his age in order to join the Old Republic's armed forces. Never far from the military, Stormcaller was a member of the Delephran militia, and participated in the destruction of the pirate groups in the Vexta Belt. Stormcaller and Airen Cracken were generally credited with the formation of the Alliance's Special Forces division, and Stormcaller was instrumental in the development of the Infiltrator units. He later served as a colonel in the New Republic and was the leader of the Red Alpha unit, until the Republic declined to assist his homeworld liberate itself from the Pentastar Alignment. He resigned his military position and formed the Red Moons, an elite mercenary group which constantly thwarted the Alignment's movements. He recruited many of his former Republic soldiers to join the Red Moons, and they quickly formed a force that began to harass the Alignment. (SWJ3, SWJ8, TFE, AIR)

Stormclaw

this *Imperial*-class Star Destroyer was attacked by pirates near Jjannex II. Dren Jamer discovered the location of the pirate ship just before it attacked, allowing the commander to prepare for the attack and drive the pirates off. (TBSB)

Stormhawk

an *Imperial*-I class Star Destroyer, the *Stormhawk* was part of Grand Admiral Thrawn's fleet during the early years of the New Republic. The *Stormhawk* was one of the Star Destroyers that Thrawn used to attack Bpfassh, as one of his first moves against the New Republic. Later, the *Stormhawk* was deployed to the planet Saarn, in an effort to destroy an old Alliance base there. (HTTE)

Stormhawk

this was one of the many *Victory*-class Star Destroyers which were still active, as part of the Imperial Navy, during the height of the Galactic Civil War. (XVT)

Stormswimmer

this modified Corellian Engineering Corporation CR-90 corvette served as the flagship of the Black Hammer pirates. (CCW)

Storm-swimming

this unusual sport was popular among the Nautolan people of Glee Anselm, and involved moving through the planet's oceans during the intense hurricanes and storms that ravaged its surface. During these

storms, ocean currents reached incredible speeds, and Nautolans challenged each other to remain within the currents for as long as possible. (TCD)

Stormtrooper

these white-armored Imperial troopers were the footsoldiers of the Emperor's war machine. Considered separate from both the Imperial Army and the Imperial Navy, they were extremely loyal to the Empire but are also extremely expendable. The stormtrooper evolved from the clone troopers of the Grand Army of the Republic, which were first utilized during the Clone Wars. Although there were many rumors about stormtroopers being clones of Jango Fett, in general the average stormtrooper appeared to be a normal human male who fit within a certain physical and mental profile. In reality, several different sources of clones were used to create stormtroopers, especially when the Empire ramped up its military forces when Emperor Palpatine began consolidating his power. Eventually, baseline human were conscripted or allowed to join the ranks of the stormtroopers. They wear an 18-piece suit of white armor covering a two-piece, temperature-control body suit. The armor houses an energy source and various implements, and snaps together around the trooper. The helmet contains a polarized visor and communication gear. The utility belt worn at the waist had compartments for a grappling line, spare batteries, and survival gear. The image of the white-clad soldiers was one of the primary ways the Empire instilled fear in its subjects, but the bright white armor was not suited for many environments, as the Empire learned at the Battle of Endor. So, in the years following the death of the Emperor, Imperial factions began camouflaging their armor to blend in with their surroundings. Stormtroopers train for one of a number of different mission profiles, based on the environment in which they will operate. Basic training allows stormtroopers to operate in temperate or controlled interior environments, but there are several specialized types of stormtroopers: Cold Assault Troops wear specially-modified armor so that they can operate in harsh, frozen environments; Zero-G Troops, also known as spacetroopers, wear highly-refitted, vacuum-resistant armor for use in deep space; Scout troops are assigned to garrison posts, employing speeder bikes and other swift craft to patrol surrounding areas; Aquatic Assault troopers, also known as seatroopers, are equipped to operate in marine or other underwater arenas; Desert Assault troopers, also known as sandtroopers, were trained to do battle in the harsh conditions of a desert; Radtroopers were specially-trained to perform operations in areas with high concentrations of radioactivity. Shadowtroopers, also known as the Storm Commandoes, were among the most elite special forces troops in the Imperial military. The one exception to the standard stormtrooper is the Dark Trooper, which was a mechanized weapons platform. (SW, SWSB, ISB, DF, TSC, TME, COTF, BW, ROE, CHRN, RESB, SWI76, NEGW, SWI82)

Stormtrooper One

SoroSuub's basic blaster rifle model, it is used by the Empire to arm its stormtroopers. It was a clone of the BlasTech E-11. (RPG, CSA)

Stormtrooper Two

this was SoroSuub's second-generation blaster rifle, designed for use by Imperial stormtroopers. (GG9)

Stormtrooper X

this was the monicker of a rogue Imperial stormtrooper who took up a life of crime after defecting from Imperial service. He gathered to himself a band of mercenaries and outlaws, each of which was as deadly a shot and as mean as he was. They worked for many crimelords as hired guns and smugglers, until Narbuj Desilijic Preor put out a bounty on his head. Narbuj accused Stormtrooper X of stealing a cache of spice and credits, but Stormtrooper X disappeared from sight. He was known to have traveled in a modified N-1 fighter named *Rogue Imperial 5*, and had a red 'X' painted across the front of his stormtrooper helmet. (GMR6)

Stormview Lounge

located on Darknon Station, this rundown tavern was the main source of food and beverages for visitors. It was named for the views it gave visitors of the Itani Nebula, although by the time of the Battle of Yavin most of the transparisteel windows had been boarded up. (PSPG)

Stormwind

this *Victory*-class Star Destroyer was under the command of Captain Jarroth during the Galactic Civil

War. It was stationed in the Virgillian System, and performed a number of surgical strikes aimed at routing suspected Alliance support cells. (TBSB)

Storrd Township

this was one of the larger settlements established on the planet Seregar. It grew steadily while the planet was a thriving mining location, but began to run down as the major corporations pulled out. (ND)

Storthus

this planet is the homeworld of the giant stone eels. (DRO)

Story Pebbles

this was the name given to the special stones used by Ewok shamans to cast forth and tell the fortunes of individuals. (ECAR)

Story Platform

a table-like device which displays the words and pictures for a number of children's stories. (DA)

Story-chain

these small chains were created by the Twi'lek race. Each link in the chain provided details on a specific part of a larger story. The entire story could be told and retold by following the links in the story-chain. (VF)

Storyteller

this was the pseudonym adopted by Rivo Xarran during the time he hid from Boba Fett on the planet Ladarra. He was loved by the children of New Hope Settlement because he constantly told them stories about the greater galaxy. (TFNR)

Stouker Concussion Rifle

this weapon was developed to fire compressed bullets of ionized air, which exploded in shock waves at their target. They were originally created for use by Imperial forces, but many Stoukers were modified by hand by the Sissk band of Trandoshans, from standard Stouker concussion chambers added to existing rifle parts, in order to accommodate the Trandoshan hand. (DF, JKA)

Stovax

this planet was on the list of candidates for exploration by the Obroan Institute, and was nominated by Kroddok Stopa. However, Stopa could generate enough interest, grants or funding to launch an expedition. (SOL)

Stowaway, The

an underground casino in Imperial City on Coruscant. (CPL)

STR2434

this was the survey report filed by Trask, and detailed information on the planet Trinta. (DOE)

Strabin Sector

this area of the galaxy was terrorized by the Exelis Hunters gang, until the Ubese bounty hunter Arcuse captured them. (AIR)

Strag

this ancient game, played on a holographic playing table, relied heavily on strategy and tactics. Each side had twelve tokens, and it required an intellectual mind to complete the game. Thus, years of practice and an excellent memory were required to master it. Those who achieved a high rate of proficiency and success were awarded the title of Adept. (MJH)

Strag Sector Match Championship

this was the largest single strag tournament in the galaxy, during the last decades of the Old Republic. (MJH)

Stragos

this was a common name among the Cathar race. (UANT)

Straight Street

this was one of the largest thoroughfares located in the spaceport city of Mos Eisley, on the planet Tatooine. It crossed in front of the Ubrikkian Trade Tower, intersecting with the Outer Curved Street and Spacers Row. (IWS)

Strak Tower

located in Corint City's Overtown district, on the planet Pirik, Strak Tower was the center of the planet's governmental administration. (SWJ4, SWJ10)

Straken

this man was a member of the Alliance, and held the rank of Commander within the Intelligence division. (DOE)

Strako

this was one of the largest cities found on the planet Looivia. (HNN5)

Strange, Jan

this woman was one of Imperial Intelligence's most valuable agents, although no one was ever sure where she had come from. She didn't graduate from the Imperial Academy, nor was she ever involved with COMPNOR. Nevertheless, she proved herself to be an excellent agent who could interrogate any being and discover the location of rebellious cells. In reality, though, Strange was actually the Alliance agent Jan Ors, who had been honored with the Nebula Award at least once for her work as Jan Strange. She used her interrogations as a way to pass information to the Alliance, having arranged for the rebel to be captured and brought to her. (CRO, WOTC)

Stranger Squadron

one of the TIE Defender squadrons dispatched by Colonel Vessery to recover Rogue Squadron above Corvis Minor Five. (IR)

Strangle Vine

see Halkra (SPG)

Stranglethorn

this carnivorous vine was native to the Forest Moon of Endor. In its immature stage, the stranglethorn was an unassuming little plant, and was often cultivated by mistake by the Ewoks. As it grew, the stranglethorn developed a central stalk and a pair of toothed mandibles, which it used to grab and eat its prey. (ECAR)

Strask

this Bothan name was given to newborn males. Translated into Basic, it meant "scholarly" or "educated." (GCG, WOTC)

Strassa

this was one of the many Imperial escort carriers during the Galactic Civil War. (XVT)

Stratablock 7

located next to the Moridebo District, on the planet Metellos, Stratablock 7 was one of the many surface communities that sprang up to handle the rampant overcrowding experienced on the planet. However, Stratablock 7 only admitted the wealthiest of the "groundpounders", and was home to both the CarsinShare and Nonsu corporations. (CCW)

Strather

this alien race was first discovered by Duros explorers. (GMR2)

Strathmore, Eriann

a model Imperial citizen during the New Order, Lady Strathmore despised the weak and the non-human. She was also somewhat addicted to gambling, and spent a good deal of her life trying to get into the Sabre Club. (WSV)

Strati

this inept man was part of the rebel underground which opposed the Imperial subjugation of Edan II. (IAG)

Stratis Games

this collection of quasi-athletic events was regularly held on Hallrin IV. It included the Multi-Sentient Unarmed Combat Rounds, a regulated form of inter-species combat. (TTSB)

Strato-hopper

this large, armed airspeeder was developed by the Empire for use in navigating troops to the surface of a planet, where harsh or inhospitable conditions prevented the use of simpler dropships. Strato-hoppers proved too cost-prohibitive to maintain, however, and were eventually dropped in favor of cheaper dropships. (PZZ2)

Stratos

this was one of the original cloud cars produced by Incom Industries, based on the repulsorlift technologies discovered during the construction of Cloud City. (GG2)

Stratosphere

one of the most affordable hotels on Cloud City. (ISU)

Stratt

this was one of the many species of vermin which existed in the cityscape of Coruscant. When they were first born, stratts resembled cute balls of fur. However, they grew rapidly to become two-meter-long, muscular creatures which were covered with jet-black fur. Originally brought to Coruscant by illicit pet dealers trying to make a quick credit, stratts were abandoned when they outgrew their cute stage. These released stratts found a niche in the undercity of Coruscant, hunting at night when their black fur gave them the most cover. (CCW)

Stratus, Alto

this Jabiimite led the faction of his people that decided to side with the Separatists during the height of the Clone Wars. His parents were killed when the Lythian Pirates ravaged much of Jabiim, and Stratus never forgot that neither the Republic nor the Jedi Knights traveled to Jabiim to eliminate the pirates. Years later, Stratus still harbored a deep-seated resentment toward the Republic, which only intensified with the outbreak of the Clone Wars. Citing the Republic's inability to reach peaceful resolution to the hostilities, Stratus demanded that Jabiim secede from the Republic and thrown off it's oppressive yoke. He further blamed the Republic as well as the Jedi Knights for not assisting Jabiim during the outbreak of Brainrot Plague and the separate invasions of Trandoshans and the Lythian Pirates. His speeches, in which he declared that Jabiim would fight to the death to defend its freedom, and would "send the Jedi home in body bags", became popular on many Separatist-held worlds in the Outer Rim Territories. During the Battle of Jabiim, Stratus and his rebels nearly won through the front lines of the Jedi-led clone troopers, killing more than 9,000 Republic forces before he was nearly defeated by a group of Jedi Padawans whose Masters had been killed in battle. He chose to regroup the Jabiimite forces and launch an all-out attack at Cobalt Station. He believed that his chances for success were excellent, especially after Count Dooku dispatched a squadron of enhanced assassin droids to augment Stratus' forces. However, he didn't count on the strength of will of the Jedi Padawans who had survived the battle. His forces struggled with the young Jedi for several days before both sides were wiped out. In the final act of the battle, Aubrie cornered Stratus with a pair of lightsabers. Stratus refused to die, and pulled out a blaster to shoot the young Jedi in the chest. As she died, however, Aubrie fell forward and drove her lightsabers into his chest. Stratus also died on the battlefield. (SWI68, SWI69, RBJ)

Streak

this was a nickname used to describe the Wookiee Jedi Knight, Lowbacca, during his tenure as a pilot in the New Republic Navy's Twin Suns Squadron. (SBS, Y)

Streaked Velker

similar in many respects to the true velkers of Bespin, the streaked velker was nevertheless much smaller than its cousin. Measuring just twenty meters across its wings, streaked velkers were named for the striated pattern of colors which adorned their hides. Scientists believed that the stripes and patterns were a rudimentary form of camouflage, meant to hide the streaked velker among the clouds of the gas giant planets they inhabited. Unlike the velkers of Bespin, streaked velkers were solitary predators who jealously guarded their hunting territories. (WOTC)

Streeg, Newen

this Imperial Governor was in control of the territory surrounding the Sisar Run during the last years of the New Order. Unlike most other ranking Imperial officials, Streeg never attended the Imperial Academy and had minimal ties to the Navy. His mother was killed when he was thirteen, and had already accepted the New Order as a perfect government. He knew that his mother had been killed by pirates, and blamed her death on the chaos that sprang out of the last days of the Old Republic. He traveled his territory only irregularly, as he suffered from spacesickness. He was sworn to removing the criminal element along the Sisar Run, but had no idea how widespread Sprax's empire actually, nor how well it was connected. In fact, Streeg purchased nearly all his starship replacement parts - and many new starships - from one of Sprax's own organizations. (SSR)

Streen

this given name was common human males across the galaxy. (GCG)

Streen

a gas prospector at Bespin, he was getting on in years when Luke Skywalker first met him at Tibannopolis. He could use The Force to detect when Bespin will erupt large amounts of gases. He agrees to study the Force with Luke on Yavin 4, and was nearly consumed by the spirit of Exar Kun. Kun tried to use Streen to kill Luke, but the combined power of the other students destroyed Kun's spirit forever. When the Leviathan of Corbos was unearthed, he traveled to the planet with Kyp Durrón, Dorsk 82, and Kirana Ti to defeat the creature. Streen later put his powers to use in an attempt to decipher the Books of Massassi, and eventually became a Master himself when Luke went off in search of his mother with Akanah. Streen continued to serve as a Jedi Master during the height of the Yuuzhan Vong invasion of the galaxy, but chose to remain behind the battlelines as a teacher. He traveled with the youngest of the Jedi trainees aboard the *Errant Venture* until a temporary base was established at the Maw Installation. Streen was ultimately one of the handful of Jedi Knights to survive the conflict with the Yuuzhan Vong, choosing to travel to Dathomir with Kirana Ti and Damaya to help establish a Jedi training facility on the planet. (JS, COTF, BTS, JAL, UF)

Streen Squadron

this was a group of scout troopers dispatched by the Empire to overtake the New Republic base on Saarn, shortly after the re-appearance of Grand Admiral Thrawn. (SWJ6)

Street of Glory

this wide avenue, located in the city of Theed on Naboo, was the site of a Trade Federation concentration camp following the invasion of Naboo. (IOT)

Streev, Mika

this native of the planet Rabaan was the world's premier warrior during the Galactic Civil War, and had earned the sunburst sigil his people bestowed on combat artists. He defeated Andos Delvaren in single combat, earning the position of champion of the planet Rabaan, and was the chosen fighter whenever a dispute arose with the S'krrr. However, Mika's abilities and energies were solely directed at fighting and his personal image. When it came to politics, love, or other activities, Mika either didn't care or wasn't interested in interrupting his training to bother. Many of his rivals hoped to exploit this trait, but couldn't. It was Mika who was chosen to battle the S'krrr Sh'shak, and he was accompanied to the Combat Moon by

his lover and fellow warrior, Leda Kyss. While there, they discovered that Andos had led Imperial forces to the moon, in an attempt to instigate a war between Rabaanite and S'krrr. Mika was forced to kill the Imperial trooper named Jan, and would have killed Andos had he not fled in terror. Streev then had to get Sh'shak to halt the Combat and confront the Imperials. He managed to do this just as Modigal Glave shot Sh'shak. Streev fired at the Imperials, scattering them and saving Sh'shak. The Imperial regrouped and captured them. They were nearly rescued by an Alliance X-Wing pilot (who looks a lot like Wedge Antilles), and Mika managed to cut off Glave's arm. However, Glave shot and killed Leda with his other hand while escaping into his own ship. Streev and Sh'shak fled the Combat Moon and agreed to join the Alliance after they hunted down Delvaren and Glave. (SWJ9)

Strelk

this man served the Empire as a Captain in the military, and was in command of the IMIIF-138 training facility on Sirpar, during the height of the Galactic Civil War. (SWJ2)

Streln

this Imperial Corporal was part of the design team which created the YI-5 surveillance and investigation droid. When Ysanne Isard, the Director of the Imperial Security Bureau, discovered that the YI-5 had one red sensor eye and one blue sensor eye, she ordered Streln and his fellow engineers - Vypass and Gonrey - to be executed for insubordination. Only the effectiveness of the YI-5 in bringing Vune Willic to justice, coupled with the assurances of Imperial engineers, caused Isard to rescind the termination orders. (PH)

Stresscrete

an inexpensive building material. (AS)

Streysal Island

see Streysel Island (WOTC)

Streysel Island

this island, located in the Vaynai Archipelago on the planet Vaynai, was owned by Gallo Memm during the height of the New Order. *Note that this location is also designated as Streysal Island.* (GMR8)

Striber

this was the rarest of the Iskalonian species, and was native to the planet Julsujod III. The Stribers were distinguished by their smooth and finless bodies, with crystal-blue skin and thin bodies. These Iskalonians were also telepathic, but could also communicate via normal speech. They also chose their words wisely when answering a question, choosing to review all aspects of a situation before acting. To many, this made the Stribers appear less intelligent than other Iskalonians, since there was a noticeable pause before the answered. As a species, the Stribers were slowly dying out, and many xenobiologists felt that the Striber race would become extinct within a few generations after the Galactic Civil War. (EGA, GMR1)

Stribos System

a planetary system located near the Demophon System, it was largely uninhabited when Soron Hegerty discovered it while searching for a suitable world on which to relocate the Ssither. (SN)

Strident

this modified Imperial Nebulon-B frigate was destroyed during the Galactic Civil War, when it was ambushed by Captain Kuuztin. (TIE)

Strident-class Star Defender

produced by the Corellian Engineering Corporation, this was one of the first Star Defender ships produced for the New Republic. (JE)

Strider

this species of tall, thin-limbed creatures was native to the planet Khomm. It was once wild, but centuries of cloning by the Khommites created striders which were meek and passive. (EGP)

Strider

another name for an Imperial AT-ST scout walker. (CPL)

Strider

the strider was a huge, lumpy beast native to the planet Kintan. The strider had muscular shoulders, with arms that ended in three fingered hands. The strider had large, powerful legs. It appeared to have no neck, and its head seemed to be part of its chest. The strider is now extinct on Kintan, but a number of them have been bred off-planet by the Hutts, for use as bodyguards. (CCG)

Strider

a six-legged reptilian creature native to the planet Sedesia, striders were used as mounts and transports because the planet's high gravity prohibited most forms of repulsorlift vehicles. (SWJ6)

Strider

this species of two-legged predator was native to the planet New Plympto. (CCW)

Strider Seven

the AT-ST which first locates Han and Leia on Dathomir. (CPL)

Strike

codename of a group of Alliance Y-Wings supporting the *Tela* transport group. (TIE)

Strike Foil

see S-foil. (SWTJ)

Strike the Moons Flightknife

led by Liak ke Mattino, this Adumari fighter group was the first to offer a simulated battle challenge to Wedge Antilles and Red Flight, during the negotiations between Adumar, the New Republic, and the Empire. Once Red Flight had scored kills with low-powered lasers on the Strike the Moons Blade-32 ships, Wedge offered them another chance at the duel. This was not standard protocol, but neither were simulated kills. Liak ke Mattino and his group accepted, and they continued to learn from Red Flight's tactics. When Red Flight was exiled by perator Pekaelic ke Teldan at the insistence of Tomer Darpen, the Strike the Moons Flightknife assisted them in leaving Cartann City. (SOA)

Strikebreaker

this TaggeCo riot patrol vehicle is a heavily-armored gunship designed to frighten rioters off or kill the ones that remain. It was 14 meters in length, and required a pilot, co-pilot, and 7 gunners. It could also transport up to 40 troops. It was heavily armed, carrying four medium laser cannons, two heavy repeating blasters, a grenade mortar launcher, and a stun barricade. (CSA)

Strike-class Cruiser

a medium-duty battle ship produced by Loronar for the Empire, they have a modular design which allows them to be configured for specific missions. These ships measure 450 meters in length, and can transport enough troops to support an assault company, two AT-STs, one AT-AT, and several support speeders. Slight modifications will allow them to carry a complete squadron of TIE fighters or a planetary assault cruiser packed with five AT-ATs. They are well-armed, carrying 20 turbolasers, 10 turbolaser batteries, 10 ion cannons, and 10 tractor beam projectors. They use 160-SBD shields to protect a 100-RU hull, and have a top speed of 18 MGLT. (HTTE, ISB, TIE)

Strikefast

this Imperial *Victory*-class Star Destroyer was commanded by Captain Voss Parck. Parck was in command of the *Strikefast* when he discovered Thrawn in the Unknown Regions. (SWJ7, SWJ11)

Striker

this was the brand name of Oriolanis Defense Systems' projectile pistol. A primitive though prototypical weapon, the Striker fired a solid bullet at its target, much like a slugthrower. It was known for its durability and availability. (EGW, AEG)

Striker

this assault shuttle was owned by Ree Shala, during the early years of the New Republic. It was armed with four laser cannons and a tractor beam projector. (SWJ6)

Striker

this was one of the multitude of *Imperial*-class Star Destroyers which made up the Imperial Navy fleet, during the height of the Galactic Civil War. (XVT)

Striker

this was a simple form of projectile handgun developed on the planet Mawan. These pistols were used during the Great Purge. (JQ6)

Striker

this crimelord rose to power on Mawan, in the wake of the Great Purge. He earned the name Striker during his capture of the city of Naatan, when his soldiers used Striker pistols to kill their enemies. During the years following the Battle of Naboo, Striker was one of the three most powerful beings in Naatan, rivalled only by Feeana Tala and Decca. When Obi-Wan Kenobi, Yaddle, and Anakin Skywalker arrived on Mawan to negotiate a settlement between the crimelords, Anakin discovered that Striker was actually his old nemesis, Granta Omega. As Striker, he hoped to lure a member of the Jedi Council to Mawan and kill them, in an effort to impress the Sith Lord he believed to be gathering power in the galaxy. While he did succeed in taking Yaddle's life, the bioweapon he used did nothing to the population of Mawan. When it was revealed that Striker was actually Granta Omega, Decca decided to hedge her bets, and formed an alliance with him. She added her fleet of ships to Omega's weapons, producing a strong opposition to the work of the Jedi Knights. (JQ6)

Striking Sarlacc

this was one of the attack postures used by the teras kasi martial artform. (DMSH)

Strill

this predatory mammal was native to the planet Qiilura, where it was often captured and training as a hunting beast. (RCHC)

Strip, The

this section of Vark Street, located in Takari on the planet Iyuta, was filled with bars and inns which catered to the Imperial forces in the system. (SWCP)

Strip-cam

this specialized form of camera system was developed by the Old Republic military during the early stages of the Clone Wars. As the name implied, a strip-cam was a miniaturized camera system that was contained on a strip of material no thicker than a sheet of flimsiplast. This allowed a strip-cam to be placed atop or on the side of any flat surface, without the obvious node of a camera eye being exposed. (SWI81)

Stripe

this was one of the two domesticated zeles owned by Kirlan Swens, on the planet Dagro, during the height of the Clone Wars. (SWI76)

Striped Masters

this was another name for the Kasa Horansi. (PG1, AE)

Strobstock, Elspeth

this middle-aged woman held the position of Dame within House Barnaba at the height of the New Order. She was considered beautiful by nearly everyone, but was also known as a tremendous flirt. She married Heron Strobstock, an officer in the Imperial Army, and worked to ensure that he eventually obtained a position of power within House Barnaba. (LOE.)

Strobestock, Heron

this man was a Colonel in the Imperial Army when he married Dame Elspeth of House Barnaba. Despite his low status within House Barnaba - he was awarded knight status after his marriage - Sir Heron was well-regarded by the leaders of House Barnaba, and was believed to have been in line for a barony at the height of the New Order. (LOE)

Stroiketcy

the third planet in the Yavin system, Stroiketcy was often considered to be a large asteroid attracted by the gravity of Yavin and its primary star. Its chemical makeup was almost 94% water, with very little rock showing up in planetary probes. Stroiketcy followed a wild, elliptical orbit, and supported a possible form of organocrystalline life. The name Stroiketcy came from a Corellian term meaning "tailed one." The planet's wildly elliptical orbit actually brought it within the orbit of Yavin for a short time, within 100,000 kilometers of Fiddanl. (GG2)

Strok

this was a common name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "axe". (GCG)

Strok

this Imperial Captain served the military under Governor Touno on Svivren, during the last years of the New Order. Touno assigned him to Mara Jade, who was acting as the Emperor's Hand in the elimination of Dequc's Black Nebula empire. Unknown to Mara and Touno, Strok was secretly working as an informant for Dequc. Mara was forced to shoot him in self-defense, after he encountered her on Qiaxx. (MJEH)

Strom

this Imperial Commander maintained a tense, working relationship with Senator Greyshade of The Wheel, during the years following the Battle of Yavin. A tall, bald man with a well-muscled frame, Strom commanded a unique cruiser that resembled a small Star Destroyer with the front third of the ship removed. Shortly after the Battle of Yavin, Strom's small fleet attacked and destroyed a House of Tagge convoy, in an effort to discredit the Alliance. He used captured Alliance soldiers as evidence, leaving them inside damaged ships and adrift between the, hoping that any eventual rescue mission would see Alliance personnel and immediately assume it was an Alliance attack. Strom's ultimate goal was to rescind the no-fly rules surrounding The Wheel, so that he could take the station's profits for himself and capture the Alliance forces he believed were using The Wheel as a form of sanctuary. When Greyshade managed to capture Strom, he demanded a chance to become Strom's partner in return for Leia Organa. Greyshade took the first opportunity to doublecross Strom, who was drugged before he knew it and awoke to learn that Greyshade had stolen profits Strom had taken from the Tagge transport. In a rage, Strom set out to destroy Greyshade. His plans were utterly smashed when Master-Com discovered the recordings which were hidden inside R2-D2, detailing the Empire's plans to take over The Wheel. When these were broadcast over the station's public communications systems, the gamblers of The Wheel rose up against Strom's forces. Strom himself tried to flee the station, but was killed when he confronted Greyshade one last time. Rather than allow Strom to shoot him dead, Greyshade lobbed a proton grenade at Strom, who died instantly in the blast. (MC18, MC19, MC23)

Strom, Pleth

this man served as a Ensign in the armed forces of the Old Republic, and was one of the many fighter pilots who saw combat during the Clone Wars. Ensign Strom and his wingmate, Erk H'Arman, were part of the team that was dispatched to Praesitlyn, under the command of General Khamar, to protect the Intergalactic Communications Center. Unfortunately, Strom was killed in the initial engagement with the Separatists, presumably after crashing into one of the huge number of droid starships that filled the space above Praesitlyn. (JT)

Strong Arm Droid

this was the name given to the guard droids used by Tig Fromm, during the years leading up to the Battle of Yavin. (OWS)

Stronghold

this cold, rocky world, located in the remote Taldot Sector, was an Alliance safeworld during the Galactic Civil War. Its surface was a rocky collection of mountains and chasms, and was wracked by intense storms. The Alliance formed its base there by gouging out the stone and creating a network of caverns and tunnels. The planet itself had no strategic value, but the families of front-line Alliance soldiers were secreted here during wartime. The transport ship *Celestial* was bound there when it was overtaken by the prisoners it was transporting. The ship was lost in Otherspace, where the Charon were able to discover the planet's location. The Charon, under the command of the former Grand Moff Ravik, tried to destroy the planet, but were thwarted in their efforts by Alliance agents. The Charon Starship *Desolate* was nearly destroyed on the planet. There was no known sentient life on Stronghold, and very little plant or animal life survived on the rocky surface. (OS2)

Stroon

the uncaring owner of the Starhunter Intergalactic Menagerie, Stroon and his slavers would capture any being which looked exotic and place it in their "menagerie" for display. (DCAR)

Stroth

this balding, heavy-set man was once the leader of the Crimson Nova chapter of the Bounty Hunter's Guild, during the last decades of the Old Republic. When he got too old to actively participate in hunts, he turned the chapter over to his own apprentice, the Cathar female known as Mika. Many claimed that he lost his nerve when he lost his right arm in a fight with a Jedi, but Stroth only used the experience to deepen his understanding of the galaxy. Stroth remained a leader within the Crimson Nova chapter, tempering Mika's fiery anger with his own patience. When Mika accepted Kh'aris Fenn's contract to hunt down Jedi Knights for the Separatists, Stroth was strongly against the idea, citing decades of bounty hunter policy on the matter. However, his own arguments held little weight with Mika, whose parents had been killed by the Jedi, albeit during an illegal death-stick dealing operation. He correctly assumed that the Jedi would eventually discover the source of the bounties and hunt down Crimson Nova, but Mika refused to back down. When Mace Windu and several other Jedi finally arrived at The Rig, Stroth was forced to stun Mika into submission to ensure that she didn't get herself killed in the fight. He then turned Mika over to the Jedi for questioning, and provided the Jedi with the name of their benefactor, Kh'aris Fenn. Stroth also agreed to terminate the agreement Crimson Nova had with Kh'aris, to put an end to the hunting of the Jedi. (RSF)

Structgel

this material is used to bond pieces of permex and transparisteel. (ML)

Strutter

this was the Ewok name given to those beings who were possessed by the Totem Master. (ECAR)

Stubtail Greysor

this was one of the many species of domesticated greysor, bred on the planet Naboo. They were named for their short tails. (WSW)

Study Circle

this section of the primary city on Kegan was dedicated to the understanding of the planet's history, as well as the discovery of new knowledge. It led into the Garden Circle. (FFT)

Study of the Galactic Balance of Power: The New Order's Greatest Challenge

this book, written by Kaelldin Krothburt, explores the Galactic Civil War and the effect pirates, mercenaries, and bounty hunters had in it. It was published by DataLine Press, number 543.21, in Dx#4/R2P format. (GG9)

Stufar's Grand Dancitorium

this upscale establishment was located near the Sovar Imperial Hotel in Equator City, on the planet Rodia. (SESB)

Stump

this was the Basic translation of a term used by the ancient Mandalorians to indicate a small-time criminal. (KOTOR)

Stump Lizard

a reptile native to the jungle of Yavin 4. (HTF)

Stumpweed

a grass favored by Carbool Nuum. (JTH)

Stun Baton

this was Merr-Sonn's version of the stun-stave. (EGW)

Stun Cloak

a special cloak which is often used by bounty hunters. When draped around a victim, the stun cloak inflicts an electric charge across its area, incapacitating the victim. (OS)

Stun Gauntlets

this was a form of personal protection device which was worn on the forearm, and delivered a potent electric shock whenever it touched exposed flesh. (GUN)

Stun Pole

this weapon is very similar to a force pike or electro-jabber. (SWJ9)

Stun Staff

a small, defensive weapons which is used to stun an opponent. (SWJ9)

Stun Steps

this starship security system used the natural electrical conduction properties of steps and ramps to generate an electromagnetic, neuro-shock field. When installed on a starship entry system, stun steps neutralize a being who is trying to steal the starship. Stun steps were installed with remote-activation systems, keeping them separated from the basic starship security systems and ensuring that they remain live even if other security measures were bypassed. (SWJ13)

Stun-cannon

a portable weapon that emits energy beams with just enough strength to stun, but not kill, most organic life forms. (PDS)

Stuncuffs

modified handcuffs that produce an electric shock proportional to the force of the prisoner's struggling. (JS)

Stungun

a small pistol which generates only enough power to stun an opponent, thus requiring less power than a blaster. (HSL)

Stunner Net

a protective device used by explorers and scientists, a stunner net is set up around the perimeter of a campsite. It is essentially a charged mesh that produces a stun effect when touched. (ISU)

Stun-stave

a large, handheld stick which produces a shock when one end it touched to an opponent or victim. (HSE)

Sturdiplast

an inexpensive material used to make doors. It is strong enough to keep air conditioning in, but can easily be damaged. (COJ)

Sturicis

this nasty-tempered scavenger was native to the Forest Moon of Endor. The Ewoks often used hunting nets to capture sturicis, in order to prevent them from raiding the Ewoks' gardens and foodstores. (GMR9)

Sturm

this was the name of one of Talon Karrde's pet vornskrs. (HTTE)

Sturm Dowel

this small cylinder is part of every blaster power pack, and is one of the most important components of every blaster. The dowel is used to disperse built-up energy in case of an overload. If the dowel is removed from the power pack, the pack will explode due to the unabated build-up of energy. (CFG)

Sturn

Sturn was a smooth-skinned humanoid employed by Lady Valarian as a front desk clerk at the Lucky Despot. Sturn was an indentical twin to Anton. (TJP)

Stusjevsky

a Chadra-Fan working as a sniffer in the vine-coffee groves of Plawal, at the time when Roganda Ismaren was trying to resurrect the *Eye of Palpatine*. (COJ)

Styanax

this oceanic creature, native to the polar oceans of the planet Tralus, was hunted for both sport and food. Most styanax lived in the Sea of Jarad, where they returned to mate each year. The average styanax was a snakelike creature, whose body was protected by overlapping scales of armor. At the end of its tail, the styanax had a poisonous stinger, which it used to disable its prey. (WOTC, CCW)

Stydge

this Trandoshan and his brothers, Rydge and Xydge, served as chiefs of security for the band Distraction, during the early years of the New Order. They all wore full-body armor, as well as a blaster at each hip. (WOA28)

Stygium

this rare, crystalline mineral is found only on Aeten II. Sienar Advanced Projects discovered that the crystal could be used to create a full-effect cloaking system that defeated the sensors and security systems of larger craft. (X1)

Stylopad

a writing implement that produces a thin, hardcopy strip. (COJ)

Stylus Ship

also known as an iceborer, this long, narrow starship was used to break through the icy crust of moons and planets in order to reach the minerals and ores hidden beneath. The ship was tapered near the top, coming to an armor-plated point, and equipped with a simple drive system that moved it toward the planet and then back out of the hole it formed. It had only enough maneuverability to move back and forth, and the drive systems were not sufficient for system-to-system travel. They were used almost exclusively by miners, since the design of the stylus ship prohibited any additional systems. A single missile launcher was located in the nose of the ship, which could be used to launch an explosive warhead prior to the nose of the ship piercing the surface, helping the ship to borer deeper into the planet's crust. A stylus ship had to be transported into its target system by a carry ship. (VP)

Styx System

as a youngster, Luke Skywalker often dreamed of being Commander Skywalker, a star-fighter who frees slaves in this far-flung system. (MC17)

Suarbi 7

this planet is the seventh in the Suarbi System. It is a gas giant orbited by an asteroid belt and dozens of moons. (IJ)

Suarbi 7/5

this savannah-covered moon orbits Suarbi 7, a gas giant ringed by asteroids and dozens of moons. A couple of human settlements evolved on the moon centuries before the birth of the New Republic, as did the Jensaarai. It was later renamed Susevfi. It was here that Leonia Tavira returned with the Invidious after her pirate raids. It was also here that she held Mirax Terrik, after Mirax was captured on Nal Hutta by the Jensaarai. (IJ)

Suarbi System

located in Quence Sector, this planetary system was where Leonia Tavira and the Invidious ended up after jumping away from a battle with New Republic warships. It was on the moon Suarbi 7/5 that she discovered the Jensaarai and the Saara-kaar after shooting the moon's incompetent Imperial governor. (IJ)

Suba

this Imperial Lieutenant served as the chief of security and political officer aboard the *Executor*, ensuring the loyalty of his fellow officers to the New Order. Suba believed that Darth Vader had some hidden weakness that prevented him from killing Luke Skywalker outright. (CCG4)

Sub-Adult Group

also called a SAGroup, this was the largest branch of COMPNOR, exceeding two trillion members at its height. This branch comprised youngsters who were brought up understanding the New Order, and was headed by Imperial officers who kept the Empire's darker secrets from the sub-adults. (ISB)

Subaqua Blaster

this powerful version of a blaster was produced by the Mon Calamari, for use underwater or in aquatic environments where a standard blaster might short out. It was designed to fit over the forearm, and took advantage of the cooling effects of the surrounding water to keep the weapon from overheating. (SWI66, UANT)

Subaquatic Manufacturing Economies

this was an Old Republic training course, created to give accountants a basic education on the economics of creating and sustaining production on planets where there was no landmass. The course was held on Calamari. (SWI65)

Sub-circles

these were the divisions established within each of the primary social castes of the Nagai race. These social castes were known as Circles, with membership being determined by birth. Within each Circle were several Sub-circles, and individuals could move upward through the Sub-circles during ritualized combat. (GMR1)

Subjugator

this *Imperial-II* class Star Destroyer was part of the Imperial fleet searching for a group of defectors, shortly before the Battle of Endor. It was forced to let the defectors go by a group of Alliance warships. (XWA)

Subjugator

a *Victory*-class Star Destroyer that was commanded by Captain Kolaff. It was deployed in the Relgim Sector, and was chosen by Lira and Denn Wessex as the ship which would travel to Kwenn space station to capture Walex Blissex. It was destroyed by the Alliance strike force accompanying Blissex during the Galactic Civil War. (SF)

Subjugator

this Imperial Nebulon-B2 frigate was destroyed by Alliance forces during the height of the Galactic Civil War. (XVT)

Subla Ransom

known primarily in the Mid Rim, Subla Ransom manufactured a variety of cargo freighters. (FOP, PP)

Subla Ransom Medium Cargo Hauler

this 75.5-meter-long freighter was capable of transporting up to 700 metric tons of cargo. This reliable craft required a crew of five, and could carry up to five additional passengers. The freighter was armed with a turret-mounted blaster cannon. (PP)

Sublight Acceleration Module

also known as a SLAM, this device was developed for use on the Imperial missile gunboat during the Galactic Civil War. The SLAM's function was to increase sublight speed by as much as two times, allowing the gunboat to quickly enter and exit an engagement with the enemy. The SLAM's power source drew power from all other shipboard systems, but was not considered a primary component. Thus, if weapons or target control were activated while the SLAM was engaged, the SLAM would be disengaged in favor of routing power to those systems. (TIE)

Sublight Drive

any starship propulsion system that allows the ship to move through realspace. They most often employ fusial thruster which force charged ions through an exhaust port. This use of a fusion reaction to generate thrust often results in high levels of radioactive emission, which are illegal within a planet's atmosphere. (SWSB)

Sublight Queen

Nien Nunb's light freighter. (MTS, EGC)

Sublight Transponder

an early version of the IFF transponder. (TOJ)

Submersible Environment Module

a heavily-armored starship, the SEM is used to penetrate hostile planetary environments. The SEM uses the quantum armor developed at the Maw Installation as a protective skin. It is connected to a mothership or orbiting station by an energy tether which uses its own magnetism to keep the SEM attached to its base. If snapped, the tether can reconnect itself if broken. They are equipped with various manipulatory appendages, depending on the application. (SA)

Subpro

this Inner Rim manufacturer produced some very reliable shipboard avionics packages before it entered into the starship market by assisting Incom in the design of the Z-95 Headhunter. Its location in the Rim meant that it didn't get the recognition other manufacturers received, and so many of its designs went unnoticed except by Rim travellers. It also began to manufacture freighters and transports which gained wide acceptance in the Rim, despite the familiarity of many Corellian designs. (SCRE, SWSB, EGV)

Subrat

this was the derogatory term used by the elite classes of the planet Mawan to describe those individuals who worked in the tunnels beneath their cities. Ironically, after the Great Purge, it was the subrats and their underground companions who rose to power in the aftermath. (JQ6)

Subsonic Grenades

small detonation devices which use low-amplitude sound waves instead of explosives. (DFR)

Subspace antenna

this was a horseshoe-shaped magnet wrapped with two layers of conductive wire, used to generate the magnetic fields required to send a subspace transmission. Often, the wire used was of a superconducting material that was exceptionally thin, requiring more than ten kilometers of wire to fully cover the U-shaped frame. (HTTE)

Subspace Communications

this subscriber service provided communications access to thousands of users along the Sisar Run. Owned by the Nalroni crimelord Sprax, Subspace controlled a wealth of deep-space communications satellites which brought almost instantaneous communications to its subscribers, without the need for a

dedicated HoloNet access. Subspace was the cleanest of Sprax's ventures, although its satellites maintained a log of every user, including what channels they tuned in to and where they were. This allowed Sprax to maintain tabs on a wealth of individuals and groups. (SSR)

Subspace Image Transmitter

developed by Renn Volz, this device was used to project a holographic image to a remote location. Mira Volz used one to alert her father that she was no longer under the control of Captain Bzorn. (CSWEA)

Subspace radio

a radio which employs a special antenna to send a transmission via subspace frequencies. These signals are almost instantaneously received at their destination. (HTTE.)

Subspace Relay Station

this 100-meter long, spindle-shaped station is depolyed in many star systems for a number of uses. Often denoted as an SRS, these unmanned stations are placed in a slow, distant orbit around a system's star. From this vantage point, they relay intra-system broadcasts. The SRS can also act as a collision defense system, since they are armed with twelve laser cannons. Any inbound asteroids can be shot down with these cannons before they collide with the station. (TA)

Subterine

this was the name given to a repulsorlift vessel which could tunnel into and through the ground. (SWIE)

Subterrel

this planet, located beyond the Outer Rim, was the site of a variety of mining colonies during the last decades of the Old Republic. Much of the workforce used on Subterrel was cloned, created by the Kaminoans to be hard-working and durable, but completely obedient and loyal. It was here that Dexter Jettster first encountered the Kaminoans, and learned about obscure items such as the Kaminoan Saberdart. (TCG1, SWI66)

Subu, Odie

this young woman served the Grand Army of the Republic as a reconnaissance scout, during the height of the Clone Wars. She was known to be an excellent swoop and speederbike rider, and could negotiate complex terrain with ease. Much of her skill was attributed to her small size, although this proved to be something of a liability when it came to handling weapons. To compensate, Odie had her tech teams modify the grips of her blasters, so that she could fire them in combat. When General Khamar was dispatched to defend the Intergalactic Communications Center on Praesitlyn, Odie was among the many scouts who accompanied Makx Maganinny to gather intelligence on the Separatist forces there. During the initial phase of the Separatist attack, the small naval fleet supporting General Khamar took heavy fire, and many ships were disabled and fell to the planet's surface. After Odie led Lieutenant Colonel Kreen to a defensive rock formation, she was caught in a sandstorm caused by the crash of Erk H'Arman's starfighter. She managed to rescue Erk and get him back to the main encampment, but only after surviving exposure in the desert. For any number of reasons, Odie found herself deeply attracted to Erk, and they found that they were also good team in the field. Erk even found himself referring to Odie as the "best wingmate a fighter jock ever had." They were briefly assigned to a listening post established by the Freedom's Sons and Daughters militia, but were overrun by battle droids when the Separatists launched their attack. They were buried beneath the rubble for several days before being discovered by a scout force led by Grudo. In the confusion, Odie shot Grudo, thinking he was an enemy. His death left her with a hollow feeling inside, despite the insistence of those around her that it was simply a case of mistaken identity. Her mood didn't improve when Anakin refused to accept Grudo's death, but they eventually worked out their differences. Anakin later included her in the mission to rescue the hostages at the communications center, since she was the only person available who had any knowledge of the building's layout. Once the hostages were released, Odie was to maneuver them back to a transport ship piloted by Erk. She decided to remain at the center when she realized that Anakin was still inside, and set off with Raders and Vick to locate him. They managed to locate Skywalker and capture Pors Tonith, and returned to the Republic's main base. When Anakin returned from the final mop-up, Odie surprised both Anakin and Erk by asking the young Padawan to marry them. Anakin agreed, and united them in marriage shortly afterward. (JT)

Success Through Charismatic Influence

this was an Old Republic training course, created to give civilians and non-combat military personnel an introduction on the basics of military leadership. The course was held on Commenor. (SWI65)

Succession Judge

this position was given to a Bitthaevrian who would preside over any succession to the leadership of the m'Yalfor'ac Order. Individual Succession Judges were to be completely unbiased, thereby ensuring that the succession was fair. (AIR)

Succession Pool

this self-contained vessel of water formed the heart, lungs, and liver of a Yuuzhan Vong damutek. The Shapers who traveled to new worlds often filled the succession pool with native aquatic life, thereby feeding and sustaining the damutek. Waste material was also thrown into the succession pool, adding to the nutrients available to the damutek. The pool was filled from below, as the large roots of the damutek sucked up copious amounts of water from the crust of a world. (EVC, FP)

Succubus

an ethereal alien which desires to couple with a human male in order to breed. (CS)

Succulosum Azure

the beautiful flowers of this plant are known to cause severe allergic reactions in human beings. (XWMR)

Sucharme

this planet served as a primary garrison of the Trade Federation, during the years leading up to the Battle of Naboo. The Federation once tried to occupy the planet when an outstanding debt went unpaid. An invasion was launched on the pretext of forcing the native to repay the debt, but was met with stiff resistance from the armed forces. The Federation was eventually ousted, but their ability to blockade a planet was easily proven. The lessons learned at Sucharme went a long way toward the planning of the invasion of Naboo. (GCG)

Sudden Death

this modified MRX-BR Pacifier scout ship was owned and operated by the Iceman. He had gutted the insides of the ship to make room for eight prisoner cells, and added three proton torpedo launchers and three laser cannons to the ship's armaments. (GG6)

Sudden Demise

a phase of sabacc in which two or more players are tied at the end of a match, with hands that do not exceed the score of 23. Each of the remaining players is dealt a single card. If the additional card causes the player's hand to exceed 23, he is out of the match. This continues until only one player is left to claim the pot. (LCF)

Sudden Restoration

this Carosite HS-1 hospital ship has been named for the ship's ability to appear suddenly whenever medical attention is required. The survival rate of injured beings brought on board the *Sudden Restoration* is legendary. Many of the patients brought on board are transported to Carosi Alpha Hospital for further treatment. The New Republic asked the Carosites to hangar an X-Wing fighter on the *Sudden Restoration*, in case of attack from Imperial forces. (PG2)

Suel, Jaizen

this Jedi Knight was one of the few members of the Jedi Order to fly a Cloakshape fighter into combat, during the last years of the Old Republic. His modified ship was known as the *Dawn Raider*. (NEGV)

Suele

this *Interdictor*-class cruiser was part of the Imperial fleet, during the height of the Galactic Civil War. (TIE)

Sufar

this leaves of this low-growing plant could be blanched or fried, or served raw as part of a salad. (SESB)

Sufar

this Corellian outlaw was exiled from his colony for a murder he committed some six years before the Battle of Endor. He was not a physically imposing man, but carried about himself an air of cold-blooded savagery. Early in the era of the New Republic, Sufar was a member of the bounty hunter gang known as Qulok's Fist. (DARK)

Sufezz

this Outer Rim world was the site of a Shrine of Kooroo. (SWJ13)

Sugai Sector

along with the Kakani, Ikenomin, and Fusai Sectors of the galaxy, this sector made up the Outer Zuma region. (GMR9)

Suhlak, N'dru

this young man was washed out of the Alliance's Tierfon starfighter base for his excessive insubordination. However, Suhlak was an excellent pilot, having learned from the likes of Jek Porkins and Wes Janson, and soon found work as a hunt saboteur. Suhlak once tried to evade Boba Fett above Uhlenden by placing specialized transparisteel plates between his Z-95 Headhunter and *Slave I*. The transparisteel was manufactured to filter out certain wavelengths of light, providing Suhlak with the ability to disappear as long as he remained in line with Fett's ship. He also placed a normal piece of transparisteel behind the optically-filtered piece, in case Fett survived the first one. However, Fett discerned Suhlak's set-up and evaded both pieces. He then boarded the modified Z-95 and took possession of Suhlak's cargo, Ob Fortuna. The two met up several years later, during Boba Fett's search for answers surrounding Neelah and Kuat of Kuat. This time, Fett hired Suhlak to transport him to Tatooine and back as fast as possible, following the damage to the *Hound's Tooth* and the loss of *Slave I*. He kept his part of the bargain, eventually returning Fett to Dengar and Neelah aboard the *Hound's Tooth* near Oran-m. (SLS, HM)

Suicide Peak

this specialized obstacle was used on swoopchasing courses. In its basic form, the Suicide Peak is a modified version of the Pop 'n' Drop obstacle. However, the Suicide Peak employs a drop off of up to 30 meters between the top of the front side of the bank and top of the back side. The gap between the banks is also increased, often to fifty meters. (BSS)

Suicide Tooth

this device resembled a regular human tooth, but was filled with deadly gas before being inserted into the jaw. When a human was forced into a situation where death was imminent, they could use the suicide tooth to kill their captors as well as themselves, thereby eliminating the threat. (SWG3)

Sujir

this man was a member of the Karazak Slavers Cooperative team sent to capture Janissa Locrin. (GG11)

Suka

this was a common name among the Menahuun people. (UANT)

Sukarian

this H'drachi (human?) served as the Vicebaron of M'haeli when Lando Calrissian and Mara Jade stopped there, during their search for information on Jorj Car'das. (VOF)

Suki

this woman was native to the planet Gadrin, during the last decades of the Old Republic. Suki and her friend, Amaya, spent much of their free time roaming the bars of Gadrin for men to have fun with. (EOS)

Sul

this was a common name given to Zabrak males. Like many Zabrak names, it related to survival characteristics, and meant "second-born son". (GCG)

Sula

this woman, the Queen of the planet Presteen during the height of the New Order, was also a noted sabacc player. (RESB)

Sulahb

this Sullustan starship mechanic was a quiet, hard-working being who was very meticulous about her work. (GMH)

Sulamar

one of the few Imperials who survived the early years of the New Republic, Sulamar sought power under the guise of a General, a rank which was never recognized by the rest of the Imperial forces.. He aligned himself with Durga the Hutt in the early planning stages of the Darksaber project. When Crix Madine was captured trying to sabotage the battle station, he revealed that Sulamar was really a bungling fool who couldn't hold a position because of his constant failures. (DS, ECH)

Sulan Bek

this was a noted member of the Arkanian race. (UANT)

Sulen

this was one of the most common female names among the Corellians. (GMR9)

Sulfaro

this plant is found on the planet Kirdo III, and is a food source used by the chooba. (GG4)

Sulfur Archway

this was the name given to a section of the Agrilat Swamp Circuit, one of the most popular swoop racing courses of the New Order. (SWGAL)

Sulfur Lake Pirates

this gang of pirates, with members and chapters from across the galaxy, was active during the height of the New Order. (QQRG)

Sulfur Slug

this disgusting parasite was native to the planet Lok. (SWI62)

Sullinil's Calamari Cuisine

this restaurant specialized in the preparation and serving of Mon Calamari delicacies. (GG11)

Sullorians

an alien race. (BHSW)

Sullub Soonin

this Sullustan served as Drev Jalok's co-pilot aboard the *Skyjumper*. (SWJ5)

Sullust

primary planet in the Sullust system, known for its mineral mines and technologies. It is a volcanically-active world with a hot, noxious atmosphere wracked by violent storms. Thus, the native Sullustans prefer to live underground, in the cool, humid caves that riddle the planet's mantle. There are also a number of underground lakes and caverns that support a surprising amount of life forms. The huge, diversified SoroSuub Corporation grew out of the caves, and when the Sullustan Council faltered, SoroSuub announced that it was aligned the planet with the Empire. Many of the working class Sullustans could not believe this, and a wave of Rebellion swept through the planet's inhabitants just before the Battle of Endor. It was then allowed to be the stop-over site for the massing Rebel fleet prior to the destruction of the second Death Star. (ROTJ, SWSB)

Sullust

this New Republic CR90 Corvette was part of the force sent to liberate the planet Ciutric from the control

of Prince-Admiral Krennel. It supported the flagship *Emancipator*, along with several other Corvettes and a trio of Nebulon-B frigates. The ship took a tremendous pounding in the battle, and barely survived. (IR)

Sullustan

this race of small, mouse-like humanoids was distinguished by their huge black eyes, loose jowls, and pointed ears. They salivate quite often, and live underground to avoid Sullust's inhospitable atmosphere. Their ingenuity and adaptability has allowed them to create huge underground cities, and their technology has grown at an incredibly fast rate. They have an intense sense of direction, having lived in caves all their lives, and have the uncanny ability to remember a path or map exactly, even after the first time they see it. Thus, many of the Sullustans have become pilots and navigators. Many Sullustans, after the age of 30 standard years, begin to experience corneal defects, and must be fitted with special visors. (ROTJ, AC, MTS, COJ)

Sullustan

this was the native language of the Sullustan people. (EGP)

Sullustan Blast Rifle

see Kylan-3 (AEG)

Sullustan Council

this was the primary governing body of the planet Sullust, during the last decades of the Old Republic. Most often, the President of the Sullustan Council also served on the Board of Directors of the SoroSuub Corporation. This became more and more apparent after the election process was expanded to include all shareholders of SoroSuub, shortly before the Battle of Naboo. (HNN4)

Sullustan Gin

an intergalactic alcoholic spirit. (TJP)

Sullustese

this was another name for the language of the Sullustan race. (SON)

Sullute

this MC40a was part of the Alliance's fleet, during the Galactic Civil War. (TIE)

Sully Tigereye

this Trunsk was a decorated member of the Special Forces of the Alliance and the New Republic, as a member of Andrephan Stormcaller's Red Alpha unit. When Stormcaller resigned his commission after the Republic ignored the Pentstar Alignment's takeover of Entralla, Sully and several other members of the unit left with him. They formed the Red Moons mercenary unit, and fought the Alignment themselves. Sully was the leader of the group which was sent to Gabredor III to rescue the children of the Cantras Gola ambassador from the Karazak Slavers Guild. (SWJ3, SWJ8, TFE)

Sulon

an arable, inhabitable moon of Sullust. The human population was often at odds with the Grave Tuskens that ravaged the plains, especially after the Empire imported base-stock Tusken Raiders from Tatooine to assist in rooting out rebellious individuals. Much of the moon's surface was used as farmland, although the ground was hard to work and most settlers barely eked out an existence. (DF, DF2, RAG)

Sulon Star

this cargo ship made regular run within the Sullust System, during the height of the Galactic Civil War. (RAG)

Sulorine Sector

this area of the galaxy bordered Ansuroer Sector and the Iotran Expanse. (SSR)

Sulphor

this planet, a ball of searing rock, was the innermost world of the Velus System. (CCW)

Sulphur Pits of Vulcar

this vast plain of sulphur-laden geysers and sinkholes was located on the planet Vulcar. The working conditions at the Sulphur Pits were comparable to those at the Spice Mines of Kessel. (MDCAR)

Sult

this was one of the more common Kel Dor surnames. Its meaning translated into Basic as "female ruler" or "queen". (GCG)

Sultur

this was one of the largest landmasses found on the planet Zolan. When the Zolandars were forced to discover a way to fight back against the intense solar radiation which was bombarding their planet, most of them fled to the Sultur continent. (GMR10)

Suluk

this Imperial ETR-3 escort transport was used during the Galactic Civil War. (XWA)

Suma

this tall, reedy plant is native to the planet Naboo. It spreads when its sticky seeds attach to the bodies of the swamp animals which eat it, like the pom hopper. The petals of the suma's flower crushed and mixed with water by the Gungans to create ink. (GF)

Sumarin

this remote world was known its wondrous, atmospheric composition, which was known throughout the galaxy as the Seven Skies of Sumarin. (MJH)

Sumichan

this female Chiss warrior was one of the pilots who accompanied Jagged Fel and Shawngyr Nuruodo on their fact-finding mission into the New Republic, after the Yuuzhan Vong invaded the galaxy. Sumichan remained with the Chiss squadron after the Battle of Ebaq, and served under the command of Eprill while Jag accompanied the Solo family on a mission to restore communications across the galaxy. (FH1)

Su-mil

this younger Eickarie was part of a small group that agreed to help the Empire of the Hand defeat the Warlord, some twenty-two years after the Battle of Yavin. Su-mil was a member of the Meen-tris family, which in turn was part of the Sav-ro clan and the Hu-shi-crive tribe. He urged cooperation with the Imperial 501st Legion's stormtroopers, despite the angry words of Ha-ran and other elderly Eickarie. Su-mil agreed to help Twister and his troopers enter the Warlord's fortress, on the condition that they freed the Eickaries who were being held prisoner there. Twister reluctantly agreed to the bargain, knowing that his troops needed every advantage they could obtain. Unknown to Twister and Aurek Company, Su-mil had a plan of his own. He pretended to be one of the Eickarie who supported the regime of the Warlord. As soon as they were underneath the Warlord's fortress, Su-mil betrayed the stormtroopers to the Lakran mercenaries. During their interrogation by the Lakrans, however, Su-mil pointed the muzzle of his weapon at Twister's eyes, left and right in turn, to indicate whether or not he was telling the truth. Whenever he pointed at Twister's left eye, it indicated a lie; at his right eye, the truth. In this way, Su-mil was able to get the Imperials deep inside the Warlord's lair with minimal loss of life. Then, when the Imperials freed the Eickarie prisoners, Su-mil deferred to Ha-ran, allowing the old Eickarie to speak to the prisoners and ensure that they agreed to the United Tribes Agreements. Then, as the combined forces reached the Warlord's central chambers, Su-mil and his soldiers burst through the doors in front of the Imperials and attacked the Warlord. The Eickaries eliminated the Warlord's bodyguards, but Su-mil kept his end of the bargain and left the Warlord alive for the Imperials to capture. Despite his bravery and heroic actions, Su-mil was villified by his fellow Eickarie for striking the bargain with the Imperials, since it deprived the Eickarie and the United Tribes of Kariak of vengeance against the Warlord. Twister then extended an offer to Su-mil, asking if the Eickarie wanted to join the Imperial 501st Legion. Su-mil thought only a moment or two before accepting the offer. After completing his training, Su-mil joined the 501st Aurek-Seven unit, where he became known as Grappler among his fellow troopers. He was part of the unit when it accompanied Chak Fel on a Chiss-led mission to locate the remains of the Outbound Flight Project, and took a large amount of fire when the Vagaari pirates launched their attack. (FB, SQ)

Sumitra Sector

a relatively unpopulated sector of the galaxy during the Galactic Civil War, the Alliance set up one of its fighter bases there, on the planet Tierfon. The Sumitra Sector contains 12,387 planets and moons, making the odds of the Empire finding the Tierfon base extremely slim. (SWSB)

Summat

this is a sacred Fyodoi ritual in which all the tribal chiefs gather and begin shouting at each other in gibberish. They continue for hours until all the chiefs suddenly stop. They stand up and set all but one of the huts on fire. The summat is actually a re-enactment of the Great Cleansing, and helps remind the chiefs of the dangers that come with technological advancement. (PG2)

Summergnat

this tiny insect was known to travel in large swarms, and was attracted by the scent of nerfs. (BP)

Summerside Tour

this was the name of Fitz Roi's Core-wide musical tour, but it was cancelled shortly before the Battle of Yavin for unknown reasons. (SWJ4)

Summertime War

this was the name given to the intense civil war that broke out between the native Korunnai and the off-world Balawai of the planet Haruun Kal, several decades before the onset of the Clone Wars. It began as a clash of interests, with the Korunnai following the grassers who destroyed the jungles, while the Balawai relied on harvesting the bounties of the jungle to make credits from their exports. For thirty years, the Korunnai staged guerilla raids on Balawai operations, while Balawai militia used gunships and other tracking methods to eliminate any threats. Over time, the Balawai discovered that the key to defeating the Korunnai was to eliminate the grassers. Any grasser found in the open was shot on sight, and the Korunnai were forced to respond. Balawai prospectors, known as jups, were ambushed in the jungles and never heard from again. Over the years, Korunnai children were taught to hate the Balawai, just as Balawai children were raised to shoot Korunnai on sight. Because the war was best fought during the late spring and early summer, before the autumn rainy season and the snows of winter made passage through the jungles impossible, the civil war became known as the Summertime War. During the autumn and winter, both sides spent their time getting ready for the next round of fighting. The Korunnai also came to hate the Separatists, since they supplied the Balawai with weapons and technology, while the Korunnai fought with primitive weapons and tactics. The Summertime War dragged on for many years until the Clone Wars, when the Separatists wooed the Balawai with promises of "freedom" in exchange for control of the Al'Har System. This, combined with the attempt by the Jedi Master Depa Billaba to bring the Korunnai into the Old Republic, forced Mace Windu to return to his homeworld. Once there, he and Depa launched a desperate plan to defeat the Balawai and eliminate Separatist control of the system. With victories at the Battle of Lorshan Pass and the capture of Pelek Baw, Masters Windu and Billaba helped the Korunnai finally defeat the Balawai. With the droid control center in Pelek Baw destroyed, the Separatists were also driven from the system. With the end of hostilities, the Korunnai and the Balawai agreed to work together to form a common and equally-represented government. (SHPT)

Summit Class

one of the more famous graduating classes of the Galactic Outdoor Survival School, Summit Class included the Rellarin scouf Lunkar An. Summit Class held all the records for completing their final examinations for seven years, until their time of 129.1 standard hours was smashed by Twilight Class, which finished in just 103.7 hours. (AIR)

Sump

this planet, located along the border between the Mid Rim and the Outer Rim, was the homeworld of the Nuknog race. Nearly a millennium before the Battle of Yavin, the nuknog race literally sold their homeworld to a consortium of unscrupulous businessbeings in exchange for jobs, food, and accommodations. What they got were leftover rations, prefabricated barracks, and generations of indentured and unpaid labor. After several centuries, the Old Republic tried to intervene, shutting down the businesses and ordering hundreds of years of back wages to be paid. Eventually, Sump was returned to the Nuknog people. (IWE1, SWDB, UANT)

Sumptor, Banner

this Imperial officer was part of the team which was stranded on Dolis 3 in the wake of the peace accord signed between the Imperial Remnant and the New Republic. Banner joined Moff Derran Takkar in his plan to disrupt the wedding of Mara Jade and Luke Skywalker, as a way to strike back against the New Republic. Despite his loyalty to the Empire, Banner was unsure about the petty plans of Moff Takkar and his wife, Anlys. He went along with them, traveling to Coruscant and trying to take out Luke in a brawl, but couldn't bring himself to kill anyone. The wedding, in Banner's mind, was a sign that the galaxy was healing itself, and killing someone would only bring more strife. When Anlys ordered Banner to shoot Jari'kyn, so that the Imperials could steal Mara's wedding dress, Banner refused. Instead, he shot Anlys' escort and was nearly killed by Anlys, but Jari'kyn struck the woman on the head with a section of pipe. Banner and Jari'kyn incapacitated the Imperials, brought the dress to the wedding chapel, and then brought the Imperials to jail. Banner then decided to join the New Republic, and told the police about Moff Takkar's plans to disrupt the wedding. (U)

Sumrian

this race is native to the Lol System. They are known for their base-eight mathematical system, which is based on the fact that they have four fingers on each hand. They are credited with creating the Df measurement. (ISB)

Sumteh Ohleyz

this was a response to a clan greeting in the High Tongue, used by many Corellian families during the millennia before the Clone Wars. Usually, one's family name was inserted to indicate more detail on the relationship. Eventually, most families dropped the High Tongue in favor of the Basic language. (MJH)

Sun Beetle

a bantha-sized insect raised by the Kubaz on Kubindi. They were used as beasts of burden until they were replaced by machines. Although it has been deemed illegal, sun beetle fights are often staged in the criminal underground. (GG4, SWJ10)

Sun Caves

these natural grottoes were the home of the Golden Sun. (BGS)

Sun Crusher

third-generation superweapon designed by Qwi Xux and built by Tol Sivron at the Maw Installation. It is a long, four-sided ship about the size of a 6-man fighter, with nearly-indestructible quantum molecular armor plating and a transmitting dish mounted underneath. The dish launches a modulated resonance projectile into a star's core, causing the star to explode. The Sun Crusher flies in a unique upright position similar to a B-Wing, but it has no wings or stabilizers. It was armed with five laser turrets mounted on top and at the four top corners. The prototype built at the Maw was thought to be destroyed by the New Republic after it was recovered from the Maw when Han Solo and Kyp Durrone escaped in it. The Sun Crusher was sent into the core of Yavin to be crushed, but it was later stolen by Kyp Durrone. Kyp was under the influence of Exar Kun and the Dark Side of the Force, although it worked - to a degree - in the New Republic's favor. He felt that the Imperial weapon should be used to harry various Imperial worlds. The Sun Crusher worked to perfection, but Kyp eventually returned from the Dark influence of Kun to return the ship to the Republic. It was destroyed when it was sucked into the black holes of the Maw. (JS, DA, COTF, EGV)

Sun Crystal

this unusual gemstone is found only on the planet Jazbina. The crystals are mined in near-total darkness in order to avoid activating the crystals. When they come into contact with light, the crystals absorb it and then shine it back ten-fold in a blinding display. Jazbinans have been known to become addicted to the intense light the crystals shed, and often stare into the planet's sun in an effort to relive the experience. However, this additional light only damages their eyes further. The only way to cure the addiction is to remain in complete darkness until the urge to look into the light passes. (VQ)

Sun Djem

this was one of the "marks of combat" defined by the Jedi Knights as part of their lightsaber combat

training. *Sun djem* involved the disarming of a opponent without causing physical injury. While *sun djem* was one of the basic objectives of Form I combat, the focus of subsequent Forms on the control of one's lightsaber made *sun djem* all but impossible against another Jedi. (SWI62)

Sun Dragon

this is a large, avian reptile. (POT)

Sun Fac

this Geonosian was Poggle the Lesser's chief aide, during the years leading up to the Battle of Geonosis. He was known to be exceptionally intelligent and creative, even for a Geonosian, and played any role that Poggle demanded of him. These roles included attentive aide as well a heartless executioner, although he was most often the Geonosian who first met with offworlders who had business with Poggle. He was also placed in charge of conducting business on behalf of the lesser hives, which many considered an insult to their pride. Sun Fac reveled in this, taking advantage whenever he could, but also earning the hatred of the other leaders. (AOTCN, VD2, GORW)

Sun Guard

an armored unit of ferocious warriors from the Thyrsus System, the Sun Guard was one of many military units that was active during the Clone Wars. (ISB, WOA34)

Sun Gun

this is a form of spear gun used by Sedrian warriors. (BGS)

Sun Jammer

this archaic form of transport used solar wind to move through space. These craft were incredibly large: the main collector dish measured 1,000 meters across, and the main fuselage was 450 meters long. During the Old Republic, and again as the New Order gained control of the galaxy, sun jammer races were quite popular. (GFT)

Sun King

this ancient man was the harbinger of summer, according to the Ewoks of the Forest Moon of Endor. He was the brother of the Leaf Queen and her sister, the Flower Queen. Their power to change the seasons resided in the beautiful Season Scepter, which was passed from sibling to sibling. (ECAR)

Sun Skipper 2000

this form of sun jammer was manufactured by Starshipwrights and Aerospace Engineers Incorporated. It required a pilot and co-pilot to operate, and could carry a single passenger and up to 300 kilograms of cargo. Many of these vehicles were modified for racing applications, during the height of the New Order. (GFT)

Sun Squadron

the designation of the TIE Fighters garrisoned at Revos, on the planet Storinal, shortly after the Battle of Endor. (WS)

Sunaj

the Star Destroyer *Relentless* was supposed to meet a supply convoy here, but it was destroyed by Alliance forces. (XW)

Sunaj IV

the Imperial frigate *Juvani* was destroyed by the Alliance near this planet. (FP)

Sunber, Janek

this man was a native of a backwater world who made his own way through the Imperial Academy, relying on brains and physical skills - rather than a Core Worlds background or political maneuvering - to succeed. This meant that, after he proved to be an average pilot during his training, he was relegated to a career in the infantry. Where other officers used their connections to earn promotions, Sunber earned promotions through hard work and diligence. He was one of a handful of officers who worked side-by-side

with the troops under his command, which earned him the respect of his troops. Just after the Battle of Yavin, Lieutenant Sunber found himself stationed on Maridun with his commanding officers, Captain Gage and General Ziering. Although Ziering appreciated Sunber's openness and candor, Gage and Commander Frickett thought him to be a pretentious poser whose only goal was to show up his immediate superiors. However, Sunber proved more than capable during an Amanin attack, and Ziering recognized that he was much more capable of commanding these forces than either Gage or Frickett. After Frickett's death and Gage's failure to estimate the enemy, Ziering promoted Sunber to Captain and placed him in charge of defending the survivors. (SWELM)

Sunberry

this species of tree, native to the Forest Moon of Endor, was favored by the Ewoks for its succulent berries. (ECAR)

Sunbird

a Nharwaak transport ship destroyed by the Empire near the hidden Nharwaak base. (TIE)

Sunblossom

this beautiful flower was distinguished by its large blossoms, which opened every morning when the sun rose. Despite their pleasant appearance, a number of potent poisons could be extracted from its petals, leaves, and stalk. (HIV, TCD)

Sunburst Mining

this mining corporation operated a series of mines on the planet Cularin, during the height of the Old Republic. Sunburst spent a large sum of credits in developing a series of mines on Cloud Mountain, hoping to discover the large caches of rare minerals believed to have existed within the Mountain. However, the minerals were never found, and Sunburst went bankrupt when it couldn't repay the debts it incurred while digging the mines. (WOTC, EOS)

Sund

a weapons manufacturer. (CCG3)

Sundance

this light exploration ship, piloted by Kyp Durron, accompanied the *Courane* and the *Fireeater* during the defense of Nam Chorios from the fleet of Moff Getelles and Admiral Larm. (POT)

Sundar

the human inhabitants of Sundari. (SWJ5)

Sundari

this planet, the third in the Garos System, was settled about 4,000 years before the Galactic Civil War. It is an arid world, with little or no natural resources except the ores that can be extracted from its rocky surface. A number of mining operations sprang up, and were supported only through sustained trade with Sundari's planetary neighbor, Garos IV. Over the millennia, a mutual relationship evolved which was recently broken. About 200 years prior to the Battle of Yavin, Sundars began moving to Garos IV, and the cultural mix began to grate. An intense civil war broke out, and lasted 82 years before Tork Winger and Tionthes Turi were able to come to an agreement over its ending. Small violations of the truce were noted until the Empire invaded the system, when all such "petty battles" were summarily put to rest. (SWJ5)

Sunder

this was the name of Jedi Master Plo Koon's personal space transport ship. (WOTC)

Sunder 9

this was the codename used by Doctor Nashiak Llalik for his first design of personal power armor. The design itself was scrapped when personal armor was outlawed by the Empire, but he used many of its innovative features in the design of the armor worn by zero-g stormtroopers. The Sunder 9 prototype was armed with a blaster cannon and a flame thrower, and had a rocket pack for quick movements. It provided protection in aquatic and zero-g environments, and used a heat-sensitive body glove to protect

the wearer. A sensor package and active monitors provided the wearer with a 270-degree field of vision, in light or dark, and even underwater. (AIR)

Sundiver

this *Acclamator*-class troop transport was the flagship of the fleet that was assigned to Jedi Masters Saesee Tiin and Plo Koon, during their mission to prevent the defection of Rendili's home fleet, near the end of the Clone Wars. (RDR)

Sundog

a group of Alliance CR90 corvettes that was attempting to supply Harkov's fleet during its defection. (TIE)

Sundown, Taxer

this land baron controlled much of the moisture farming property on Ord Mantell, during the last decades of the Old Republic. He arrived on Ord Mantell with the goal of "cleaning up" the planet, but he simply killed the existing land barons and usurped their operations. Sundown then blamed the deaths on the Mantellian savrips, and incited the villagers to kill the savrips. In the meantime, Sundown set up his operations on Ten Mile Plateau, where he operated a solar energy collection facility. He employed a group of lightsaber-wielding enforcers to protect his facility, in an effort to enhance his projected image as a former Jedi Knight. Qui-Gon Jinn and Obi-Wan Kenobi discovered that the enforcers lacked any independent will, as if Sundown were controlling them with The Force. When the Jedi began to discover Sundown's true motivations, he tried to capture Nella Bold and kill the Jedi. When he tried to escape in Nella's T-24 speeder, Sundown was unprepared for Obi-Wan's attack. Obi-Wan managed to destroy the top fin on the speeder, and Sundown was unable to control the craft. It crashed on Ten Mile Plateau, and Sundown's neck was broken in the crash. Qui-Gon and Obi-Wan then discovered that Sundown had been using a mind-control device to augment his claims of being a Jedi Knight, as part of a grander plot masterminded by Baroness Omnino to discredit the Jedi. (LSOM)

Sun-dragon

according to the mythology of the planet Tatooine, a sun-dragon lived inside the stars Tatoo I and Tatoo II. Smaller cousins of these sun-dragons were believed to inhabit the cores of fusion furnaces. (E3N)

Sune, Jorga

this man was a crimelord who lived in the city of Iritsa, on Chazwa, during the height of the New Order. He was the only serious rival to Hahz Fallone, and the two maintained an uneasy cease-fire in order to keep the city intact. Sune later revealed that he had helped Fallone begin mining the the planet Eckless, but Fallone later stabbed Sune in the back and made off with the Black Sphere. Sune spent much of his resource trying to locate the Sphere. Shortly after the Sphere was returned to Eckless, Sune and his forces were destroyed by an Imperial fleet while they were searching for the location of Eckless. For some reason, they had stumbled into a system which was deemed off-limited by the Empire, as a result of using the coordinates the found in a false Black Sphere they acquired from Fallone. (ND)

Sunesi

this was the sentient race of humanoid amphibians which evolved on the planet Monor II. In their native language, the word Sunesi means "pilgrim." The Sunesi are born as furry, senseless creatures who have little idea of the world around them. They are born with diffuse nervous systems and the ability to breathe in the planet's cirrifog-dense atmosphere. After about 15 standard years, they go into a hibernation-like state and begin to pupate. It is at this time that the cirrifog atmosphere is most important, for the small crystals in the fog are a necessary part of their metamorphosis. When mixed with their natural sweat, the crystals in the cirrifog help create a protective cocoon. Inside the cocoon, the young Sunesi are transformed into adults. However, the cocoon's shell becomes quite hard, and many juvenile Sunesi do not survive their pupation because they cannot break out of it. Those which do emerge from their cocoon become intelligent, hairless adults. The turquoise-colored adults have the ability to speak with their mouths, but can also communicate via ultrasonic waves created within their large crania. Their enlarged heads earned them the nickname "lumphheads." The Sunesi have long, thin limbs, and four thin fingers on each hand. The fact that all adults have survived the metamorphosis has led to a species-wide belief in reincarnation. (SWJ10)

Sunfighter Franchise

an alias used by Han Solo for the *Millennium Falcon* when he lands on Etti IV after delivering weapons to Duroon. (HSE)

Sunfire 1000

this flame projector unit was developed and manufactured by Merr-Sonn during the years leading up to the Clone Wars. It could be mounted on an atmospheric craft or speeder. (SHPT)

Sunfire Outpost

this remote outpost was located in the deserts of the planet Tatooine, and was established to serve as an early-warning site for vicious storms or Tusken Raider attacks. It was eventually abandoned after a wave of Tusken Raider attacks decimated the support staff and pillaged its supplies. Over time, the ruins of Sunfire Outpost became a haven for desert travelers, although it was constantly under the watchful eyes of the Tusken Raiders. During the height of the Galactic Civil War, Imperial forces tried to occupy the outpost, but were driven off by the Tusken Raiders. (SWMW)

Sunfruit

a small fruit, often fermented and used to make a flavorful liqueur. (SE, IF)

SunGem

Jedi Master Arca Jeth's Delaya-class courier, the *Sungem* seemed to many of Master Arca's contemporaries to be too powerful a ship for a Jedi. However, these detractors had never actually been inside the courier ship. He had converted most of the cargo space into Jedi training facilities, and adorned the ship with Jedi sigils and a few personal artifacts. Individual chambers could have their environments altered to suit the needs of alien species, and could help Master Arca simulate hostile environments. (EGV, TOJC)

Sunglobe

an Ithorian light source. Also called a solar globe. (COJ)

Sungrass

this *Xiytiar*-class freighter was assigned to Wraith Squadron by the New Republic, during the hunt for Warlord Zsinj. Commanded by Captain Valton, the ship was ugly but nonetheless spaceworthy. (IF)

Sungwa

a huge, doglike creature found on Bodgen. (DCAR)

Sun-jammer Racing

this sport was known in casinos which catered to betting on sporting events. (GG11)

Sunken City

as its name implies, this abandoned city has begun sinking below the surface of the planet Aquilaris. About half of the city remained above the water, and the natives of Aquilaris left it in this state as a monument to those that survived its demise. During the last decades of the Old Republic, several podracing courses wound around and through the sunken city. (RAC)

Sunken City Run

this was the name given to the pro-circuit podrace which wound through the continually-changing city of Sunken City, on the planet Aquilaris. (RAC)

Sunlet, Merc

this native of Tirac Munda was a crafty thief with a heart of gold. Well-travelled and highly skilled, Sunlet was proficient in many languages. He was often hired by wealthy individuals who wanted him to find holes in their personal security systems. (CCG2)

Sunlight Franchise

Han Solo and Droma used this alias for the *Millennium Falcon* when they traveled to Tholatin in search of

information on the whererabouts of Roa and Droma's family. Han assumed the identity of Miek while using this alias. (JE, SBS)

Sun-lizard

this reptile, native to the planet Tralus, could regenerate its limbs and tail. (EGP)

Sun-miner

a small spacecraft used by various ancient gas mining crews to collect elements from the corona of a star. (TOJR)

Sunn-Childe, Cody

this anti-Imperial radical was one of Mon Mothma's early supporters, during the formation of the Alliance. An unusual humanoid being with a frog-like face and tall pointed ears, Sunn-Childe later left the Alliance and a life of violence behind. He established a base of operations on an unusual starship, which resembled a floating jungle with a dome-covered city at its core. This starship was capable of inter-dimensional travel, and escaped the known galaxy for many years until Lando Calrissian and Chewbacca stumbled upon it, shortly after the Battle of Hoth. It was on this strange ship that Sunn-Childe and his followers sought to escape from the madness of the Galactic Civil War, after Sunn-Childe himself emerged rejuvenated from the fires maintained by the M'ust race. It was from the M'ust that Sunn-Childe learned to control his desire for violence, and eventually became a peace-loving individual. It was from the Flame-God of the M'ust that Sunn-Childe claimed to have learned the ability to bring his dreams to life, a skill that allowed him to build his wondrous spacecraft and travel between dimensions. However, all his repressed violence manifested itself as the jungle outside the city, where dangerously wild M'ust patrolled the environs, contained only through tremendous effort on the part of Sunn-Childe himself. When Captain Pliikk and her Imperial forces discovered the inter-dimensional location of Sunn-Childe's floating city, she tried to destroy it using the combined firepower of her ships. Sunn-Childe's anger at being attacked flared up, manifesting itself as powerful demons that crippled the Imperial ships. Appalled at his own violence, Sunn-Childe and his majordome Beelyard decided that there could be no peace without sacrifice. Knowing that the Imperial ships were badly damaged, Sunn-Childe called off the demon attack, allowing Pliikk to restart her own assault. Pliikk used energy from her ships' hyperdrives to destroy Sunn-Childe's floating city, but in doing so she stranded her fleet in the interdimensional nothingness. (NEGC, MC46)

SunnGunn

this small corporation produced a variety of industrial-strength light sources. (WSV)

Sunnida

this group of smugglers' freighters was detained by Imperial Customs for carrying illegal drugs during the Galactic Civil War. (TIE)

Sunny Side of Ryloth

this song, written and played by the band Red Shift Limit, first appeared on the compilation *Thoughts from the Core*. It was banned by the Imperial Board of Culture. (GG9)

Sunpetals

this flower is found on the planet Timora. (SWJ4)

Sunrider

this was the name of the small transport ship used by Jedi Master Ikrit, during the early decades of the New Republic. Ikrit found the ship in the hangar at Bast Castle, on the planet Vjun, during a mission to recover the lightsaber of Obi-Wan Kenobi. Anakin Solo, the grandson of the castle's builder, Darth Vader, decided that Ikrit could have the ship for his own use. Ikrit named the ship for Nomi Sunrider, an ancient Jedi Knight who gave up the use of her lightsaber in much the same way that Ikrit had done. The ship was later stolen by Uldir Lochett, when he tried to apprentice himself to the Mage Orloc as a youth. Uldir flew the *Sunrider* to Exis Station to meet Orloc, and parked the ship in an abandoned docking bay. Unfortunately for Uldir and Master Ikrit, the Ranats which had infested the station dismantled the ship for parts. (VF, KB)

Sunrider, Andur

Andur was the grandson of Jev Sunrider, and followed in his footsteps to take up training with the force. Andur trained initially under Master Chamma, until Chamma could no longer teach him. Andur had not yet completed his training, however. Master Chamma sent him to take some Adegan crystals to Master Thon, and to continue his training on Ambria, so Andur packed up his wife, Nomi, and their infant daughter, Vima, and headed for the Stenness System. However, upon reaching the main spaceport terminal, Andur tried to avoid a confrontation with some thugs and was killed by the bite of a gorm worm when his attention was elsewhere. (TOJ, TOJC)

Sunrider, Jev

this ancient Jedi Knight served as the watchman of the Darada System four millennia before the Battle of Yavin. He was later dispatched to Krayiss Two with three other Jedi Masters, to determine the cause of the evil growing there. None of the Jedi ever returned, but Jev's shimmering ghost soon appeared to his grandson, Andur, imploring Andur to take up the Jedi training nad help confront the growing evil in the galaxy. (TOJC)

Sunrider, Nomi

the wife of Andur Sunrider, Nomi accompanied her husband on a mission to deliver Adegan crystals from Master Chamma to Master Thon. When they were waylaid in the Stenness System and Andur was killed, Nomi suddenly realized that she was as strong with the Force as her husband was, if not stronger. She quickly dispatched the thugs that killed Andur, using his lightsaber to cut them down. She feared the use of the weapon, and later continued her dead husband's trek through the Stenness System to deliver the Adegan crystals to Ambria. There, she herself picked up the Jedi training that was meant for her husband. She trained under Master Thon, who discovered that Nomi was proficient in the use of Jedi battle meditation. Thon also started training Nomi's daughter, Vima. When Bogga the Hutt pursued Nomi and her Adegan crystals to Ambria, Nomi again resisted the use of the lightsaber, but took it up to defend her Jedi Master. She dispatched Bogga's minions, and strode further down the path to becoming a Jedi. It is later revealed by Thon that Nomi's coming is foretold in at least one of the Jedi Prophecies. She was later assigned to assist Ulic Qel-Droma in quelling the civil war in Onderon system, and eventually fell in love with Ulic. That love was short-lived, though, for Ulic fell down the path to the Dark Side of the Force in his attempt to penetrate the Krath. They tried to defeat the Krath in the Empress Teta System, but were repelled. She was part of the Great Council on Deneba, and later returned to the Tetan System to try and persuade Ulic from his dark quest. Her love for him proved to be lesser than his desire to avenge Arca's death, and he left to become Exar Kun's apprentice. She returned to Master Thon, and was caught by Crado and Oss Willum, who had come to kill Thon as part of Exar Kun's pogrom. She and Sylvar were able to stave off the attack, but Nomi was drawn deeper into the Great Sith War. When Ulic Qel-Droma was captured and brought to trial on Coruscant, Nomi went with Cay Qel-Droma and Tott Doneeta to try and appeal to Ulic. His Sith possession was too deep for Nomi's love, and the appearance of Exar Kun only strengthened Ulic's powers. Nomi and the other Jedi were powerless as Kun executed Vodo-Siosk Baas, and struggled to follow Ulic and Kun to the Auril Systems. Nomi went to Ossus to assist with the evacuation of the Jedi libraries after Aleema destroyed the Cron System, and was again caught up in Ulic's demise. After Ulic murdered his brother, Cay, Nomi was so enraged that she used the Force in an attempt to cut Ulic off from the Force. Her anger made the attempt extremely effective, and Ulic was completely cut off from the energy of the Force. She resolved herself to the fact that Ulic would never love her again. In the aftermath of the Great Sith War, Nomi threw herself into politics and was the driving force behind the Exis Convocation, but lost track of her daughter Vima, who stowed away on Hoggon's ship to seek out Ulic on Rhen Var. Joined by Sylvar, Nomi traveled to Rhen Var to recover her daughter. She discovered that Ulic had never forgotten her, and had in fact carved the likenesses of Nomi and Andur into a cliff of ice with Vima's help. However, she was unprepared for Sylvar's arrival on Rhen Var, and even less prepared for Hoggon's killing of Ulic. After Ulic's body disappeared into the Force, Nomi vowed to focus more on the training of her daughter. Although the Jedi histories don't provide any further information on Nomi Sunrider, it is known that her daughter Vima continued the line of Sunrider Jedi Knights, and her line was thought to be ended with the death of Vima-da-Boda. (TOJ, DA, DLS, TSW, EGC, TOJR, ECH)

Sunrider, Vima

the daughter of Andur and Nomi Sunrider, Vima was born with a rich family heritage in the use of the Force. Little is known about her early training following the death of her father, but she showed an innate ability to talk with animals. During the Exis Convocation, Vima grew bored when her mother refused to train. Using her rudimentary skills with the Force, Vima stowed away on Hoggon's and convinced him to take her to Ulic Qel-Droma on Rhen Var. Vima believed that Ulic would train her in the Jedi way, despite his lack of contact with the Force, but was unprepared for his initial wrath. However, Ulic realized that Vima had been sent to him for a reason, and agreed to train her. Vima was a quick study, and soon built her own lightsaber. However, to Ulic's dismay, Vima began to grow impatient with the learning process. She was quickly calmed by Ulic, who feared losing her to the Dark Side of the Force. When Nomi arrived on Rhen Var to take her home, Vima refused to leave Ulic's side. Ulic, for all his despair, discussed things with Nomi and convinced her that he had tried his best to lead Vima toward the Light Side of the Force. When Ulic was killed by Hoggon, Vima and Nomi saw Ulic's body disappear into the Force, and realized that he still had the heart of a Jedi. With his last breath, Ulic proclaimed Vima to be a Jedi herself. Vima returned with her mother, who continued her training. (TOJ, TOJR)

Sunrise

this news program picked up the story initially written by Cindel Towani for *The Life Monitor*, detailing the various accounts of New Republic armed forces who fought and died during the Black Fleet Crisis. The article, drafted by Hiram Drayson, was designed to help bolster public support of Leia Organa-Solo. (TT)

Sunrunner

this immense, ocean-going cutter was one of the fastest ships on the planet Maramere, during the years following the Battle of Naboo. Ambassador Loreli Ro turned control of the ship over to Nym and his mercenaries, during their search for Sol Sixxa. The *Sunrunner* was unarmed, so Nym's crew took weaponry from their starship *Havoc* and mounted them aboard the *Sunrunner*. The ship was destroyed in the final battle between Nym and Sol Sixxa, when Nym purposely overloaded its power generators and crashed it into the Trade Federation cutter commanded by Ruuk. With the Federation ship out of the way, Nym asked Sol Sixxa to join his mercenary gang in fighting the Trade Federation's occupation of the Karthakk System. (CRBN)

Sunrunner zX

this Ikas-Adno landspeeder measured 6.2 meters in length. (GG7)

Sunry

this former soldier was among the many who fought for the Old Republic during the years leading up to the Great Sith War. A noted pilot, he was crippled in battle, but was later awarded the Republic's Hero's Cross medal for his valor. Sunry and his wife, Elora, were married for many years before it was discovered that Sunry was having an affair. It turned out that the woman he was seeing was actually the Sith officer, Elassa. Sunry admitted his mistake, and agreed to end the affair, only to find that Elassa had been murdered in their hotel room. Sunry fled the scene, but several witnesses saw him leave. He was accused of Elassa's murder and brought to trial, where his old friend Jolee Bindo agreed to defend him in court. As the trial played out, it became obvious that Sunry had been the victim of a Sith plot to infiltrate the Republic's military command. His ending of the affair thwarted that plan, so the Sith chose to murder Elassa and plant his Hero's Cross on her body, in an effort to discredit the Republic by implicating him in the crime. Sunry was eventually found innocent, but Elassa's killer was never identified. (KOTOR)

Sunset Piers

this was the name given to the marina and port located near the city of Corocus, on Pydyr. (EGP)

Sunshine

this was the name of the reeho bird caught by Reanyn, who was unaware that T'laerean Larn was controlling the bird's mind. (SWJ14)

Sunslinger

this was one of the many clans of the Nosaurian race, which was native to the planet New Plympto. (CCW)

Sunstar

this was a magical stone discovered by the Ewoks. The Ewoks refused to use the Sunstar, fearing that its magical power was too strong for them to control. Only the shaman Logray ever dared to use it, combining it with Morag's Shadowstone to defeat the Tullgha witch and maintain the freedom of the Ewoks. (ECAR, SWDB)

Sunstone

this form of rock gives off an intense glow which is accompanied by a great amount of heat, much like the light and heat given off by a sun. They are often used to heat barren asteroid bases. (TNR)

Sun-stone

a valuable gemstone. (LCS)

Sunulok

this Yuuzhan Vong warship, a greater version of the Vuu'spar interdicator, was the flagship of Warmaster Tsavong Lah. Like most of the Yuuzhan Vong forces, the *Sunulok* had been en route to the galaxy for many years, and certain parts of the ship had begun to die off. Nevertheless, the ship still maintained all its weapons and shielding systems, and served well as the Warmaster's vessel. Primary among the ship's operative systems was the collection of dovin basals it used as a gravity well projector and tractor beam. These dovin basals were used to drag New Republic starships out of hyperspace for boarding. Shortly after the Battle of Duro, the *Sunulok* found itself under attack from Han Solo and the *Millennium Falcon*. Solo had been running a series of privateer missions for Luke Skywalker's Great River, and ambushed the *Sunulok*. In a bold maneuver, Han released a cargo of liquid hydrogen in the vicinity of the *Sunulok* and began firing into it. The hydrogen didn't burn, lacking oxygen in the vacuum of space. However, when excited by the blaster bolts and drawn into the gravity wells of the dovin basals, the hydrogen became quickly compressed. This caused each blasted glob of hydrogen to become a miniature fusion reactor, dumping incredible amounts of energy into the *Sunulok*'s systems. This overloaded the ship, shutting down the organic tractor beam and allowed Han to escape. The Yuuzhan Vong were able to regroup, and eventually the Warmaster launched Battle Plan Coruscant. In the first wave of ships to attack the planet, the *Sunulok* led an assault from a position hidden in the OboRin Comet Cluster. However, the initial response from the New Republic forces was formidable, and the *Sunulok* was disabled early in the battle. The ship was badly damaged as the Republic's forces struggled to capture the yammosk hidden inside, and their efforts were ultimately successful. The Warmaster and his crew were forced to abandon the *Sunulok* and leave it for dead. (BP, EVR, SBS, NJOSB)

Sunwhip Flightknife

this group of Adumari Blade-32 fighters served aboard the *Allegiance* during the defense of Adumar. (SOA)

Sunwolf

this was a model of Ikas-Adno speederbike, and was company's first entry into the military market. It was based on the civilian Starhawk bike, and was a one-seater. Other than this, and the addition of a laser cannon, the Sunwolf is identical to the Starhawk. (SWJ10)

Suolriep

this planet was the sight of an Alliance prior to the Battle of Yavin. (CCG)

Supa Fighter

this starfighter was manufactured by Joraan Drive Yards for Black Sun, during the height of the New Order. The basic design was armed with a pair of laser cannons, a light ion cannon, and two concussion missile launchers. (XWA)

Super Battle Droid

this was a greatly-enhanced version of the basic B1-series battle droid produced by Baktoid Combat Automata for the Trade Federation. The original design, which mimicked the skeleton of a Neimoidian, lacked independent programming and had several pieces of sophisticated technology mounted externally. This meant that the basic battle droid needed a Droid Control Ship to receive orders, and that they were

subject to damage in the field. The Super Battle Droid - designated the B2-series - was Baktoid's attempt to solve these design issues. The torso and upper body of the Supoer Battle Droid was beefed up with armor plating, inside of which the droid componentry was protected. A dedicated double laser cannon was built into the droid's right arm, and its manipulator arms could operate several other weapon types. The feet of the Super Battle Droid were detachable, allowing the droid to be fitted with grasping claws or magnetic units to operation in a variety of environments. Large numbers of these combat automatons were purchased by the Confederacy of Independent Systems for their own defense. With the end of the Clone Wars, all B2-series battle droids were issued orders to deactivate, as part of Darth Sidious' plan to consolidate military power and ensure the loyalty of his troops. (SWDB, MBS, VD3)

Super Battle Droid Dispenser

this was essentially the stationary version of the MTT developed by the Trade Federation, but designed to accommodate the B2-series Super Battle Droid. Each dispenser was an immense, armor-plating unti that could be deployed in the midst of a battlezone. Each dispenser was heavily armored, and provided a sort of base for its contingent of droids to return to for recharging or resupply of ammunition. These units were deployed regularly during the Clone Wars. (LAWS)

Super TIE/In

this starfighter was developed at the Maw Installation, although the plans for it never reached Imperial space or Seinar Fleet Systems. The Super TIE/In was an improvement on the basic TIE Fighter, but still lacked a hyperdrive. The primary advances were invroved power supply and increased thrust. (JASB)

Super Transport VI

an outdated container ship manufactured by Kuat Drive Yards. (WS)

Super Transport VII

this huge container ship was developed as part of the successful Super Transport line by Kuat Drive Yards. The Super Transport VII measured 280 meters in length, and was designed to carry two million metric tons of cargo. It required a crew of 80 to maintain. (OE)

Super Transport XI

a container ship built by the Kuat Drive Yards, it measures 840 meters in length, and can carry 10 million cubic meters of cargo with a maximum mass of 25 million metric tons. It has room for 40,000 standard containers stored in 20 separate holds, or it can be modified to transport up to three CR90 corvettes. It has limited climatic and pressure controls, and requires a crew of just 100. (SWSB, WBC)

Super Vaporator (*)

a vaporator large enough to supply all of Tatooine with water. (MRR)

Super-class Star Destroyer

this was the term used by certain Alliance personnel to describe the *Executor*-class Star Destroyer that was built by Kuat Drive Yards for the Empire. Often simply referred to as a Super Star Destroyer, the term usually referred to any ship that was larger than the standard *Imperial*-class Star Destroyer. (IWST)

SuperComp VII

this massive computer system was manufactured by MicroThrust, during the height of the New Order. (FBS)

SuperFlow II

this was one of the earliest models of starship computers produced by Hanx-Wargel. It was the computer system chosen for the original B-7 light freighters. (YDR)

SuperFlow IV

this model of Hanx-Wargel shipboard computer was used on most Corellian YT-1300 stock light freighters produced during the last years of the Old Republic. Han Solo rebuilt his a number of times, in order to get it to monitor and manage all of his unique modifications to the *Millennium Falcon*. (SWSB, EGW)

SuperHaul

a series of cargo skiffs manufactured by Ubrikkian. (RPG)

SuperHaul Model II

this was the second-generation cargo skiff produced by Ubrikkian during the Galactic Civil War. Measuring 9.2 meters in length, the SuperHaul Model II could carry up to twenty passengers or 135 metric tons of cargo. (IA, SWRPG2)

SuperHaul Model IIA mod 3

this Ubrikkian Industries cargo skiff was modified for used as an aquatic hunting platform. At twelve meters in length, and equipped with a pair of power harpoons, these craft were used to hunt large fish. The Model IIA mod 3 required a pilot, co-pilot, and two gunners to operate, and could carry two passengers and 150 metric tons of fish. (GSE)

Superior

this was one of the few *Imperial*-class Star Destroyers to survive the Yuuzhan Vong's initial attack on the Imperial Remnant, a year or so after the Battle of Coruscant. Unfortunately, the ship was destroyed at the Battle of Bastion. (FH1)

Superior Boarding Armor

this model of personal, armored spacesuit was produced by Merr-Sonn, and was described as spacetrooper armor for the independent spacer. (PP)

Superior Service Medal

this basic award was bestowed by the Alliance to individuals who continued to excel in the ongoing battle against the Empire. It was a simple medal, with the Alliance symbol hung from a red and blue ribbon. (ROE)

SuperKnight: The Awakening

this popular holofilm starred Harlan Ottekvar. (HNN5)

Superlaser

the most powerful, destructive weapons ever created, superlasers use a huge fusion reactor core and turbine generators to create the intense bundles of energy they unleash. These weapons were first used aboard the Death Star space stations. Multiple superlasers were set around the Death Star's laser eye, and focused on a point just beyond the Death Star's perimeter. When the multiple energy beams met, they collided and combined. The beams were then thrust out on a single path toward their target. The intense power generated by these multiple beams was sufficient to destroy a planet. The Empire also modified the Death Star superlasers for use on the Eclipse-class and Sovereign-class Star Destroyers. These superlasers were mounted axially on the huge Star Destroyers, allowing the vessels to maintain position and orientation during and after the generation of the laser blast. (SW, ROTJ, ISB, DE1)

Superlaser Mark II

this was the designation of the primary weapon used aboard the second Death Star. The primary difference between this weapon and that of the first Death Star was in its targetting capability. The Mark II superlaser could target something as small as a capital ship, where the original superlaser was unable to target anything smaller than a moon. (CCG11)

Superlift Ore Hauler

designed and manufactured by Corellian Engineering Corporation, this 155-meter-long starship was known to be slow, sluggish, barely armored, and poorly protected. Thus, it was often escorted from its prospecting runs. The Superlift required a crew of 10, and could transport up to five passengers and 90,000 metric tons of ore. (PP)

Superluminal Transist

this was the name used by the Yuuzhan Vong to describe their organic hyperdrive technology. (JE)

Supernova Torpedo

see resonance torpedo (COTF)

Supi

this was one of the two female Lethan Twi'leks who accompanied Orn Free Taa everywhere, during the last decades of the Old Republic. (SWDB)

Supi

this green-skinned Twi'lek female was a Senatorial representative of her homeworld, during the years leading up to the Clone Wars. (VD2)

Supisy

this was a common name given to Twi'lek females, and meant "mysterious female" in the Twi'leki language. (GCG)

Suporro Sea

this was one of the largest bodies of water found on the planet Brentaal. (CCW)

Supertime

this was the brand name of one of the scent tablets produced for use in an Orfite Scent Mask. (PG3)

Supply and Procurement

a branch of the Alliance's operations, Winter worked there on Averam for a few weeks, where she was known as "Targeter." (TLC)

Support

when a life witch marries a male and they observe the ritual of the blood kiss, the life witch is bound to Support the male for five years. This Support involves giving the male the vitality and strength of a young man in return for being named the heiress to his estate. (AC)

SupraLink

this ancient form of personal body armor was produced by ProTech, and was formed from interlocking rings of plasteel. (TOJC)

Suprema

this being was the leader of the slavers, who took control of the planet Mandalore during the height of the New Order. Rumored to have been picked for the position by Emperor Palpatine himself, the Suprema was a tall, thin reptile that resembled a long-snouted dragon. The Suprema imprisoned Tobbi Dala, and gloated to Leia Organa that he would also capture Fenn Shysa. However, when Shysa infiltrated the slavers' skeleton base, the Suprema was captured and the slave ring broken. In the fight to secure the base, the Suprema was killed when Tobbi Dala shut the base's blastdoors before a group of airspeeders could launch. The Suprema, and the rest of the slavers, died in the resulting explosion. (LTA4, MC69)

Supremacy

this song, written and played by the band The Emperor's New Clothes, first appeared on the compilation *Totally Patriotic*. (GG9)

Supreme

this was the name used to describe the leader of the Tof invasion force which took control of the planet Zeltros, some time after the Battle of Endor. (MC106)

Supreme Chancellor

this was the title given to the being who led the government of the Old Republic. Finis Valorum was the last individual to hold the title, until he was unseated in a vote of no-confidence and succeeded by Grand Chancellor Palpatine. (IS1)

Supreme Commander

the title given to Luke Skywalker by the reborn Emperor Palpatine, shortly after Luke agreed to turn himself to the ways of the Dark Side of the Force and become Palpatine's apprentice. (DE1)

Supreme Council

this was the name of the governing body that controlled the planet Skye. A Patriarch was elected to lead the Council, with each Patriarch ruling for no more than forty-two years. The Patriarch was alternately chosen from the Highland and Lowland Clans. The Outlander Clan had a single representative on the Council, but this representative could never serve as Patriarch. The forty-two-year term represented the forty-two unique clans in each group. (GMR1)

Supreme Defender

the name given to a brand of Chepat starship shields used on luxury liners. (IJ)

Supreme-class Droid

this model of Lovolan droid was originally designed to serve the aristocracy as a servant. The *Supreme*-class droid was elegantly shaped, giving it a pleasing appearance to most humanoid races. It could communicate in a wide range of languages, and was programmed to understand the high-society nuances of certain Core World dialects. The main drawback of the *Supreme*-class droid, especially those manufactured after its initial run, was that it was produced too quickly, and the craftsmanship was poor. The later models tended to fall apart at the most inopportune times, embarrassing their owners and causing a backlash of bad publicity for Lovolan. Those droids which ended up in the possession of crimelords and other unscrupulous owners were so gracious and willing to please their owners, they would often allow illicit modifications to their programming. These droids were used as eavesdroppers and money launderers, and the *Supreme*-class was later investigated for possible security breaches by the Imperial Intelligence agency. (SWJ10)

Suppressor

this was the brand name of Merr-Sonn's R-88 riot control weapon. (WOTC)

Suprosa

this Corellian CE-2 freighter was owned and operated by Captain Sivar during the Galactic Civil War. *Note that X-Wing: Alliance claims that this ship was a Mobquet Transport.* He had it upgraded to have stronger shields and hull plating, as well as armed it with a pair of turret-mounted double laser cannons and a pair of concussion missile launchers. The *Suprosa* was supposedly carrying fertilizer shortly after the Battle of Hoth when word was leaked to the Bothans that it was really carrying highly sensitive Imperial information. This information was leaked by Prince Xizor, from Emperor Palpatine. The contact told the Bothans that the Alliance would want the information, because it involved a construction project that could greatly affect the outcome of the Galactic Civil War. The Bothans tried to get the information to Leia Organa on Tatooine, but she was on Rodia at the time. Luke Skywalker and Lando Calrissian assisted the Bothans in taking control of the *Suprosa*, at the cost of a dozen Bothan lives. The Empire had outfitted the *Suprosa* with hidden weapons systems, making it appear as a fertilizer hauler. It quickly opened fire on the Y-Wings flown by Luke and the Bothans, killing six ships before being disabled and boarded. (SE, SESB, XWA)

Surana

one of the economic city-states, along with Kinkosa City and Dulai, that generates revenue for Kirtania. (SWJ1)

Suraya

this man was a minor smuggler who worked the Outer Rim at the height of the New Order. After displeasing Jabba the Hutt, Suraya fled to Tasariq, arriving shortly after Governor Keval placed tariffs on off-world goods. Suraya set himself up as the resident black market supplier, and made a small fortune importing a variety of goods. He purchased the security droid K4X4 to watch his back after Captain Kullan Veleriden staged an attack on his life. (SWJ15)

Surdu

this Dug statesman was a member of the Black Shred Water clan of Malastare. Surdu was discovered to have been one of Sebulba's ancestors. (NEGC)

Sureggi

this multi-legged amphibian, native to the planet Kashyyyk, was domesticated and used as a mount by the Wookiees. The body of a sureggi resembled that of a huge centipede, with many pairs of legs running along its length. Each body section was protected by flexible armor plates, and its skin was dry and durable. Its head was spade-shaped, with a wide mouth and two small eyes set atop a bony ridge. The nose of the sureggi was covered with a group of tentacle-like sensory organs, which helped it locate the grubs and small creatures that it consumed for food. Each of the sureggi's twenty-eight legs ended in a long "hand", which gave it exceptional climbing and swimming ability. (SWDB, LAT2, GMR4)

SureGrip

this small corporation produced a number of climbing accessories manufactured with FrictionGrip, including climbsuits, gloves, boots, and syntherope. (ROE)

Surenit Kli'qiy

this Caamasi Jedi Knight was known for his honesty. He was once quoted as saying, "Let there be truth between your heart and the Force. All else is transitory." (PJSB)

Surepp

this herd animal was native to the planet Ansion. Distinguished by their coiled antlers, surepps were favored among Alwari clans because they congregated in tight herds, making them easier to defend against packs of shanh. However, they were more costly to maintain, so only the richest of Alwari clans could afford to keep them. The males of the species had blue fur and dark ruffs of fur around their necks, while the females had green fur and were slightly larger. What made the surepp unusual was the fact that it had three eyes, aligned vertically down their sloping nose. The upper eye was used to see into the sky, the middle eye to keep track of the surepp herd, and the lower eye was used to look for food and obstacles on the ground. While maintained for their meat, the teeth and antlers of the surepp were used to form tools and knives. Because of their densely-packed herds, surepps slept standing up, a position which allowed them to flee at the first indication of a predator. The Ansionians regarded an albino surepp as a good omen, and any clan with a white surepp in its herd was considered lucky. (APS)

Sureseal

this material, developed by GTU, was used to form patches for the AV-1 series of power armor. (GFT)

Sureshot

this battered YT-1300 light freighter, which could barely fly, was captained by Izal Waz. It was part of the small fleet of vessels maintained by the Wild Knights, before the left Barab I and joined the Jedi Knights, shortly before the Second Battle of Coruscant. It was destroyed near the Cinnabar Moon, while following the *Millennium Falcon* back to Coruscant, when it hit an orbital mine and exploded. (REC, WOTC)

Sure-Sight

developed by Neuro-Saav, this weapons sighting and targeting system was designed for use in protective helmets. Using a proprietary interface, the Sure-Sight could link with a weapon's own sighting system and provide the user with a way to specify a target by simply looking at it. The Ubese used this targetting system in their bounty hunter's helmets, complementing the NiteSite infrared motion sensor. (EGW)

SureSnoop

this sophisticated tracking device was manufactured by the Rhinsome Tracking Corporation. The main unit was as small as a button, and attached itself to the target's clothing with a pair of tiny barbs. It was capable of providing the exact range, direction, and speed of the beacon, but was also very expensive. (CFG, EGW)

Surface Charge Capacitance

a weapons-powering system which uses the natural properties of starship hulls to collect and store static

energy. As a ship passes through space, it rubs against the various particles which exist in space. This action creates a charge against the ship's hull. In small ships, the hull is able to collect the charge in much the same way a capacitor would. This energy can be shunted into a weapons system, eliminating the need for a separate power generator. This method of powering weapons is not useful on large, capital ships, for the amount of charge is incredible, and cannot be safely shunted into weapons. (BTS)

Surge

this was the alias used by the New Republic for the patrol ship *Instigator*, when the ship was used to infiltrate the Kaarenth Dissension. (SWJ8)

Surge Arrestor

this starship component was used to provide protection to delicate systems in the event of a power surge. The surge arrestor used special circuits to dampen the effects of a power surge, providing a steady current to downstream systems. (FH1)

Surge-coral

this variation on yorik coral was used by Yuuzhan Vong priests and military leaders during the ritual of escalation. A small, horn-shape piece of surge-coral was placed inside the shoulder of a worthy Yuuzhan Vong by an implanter, where it was fused to the bone and gave the Yuuzhan Vong a pointed knob at the shoulder which indicated their rank. As a warrior was honored for more and more bravery, he was implanted with more surge-coral. The coral continued to live after implantation, providing a constant and painful reminder of the warrior's service to the Yuuzhan Vong. The Yuuzhan Vong later developed surge-coral which could receive commands from a yammosk, giving the warriors with implants the advantage of working as a well-coordinated unit. (JE, BP, DW)

Surgeon's Gambit

a series of moves used in the game of Firepath. (CSWDW)

Surgica Galactica Journal

this was one of the foremost publications on the current state of medicine throughout the galaxy, published during the last decades of the Old Republic. Several threads of articles dealing with the problems and necessities of operating on clone troopers were popular during the height of the Clone Wars. (MBS)

Surgical Umbrella Field

this specialized form of shielding was developed on the planet Haruun Kal, during the Old Republic, to help fight off a variety of native fungi which fed on metals and silicates. The umbrella could be erected over a single docking bay or an entire spaceport, to eliminate additional bacteria and mold. (SHPT)

Surgoth, Van Jahan

this man, a native of the polar regions near the Sea of Jarad, on the planet Tralus, was a noted "stabman" - the name used to describe the harpooners who hunted styanax. He tended to blend in with the rest of his tribe, and almost never spoke aloud. He preferred to let his actions speak, a trait which carried over into his training of other "stabmen." (CCW)

Suribran Tu

this Ishi Tib was the leader of his homeworld, Tibrin, during the early stages of the Clone Wars. He was loyal to the Old Republic, and struggled to keep his planet a member of the Republic despite popular sentiment to join the Separatists. He used strong-arm tactics, and even political assassinations, to maintain his position and the power he wielded, a fact that the Separatist underground on Tibrin used to their advantage. When Count Dooku arrived to negotiate with Suribran Tu for the rights to use Tibrin as a base for Separatist activities, Suribran Tu seemed to be open to any suggestion the Count had. Dooku, however, was not interested in platitudes. He consulted his bodyguards, among them the turncoat Jedi Knight Quinlan Vos. Quinlan reminded the Count that Suribran Tu was just as corrupt as the Old Republic, and was not worth the effort of negotiation. Dooku agreed, and used his lightsaber to behead Suribran Tu in one smooth stroke. Dooku then installed Sora Bulq as the provisional governor. Suribran

Tu's death at the hands of the Separatists was welcomed by the Ishi Tib populace, who eagerly joined the Confederacy of Independent Systems. (J4)

SuriTech Foodstuffs

this small corporation produced a number of chemical detection systems for personal use as well as for use on starships. These devices allowed owners to analyze the chemical contents of unknown foods, or to monitor the levels of carbon dioxide and other dangerous chemicals in the air supply, providing early warnings of life support system failure. (PSG, GFT)

Surl

this man worked as a mid-level customs agent on the planet Brentaal, during the height of the Galactic Civil War. Unknown to most other beings, however, was that Surl was actually an undercover agent for the Imperial Security Bureau, and a corrupt one at that. He worked closely with Dania to uncover rebel cells on the planet, as well as to skim as many credits out of the Imperial bank accounts as he could. (CCW)

Surian

this was a common name among the Filordi race. (UANT)

Surlev

this Imperial Navy Commander served as Barse Neoman's second-in-command aboard the *Strike*-class cruiser *Ion Storm* during the last years of the New Order. Surlev was exceedingly loyal to Governor Newen Streeg, a fact that forced Captain Neoman to keep an eye on Surlev. They were ordered to await the arrival of Major Stipling from Yen-2, but when he didn't return Surlev ordered the *Ion Storm* to the planetoid. There, Surlev discovered that Limna Yith had destroyed the outpost on orders from Sprax, and Surlev vowed to track the Kerestian down and bring her to Imperial justice. He tried to knock out Abek's Station to recover her, but a team of Mal Biron's spacers got to her first. Surlev continued his pursuit, hoping to displace Neoman as commander of the *Ion Storm*. (SSR)

Surma

this was the largest port city located on the planet Najiba. (BSS)

Surn, Alic

this easy-going gambler was one-half of the most famous brother and sister bounty-hunting team in the galaxy. They worked through the House Neuvalis syndicate. Alic was level-headed in battle, and worked hard to ensure the safety of his sister, Vika. (GG10)

Surn, Vika

this tall, muscular woman was one-half of the most famous brother and sister bounty-hunting team in the galaxy. They worked through the House Neuvalis syndicate. Where her brother Alic was level-headed in battle, Vika was emotionally disturbed and revelled in making the kill. She was hospitalized at a young age, shortly after the deaths of their parents in a speeder wreck. From that point onward, she was mentally unbalanced. She was something of a fitness fanatic, and trained constantly in order to maintain her almost super-human strength. (GG10)

Surnack

this small manufacturer produced a number of personal-use computer peripherals. (GFT)

Suroc

this bounty hunter tried to acquire a nashtah for an upcoming hunt on Midani by inquiring with the owner of the Rancor's Den on Andasala. *Note that he is also referred to as Turoc in Galaxy Guide 11: Criminal Organizations.* (GG11)

Surron StarTech

this starship manufacturer was the primary source of Surronian craft. (PP)

Surronian

this race of hive-mind lifeforms had a guild-based society in which each guild maintained its own hive mentality. They produced some interesting starship designs, each of which was a unique artifact displaying their guild's technology. Their ships were originally used only by Surronians, although some have been given as gifts to individuals who have donated their efforts to help the Surronians. Eventually, hit with an economic depression that threatened to unravel their society, the Surronians entered a contract with Rendili StarDrive, and produced the Starlight freighter. With the funds from the sales of the Starlight, the Surronians were able to get back on the road to economic recovery. They also began releasing a "limited edition" of their starship designs to the general public, further increasing their net wealth. (EGV, SS)

Surtsey

a remote city-area on Coruscant. Mon Mothma owned an estate there, after her retirement from running the New Republic. (BTS, TT)

Surussk

this was one of the more common names used by Trandoshan hunters. Like most Trandoshan names, it was reserved for males, but could be adopted by those rare females who became hunters. In the Trandoshan language, the name meant "decapitates his prey". (GCG)

Survapierre

this drug was outlawed for recreational use, during the decads prior to the Battle of Naboo. It still had a variety of medicinal uses, so survapierre was never completely banned. A small but lucrative trade in smuggled survapierre sprang up to supply recreational users and abusers with the drug. (TAE)

Survey Datapad

much smaller than a directional transponder, this device allows a scout or military field personnel to know their location on a planet by triangulating positions of known orbital and topological features. (ROE)

Survey-class Crawler

developed and produced by TaggeCo, this 40-meter-long transport craft was a miniature version of the Sandcrawlers scavenged by the Jawas of Tatooine. The Survey-class crawler required a pilot and co-pilot to operate, and could accommodate up to 20 metric tons of cargo and 26 passengers. (GMR6)

Survival Cape

see Thermal Cape (SME)

Survival Day

this was the name given to the specially-staged fights held at the Dool Arena, located in The Broken Tusk on Reuss VIII. The Gamorrean brothers, Gorge and Greel, opened The Broken Tusk after-hours to top Imperial officers and their staffs. Prisoners who refused to speak under interrogation were given two options: speak, or defeat Tull Raine in one-on-one combat. Most prisoners chose to speak, but more than a few were killed in combat. (WSV)

SurvivalGear

this manufacturing corporation produced a number of wilderness survival tools, such as water purification systems and lightweight cooking systems. (ROE)

Survivor

this was the name of a Corellian Engineering Corporation emergency lifeboat. The Survivor measured 10 meters in length. (CSA)

Survivors

this was the name given to those beings who were part of the original Outbound Flight Project, and who managed to survive its destruction. In the wake of the attacks, there were just fifty-seven Survivors. By the time *Outbound Flight* was discovered, some fifty years after its disappearance, only ten Survivors remained. Three of them - Chas Uliar, Tarkosa, and Keely - served on the Managing Council. The other

seven were too feeble to move about. After the Vagaari threat was eliminated, the Survivors grudgingly agreed to accompany the Outbound Flight Colony to Nirauan, staying as far away from the New Republic as they could. (SQ)

Survivors

the name used by the descendants of Xim the Despot's followers, the Survivors live in isolation on the planet Dellalt, guarding the secret of the Queen of Ranroon and awaiting the time when another despot rises to power and unlocks the keys to Xim's power. They shun contact with the other humans living on Dellalt, although a number of them have taken jobs in various levels of Dellaltian commerce. These positions allow them to monitor the comings and goings of parties interested in the long-lost treasures of Xim. They keep their total population to around 100 people, to help keep themselves hidden from mainstream life. They have segregated their population into two levels: the workers, who are hypno-imprinted to do what they are commanded to do; and the leaders, who understand the legacy handed down to them from Xim. They wear the ancient clothing and armor used by Xim's forces. Since landing on Dellalt, they have set up a quasi-religion around the search for the High Command and the next galactic despot. The center of this religion is the beacon which they project into space. The beacon contains the clues to Xim's power, which the Survivors believe will be interpreted by the next despot. The Survivors held off during the time of the Old Republic, realizing that they did not have the resources to overthrow the Republic. When the Empire was born and backwater systems like the Tion Hegemony were left to themselves, the Survivors began strengthening their beacon. When Han Solo, Chewbacca, Badure, and Hasti arrive on Dellalt, the Survivors had begun making sacrifices which they believe will strengthen the beacon and help the next despot find them. The Survivors were routed when the Guardian Corp was destroyed. (HSL)

Survivor's Fund

this was the name used by fighter pilots to denote any sabacc or gambling pot which was left whenever their squadron was called to active duty. Any game interrupted by a combat order had its pot added to the Survivor's Fund, which was distributed to the surviving members of the families of pilots who were killed in the line of duty. (IR)

Susejo

one of the first entities consumed by the Sarlacc located in the Great Pit of Carkoon, Susejo's consciousness was contained in the Sarlacc. Susejo infiltrated himself into all of the Sarlacc's victims' minds, trying to obtain some form of amusement. Susejo was a native of the planet Choi. He had been in the Sarlacc for well over four thousand years, and was more than a little insane when Boba Fett was swallowed by it. Susejo amused himself - and the Sarlacc - by tormenting the Sarlacc's victims with stories and jokes. (TJP)

Susevfi

this name was used to describe the moon Suarbi 7/5 by the colonists who tried to tame the world centuries ago. It is a shortening of its official name. (IJ)

Suskafoo

this Verpine was one of Ackbar's assistants, and was a leader of the Shantipole project. He is a prime example of the Verpine's child-like sense of wonder, and his antenna twitch whenever he gets excited. Known to his friends as Foo, he quickly mastered the Basic language. He was also an open supporter of the Alliance, and acted as a go-between for his hive and Ackbar. (SFS)

Suspensa

this was a form ear jewelry that originated on Naboo. Unlike regular earrings, suspensas dangled from the earlobe on silver or gold pendants. At the end of the pendant was a small, jeweled ball that contained a small repulsor that kept the ball in the air and away from the neck. (VD3)

Susuax

this small corporation produced a variety of tools and implements for scouts and explorers, during the early years of the New Republic. (GUN)

Su'Suv

this was a noted Ubese soldier. (UANT)

Sut

one of the family names used by the Bothan people, it literally meant "baker". (GCG, WOTC)

Sutel, Yald

this Imperial General served the Imperial Remnant as an attache' to Vice Admiral Ark Poinard during the Yuuzhan Vong invasion of the galaxy. (HT)

Suthre

one of the four moons orbiting the planet Onderon. (TOJC)

Sutloo

this man was one of the original settlers of the planet Seregar, and eventually went into business for himself. He owned and operated Sutloo's Trading Post, during the height of the Galactic Civil War. (ND)

Sutloo's Trading Post

this general store was located in the jungles outside Storrd Township, on the planet Seregar. (ND)

Suttridge, Beryl

this man served as the Ur-Dean Emeritus at the College of Astrocartography on Charmath, during the early years of the New Republic. He wrote an extensive paper on the Moddell Sector, to bring some of the sector's natural phenomena to light with respect to the events of the Battle of Endor. (GMR9)

Sutu

this Imperial recruit was part of Kyle Katarn's squadron, during the taking of asteroid AX-456. (SFE)

Suub

this surname was common among the Sullustan race, and meant "wainwright" in the Sullustan language. (GCG)

Suubatar

this immense creature was native to the planet Ansion. It had six long legs, and each foot ended with six long, clawed toes. This combination of thirty-six toes allowed the suubatar to race across the grasslands of Ansion at incredible speeds, often appearing to run just above the ground using only their toes to propel themselves along. They were also excellent swimmers, using all their toes to literally "grab" the water. The Alwari nomads were the first to domesticate the suubatar for use as a mount, and it was a symbol of pride and standing to have a splendid specimen as a mount. When a suubatar stood up, it was three times as tall as a human, and its neck and upper back rose at a steep angle. This required that the Ansionians use a high-backed saddle, known as a viann, that kept them in an upright position. Most suubatars had light, golden-brown fur striped with green, allowing them to blend into the grassy plains of the planet. They were omnivorous, able to feed on just about anything that happened to be in their path. The head of a suubatar was smooth and wide, with a single nostril and flat ears to make it aerodynamic. Its jaws were unhinged, giving the suubatar the ability to consume foods which were larger than its own mouth. The tail of a suubatar was long and thin. (APS, WOTC)

Suul

the chosen name of the Solo clan when they went into hiding during the Clone Wars. First used by Dalla Solo, and removed by Han Solo. (CPL)

Suuliem

this was the name of a Sullustan family. Platt Okeefe employed a Sullustan pilot from this family. (PSPG)

Suung Aruh

this young, Yuuzhan Vong Shaper was apprenticed to Nen Yim, in the wake of the death of Mezhan

Kwaad. Suung Aruh had been briefly trained by Tiq Qiqah before joining Nen Yim aboard the *Baanu Miir*. (EVR)

Suuri

this species of crustacean was native to the planet Tynna, and was considered a delicacy by the Tynnans. (EGP)

Suuv Ban D'Krid Cruiser

this Yuuzhan Vong warship measured 720 meters in length, and was the closest analog to a standard cruiser in the New Republic Navy. It carried a complement of thirty-six coralskippers in several yorik coral arms, and its hull was studded with forty plasma projector weapons. A crew of 480 warriors was required to keep the ship operative, and it could accommodate up to 1,930 troops and 2,000 metric tons of cargo. Although they were equipped with a collection of dovin basals, the Suuv Ban D'Krid cruiser could not generate an interdiction field. These craft were usually accompanied in battle by one or more Uumufalh gunships. (NJOSB)

Suvac

a somewhat complex game of strategy and skill. (GG11)

Suvam Tan

this ancient Rodian was an ancestor of Suz Tanwa. It was Suvam Tan who stored five priceless artifacts in the Yavin System some 4,000 years before the Battle of Yavin, then encoded their locations in a wondrous crystal. Suvam Tan had come to the Yavin System to explore, and was enslaved when Exar Kun took control of the Massassi on Yavin 4. During this time, he had access to the great temples, and he had enough of his own mind about him to remember where the best treasure was. After escaping from Kun, Suvam Tan was named the administrator the ancient Yavin Station. From a base on the station, Suvam Tan made a name for himself as a craftsbeing. Not only could he fix anything, but Suvam Tan could find almost anything. When Yavin Station began to fail, Suvam Tan took his most valuable possessions and hid them in shielded cargo pods. Their locations were placed in the crystal, and Suvam Tan had the crystal shipped back to his only child on Rodia. The secret of the crystal was lost for many generations, until Suz Tanwa figured it out. Suvam Tan hid the first trove in the atmosphere of Yavin itself, a shielded cargo pod that contained five huge corusca gems. The second artifact, an ancient holoprojector with what appeared to be a pyramidal holocron, was jettisoned to the ground on Yavin 13. Suvam Tan believed that no sentient life existed on Yavin 13, but the cargo pod was discovered and maintained by a group of Gerbs. The third pod, which had become embedded in a mountain on Yavin 8, contained a set of blaster weapons from the time. The fourth pod was found on Yavin 4, and the crystal claimed it contained the battle armor of Exar Kun, the Dark Lord of the Sith who once controlled the moon. How Suvam Tan came to possess it was never discovered. The last artifact was never placed in a cargo pod, but was in Suvam Tan's back pocket when Yavin Station exploded. Suvam Tan died in the explosion, and his preserved body was discovered by Suz Tanwa, also on Yavin 22. In his back pocket, Suz Tanwa found the lightsaber he had built by himself during his stay on Yavin Station. (PH)

Suvoli Cream

this creamy, white sauce was often served with steamed Velossian caramachi shell-backs. (GFT)

Suwantek Systems

manufacturers of TL-series freighters, Suwantek was owned by Sienar Fleet Systems. (SS)

Suz Tanwa

this female Rodian was generally considered the most popular female member of her species, outside of the entertainment industry, during the early years of the New Republic. She had never taken a mate, although she was good friends with the Rodian smuggler Chihdo, and was the eldest living member of her clan when she accepted a position as the Chair of Xenoarchaeology at a prestigious Coruscant university. Her resume up until that point was filled with her exploits as a treasure hunter, and her twenty-year career was capped with the discovery of riches beyond anyone's dreams in the Yavin System of the galaxy. The locations of five treasure troves had been passed down from generation to generation in her family for more than 4,000 years, encoded in a seemingly worthless amulet that had been created by

Suvam Tan. She discovered the information shortly after the Battle of Yavin, and worried about trying to obtain it while the Empire was still trying to force the Alliance out of the system. The first trove, hidden in the atmosphere of Yavin itself, contained five huge corusca gems. The second artifact, an ancient holoprojector with what appeared to be a pyramidal holocron, was found in the possession of a group of Gerbs on Yavin 13. The third pod, embedded in a mountain on Yavin 8, contained a set of 4,000-year-old blaster weapons. The fourth pod was found on Yavin 4, and the crystal claimed it contained the battle armor of Exar Kun, the Dark Lord of the Sith who once controlled the moon. The last artifact - Suvam Tan's handmade lightsaber - was hidden on Yavin 22. Her personal memoirs were published several years after the Battle of Endor, and attracted an audience among the students at the Jedi *praxeum* on Yavin 4. (PH)

Suzal

the leader of the Five, Suzal delighted in taunting his victims as he tortured them. He captured Han Solo, Leia Organa, and Chewbacca when they were pursued by Vor Childermoss, and brought them all to the Hellhoop. Thinking Chewie to be a dumb animal, he placed the Wookiee in the Menagerie. There, Chewbacca freed the other captives, including the Force Demon Wuzzek. Wuzzek went crazy, exacting revenge for his imprisonment by killing the members of the Five. Suzal was Wuzzek's second victim. (CSWDW)

Suzdice

this was a noted Clawdite. (GMR10)

Suzu

this young woman was one of many natives of the planet Herdessa who didn't want the New Republic to take control of the galaxy, in the wake of the Battle of Endor. Suzu and her friend, Finn, lobbed mudballs at Leia Organa and Mon Mothma, when the two leaders of the Alliance arrived on Herdessa to discuss the planet position on a new galactic government. Leia later discovered that Suzu was one of the leaders of the peasant underground which tried to overthrow Brylin and the affluent leaders of the guilds. (MC88)

SV-45

this Corellian Translines StarSpeeder 3000 shuttle made a regular run to Vohai during the early years of the New Republic. (SWJ15)

SV-50 Swift-Strike

this was the full name of the Venaari Strike speeder, manufactured by Venaari Enterprises during the height of the New Order. It measured nine meters in length, and required a single pilot and a gunner to operate. The pilot controlled the craft as well as the front-mounted double laser cannon, while the gunner handled a turret-mounted heavy blaster cannon. The SV-50 could carry up to ten troopers and a metric ton of cargo. (SWJ5)

Svan

this man, a native of the planet Jomark, was a villager who got involved in a dispute with Tarm, some five years after the Battle of Endor. The dispute was mediated by Joruu C'baoth, with the help of Luke Skywalker, who had just arrived on the planet. Svan didn't agree with C'baoth's decision that he should pay Tarm his wages, and drew a slugthrower on the Dark Jedi. C'baoth countered by injuring Svan with Force lightning. (DFR)

Svaper

this creature was originally found on Rodia, but has since been discovered on a number of worlds throughout the galaxy. The average svaper measured up to three meters in length, although older specimens could attain lengths of six meters. They lived in the water and were known as vicious predators. Their thick, coarse scales were highly-colored, and protected the length of the svaper's body. Just behind the head, the scales were elongated into a collection of spines which protected the vulnerable gills. The mouth of the svaper is filled with long, needle-like teeth which is used to grab hold of its prey. Once it caught its prey, the svaper wrapped its muscular body around the prey and dragged it underwater to drown. It then swallowed the prey whole. Rodians often captured large svapers and used them in wrestling contests. (COG)

SVC-700

this voice scrambler was produced by Ulkop Securities during the height of the Galactic Civil War. Appearing to be a simple piece of jewelry, the SVC-700 blocks the reception abilities of nearby surveillance devices by emitting a low-frequency distortion field. This device does not prevent a nearby individual from hearing conversation, however, but provided a measure of security in an unknown environment. (GFT)

Svelte-class Shuttle

this Imperial shuttle was built by Silvuit Corporation after the death of Grand Admiral Thrawn, in an effort to replace the aging *Lambda*-class shuttles. A sleek, fast, and highly maneuverable ship, the *Svelte*-class shuttle was beetle-shaped and coated with gloss black plating. Measuring 17 meters in length, it required a pilot and co-pilot, 4 gunners, and could accommodate 15 passengers and 50 metric tons of cargo. The wings of the *Svelte*-class can be raised - similar to the *Lambda*-class - when under attack. The shuttle is armed with a pair of double blaster cannons and a pair of laser cannons. They were also equipped with hyperdrives. Because of their black finish and unusual looks, these craft were sometimes referred to as the *Vader*-class shuttle, in reference to Darth Vader's black armor. (JASB, SOG)

Svitalos

this city, located on the planet Fwillsving, was destroyed by riots after the planet's bolo-ball team upset Kubindi 1-0, shortly before the onset of the Clone Wars. More than 4 million beings jammed into the city streets, looting and pillaging everything in sight. (HNN4)

S'viv

this was a common female name given to Sullustan females. It meant "energetic" or "lively" in the Sullustan language. (GCG)

Svivren

this planet, the homeworld of the Svivreni race, was a well-defended, major commercial world located near Berchest. *According to Rebellion, Svivren was located in Sesswenna Sector.* It had several major climate zones, including harshly cold mountains and uncomfortably warm plains. (TLC, REB, MJEH, LCSB)

Svivreni

this was the native language of the Svivreni people. (GMR9)

Svivreni

this species of stocky, furred humanoids was native to the planet Svivren. The Svivreni are known for their stubbornness, and their adherence to no-weapons philosophies. They have large, bat-like faces, and their heads are covered with flowing black hair. Svivreni custom demands that adults never trim their hair, as the length of an individual's hair is often regarded as an indication of fertility and intelligence. A heavy, metal ring held the hair in a loose rope. The fingers of the Svivreni were unusual in that they had three joints, providing dexterity and gripping power. *Note that The Last Command describes men dressed in the robes of Svivreni traders.* (TLC, LCSB, HR, JQ5)

SVT-300

this was a model of stun cloak manufactured by Koromondain PDS. (GG10)

SVT-300

this version of the stun cloak was produced by Koromondain PDS. (GFT)

SW1-04

this was the model number of a series of computer repair droids developed by the Empire. (BI)

SW-12c

this ion cannon was produced by ArMek during the early years of the New Republic. It was one of the main weapons used by FreiTek on the Gladiator Assault Fighter. (SWI80)

SW2

ArMek ion cannons. (XW)

SW3

ArMek ion cannons. (TIE)

SW4

this was an early model of ArMek laser cannons. (SCORE)

SW-4

this was an early version of ArMek's ion cannon. (SOG)

SW7

ArMek ion cannons. (SCORE)

SW-7

this Armek ion cannon battery was used in the armament of the basic Mon Calamari star cruisers. (EGW)

SW-7a

this was designation of ArMek's advanced SW-7 ion cannons. (XW)

SW-95

this portable message transceiver was produced by Cirenian Communications during the height of the Galactic Civil War. A palm-sized canister, the SW-95 allowed its user to send out brief communications with very little power by "piggy-backing" them onto other transmission signals. The SW-95 was designed for emergency use, in case a being became stranded in an unknown area. (GFT)

SW-967

this was the callsign of one of the many stormtroopers who served under Admiral Galak Fyyar, during the early years of the New Republic. (JK2)

Swagg

this pirate Captain tried to steal rare, Gungan statues from the sacred swamps around Lake Umberbool, shortly before the Battle of Naboo. Swagg was a humanoid with blue skin and piercing, red eyes. Swagg employed droids for the manual labor, then hoped to reap the benefits of selling the statues to collectors. However, his efforts were thwarted by Rep Been, and Swagg was forced to blast away from his own ship in an escape pod to avoid being captured. However, Swagg burned for revenge, and realized that some of his droids must have survived. He returned to Otoh Gunga and reactivated 3-S and 5-S, and tried to destroy the Lake Umberbool arena. Unfortunately for Swagg, he was intercepted by Captain Tarpals before he could set his explosives. In a fierce struggle, Swagg tried to shoot Tarpals, but the shot went wide and ricocheted back to Swagg. He was hit squarely in the chest, and died of the wound. (E1A10, E1A11, E1A12)

Swain Import/Export Emporium

owned and operated by Pret Swain, this well-known business catered in all forms of artwork. While many considered the location to be almost like a museum, everything was for sale. The Emporium was located in the city of Cjaalysce'I, on Socorro. Like many businesses on Socorro, the Emporium was not all that it seemed. In fact, the majority of its customers came to purchase weapons from the showroom hidden below ground. (BSS)

Swain, Pret

originally a native of Alderaan, this man was one of the most powerful information brokers on the planet Socorro at the height of the New Order. His parents were scholars at Alderaan University, but were killed when the planet was destroyed by the first Death Star. Pret was visiting his uncles, Vance Caelli and Rondale Merced, on Socorro at the time. Pret learned the business of doing business on Socorro from Karl Ancher, and was also involved in the acquisition and sale of valuable antiquities and illegal weapons. Pret's father discovered a portrait of Cjaalysce Beal in the ruins near Cjaalysce'I, and presented it to

Benoni Ulte. The portrait - named Tehja Larel - was rumored to be accompanied by the spirit of Iann Doaba. Pret owned the Swain Import/Export Emporium in Cjaalysce'I, and used it to dabble in both art and weapons. He later inherited control of the Caelli-Merced Syndicate from his uncles. Pret was also close friends with Rakikta and Kuykenda, whom he rescued from the hold of a slave galleon he captured in the Ottega Sector. (BSS)

Swallow Mud Marsh

this huge, marshy swamp is located on the planet Baroonda. (RAC)

Swallowing Wastes

this area of Tatooine was the site of one of Jabba the Hutt's supply bunkers. (MEAS)

Swamp Beast

an alien creature found on the planet Trinta, the swamp beast appeared to be an animated mound of compost. It was an entity which had been corrupted by the Dark Side nexus found on the planet, and could sprout claw-tipped arms to capture its prey. (DOE)

Swamp Beetle

this was a species of noxious insects, which lived in swamps and fed on carrion. (MC17)

Swamp Gas

this was the code name used by Durge to describe the chemical weapon unleashed by the Separatists on the moon of Ohma-D'un, shortly after the Battle of Geonosis. The thick, green, gaseous substance was highly corrosive, eating away at the skin while destroying lung tissue when it was breathed. Durge and Asajj Ventress had been sent to the system to use the swamp gas on the planet Naboo, but the heroic efforts of Obi-Wan Kenobi, Anakin Skywalker, and Zule prevented them from unleashing the chemical weapon. Shortly after recovering from his wounds, Obi-Wan set out with four other Jedi Masters to obtain the antidote to the swamp gas, in case the Separatists ever tried to use it again. Of the group - which included Knol Ven'nari, Jon Antilles, Nico Diath, and Fay - only Obi-Wan survived to return the antidote to the Jedi Temple on Coruscant. (RNFV, RBR)

Swamp Hider

this was a slang term used by bounty hunters to describe any being who chose to hide, rather than fight back. (T18)

Swamp Level

this was one of the more difficult levels to reach in the game called Wookiee Warpath. (YDR)

Swamp Maiden

these female aliens were generally considered to be among the galaxy's best exotic dancers. (LTA2)

Swamp Serpent

a reptile native to the swamps of Marca, the swamp serpent was a sinuous brown-scaled snake which hunted in "schools" of 10-15 members. Like other reptiles, swamp snakes must breathe air, so they nest on the banks of the minimal land on Marca. (POM)

Swamp Shark

a predatory fish native to the swamps of Marca, the average swamp shark measured a meter in length, and was a solitary hunter with little fear. (POM)

Swamp Slug

a huge, amphibious creature found in the swamps of Dagobah, the swamp slug was a large omnivore with pale skin and large yellow eyes. On top of its head were a pair of thick antennae. The slug swims through the waters of the swamp, sucking small creatures and plants into its long mouth/throat. It then uses its internal muscles to crush the food against thousands of tiny grinding teeth that line its throat. The swamp slug has very few internal organs, aside from its rudimentary brain and its stomach. The swamp slug has been known to attack and devour the dangerous dragonsnake. A collection of short, grasping

pseudopods provided a way for the swamp slug to grasp its partner during mating. Naturally hermaphroditic, swamp slugs could not reproduce unless one partner was male. The female then laid hundreds of eggs in the muddy silt. (ISU, WSW)

Swamp Snail

this was a plentiful mollusk that was native to the swamps of the planet Drongar. (MBS)

Swamp Speeder

see [Infantry Support Platform \(VD3, X3\)](#)

Swamp Squash

this gourd, which had edible flesh, was native to the planet Dagobah. (IWS)

Swamp Toad

this was a species of large toad, native to many swamp-covered planets throughout the galaxy. (YDR)

Swamp Trooper

this type of Imperial scout trooper wore a specialized suit of armor that helped the trooper operate in a humid, swampy environment. The armor protected a specialized, sealed environment suit. Special breathing apparatus, an emergency flotation package, and enhanced vision equipment provided the ability to move about in the often poisonous atmosphere of a dense swamp. (POM)

Swamp Turkey

this is another name for the nuna. (SW1)

Swamp Womp Rat

known as swamp wompers, these creatures were related to the womp rats of Tatooine. They had evolved on the damp, marshy world of Cularin, and were covered with dark fur. Their whiskers were sensitive to vibration, and helped the swamp womp rat hunt its prey while underwater. These creatures often attacked in packs, swarming over their prey to ensure its capture. (WOTC)

Swamp Worm

this large carnivore was native to the rainforests of the planet Veron. They were at home in the muddy swamps of the coastal regions, lying in the mud and waiting for their prey to walk by too close. The four-meter-long swamp worm would lunge at its prey, often capturing a surprised animal and dragging it into the swamp. (PG1)

Swamp-cat

this race of feline creatures was known for its incredible strength. (MC7)

Swampcrawler

a six-wheeled vehicle used on Circarpous V to maneuver through the swamps. It has a unique central wheel which is spherical, and allows the crawler to turn almost immediately in response to the terrain. They are often referred to as mudmaulers. (SME)

Swamphulk

this was another name for the droidbreaker. (CCW)

Swampspeeder

this was the generic term used to describe a repulsor-equipped vehicle used on aquatic or water-covered worlds. The T-47 was an excellent example of how a speeder could be modified for use as a swampspeeder, with flotation devices and watertight components being added to ensure safe operation in wet environments. (NEGV)

SwampStunner

this Glotalphib weapon shoots a bolt of energy which induces intense pain when it strikes its target. (TNR)

Swampway 200

this skimmer race took place each year at the Ugnorgrad Swampway, in the city of Ugnorgrad, on the Ugnought Surface. King Ozz presided over the annual race during the early years of the New Republic. (PH)

Swamp-wiggler

a creature considered a delicacy by Jiliac the Hutt shortly after she became pregnant. Although the wrigglers gave her indigestion, Jiliac believed that the growing fetus needed the nourishment. She continued to eat the creatures after she gave birth. (RD)

Swan, Bultar

this woman was a noted Jedi Knight who trained under Micah Giett, until his untimely death. She then trained with Plo Koon, and was one of many who were involved in the galactic conflict which surrounded the Clone Wars. Bultar was respected among the Jedi of the day for her combat record. Despite being a veteran of many battles, Bultar had never taken an single life, even in self-defense. In combat, Bultar Swan used a unique combination of *teras kasi* and Verdanaian "sliding hands" techniques. Swan, along with Empatajayos Brand and Chellemi Chuovvick, was dispatched to the Sepan Sector to mediate the early conflicts of the Sepan Civil War, shortly before the onset of the Clone Wars. *Bultar Swan was portrayed by Mimi Daraphet in Star Wars: Episode II - Attack of the Clones.* (OWS, HNN4, SWDB, PJSB)

Swan, Darjeelai

this woman served Thrackan Sal-Solo as the leader of the group sent to Centerpoint Station to assess any damage caused when the station's repulsors were fired during the Battle of Fondor. It was Darjeelai who told the Yuuzhan Vong, while under heavy interrogation, that Thrackan himself had fired the repulsors, not a Jedi Knight or a member of the New Republic military. Unfortunately for both Swan and Sal-Solo, she died while under interrogation. (Y)

Swang

this man was the leader of Swang's Swoopers, a swoop gang which patrolled Mos Eisley during the early years of the Galactic Civil War. His swoopies, led by Mossol the Menace, kidnapped Diew Rejeff and held him for ransom, hoping to gain enough credits to launch an attack against Prefect Talmont. (MEAS)

Swang's Swoopers

this swoop gang terrorized the settlement of Mos Eisley during the height of Prefect Talmont's rule of Tatooine. (MEAS)

Swanny and the Rooters

this was the band formed by Swanny Mull, shortly after the Battle of Naboo. The band played regularly at the revels held by Decca the Hutt after successful attacks and raids, which allowed Swanny to gain access to Decca's compound. When Swanny agreed to help Obi-Wan Kenobi and Anakin Skywalker infiltrate Decca's organization, he allowed the Jedi to play two parts in the band, even though they had not been hired for the job. The band was nearly destroyed in the attempt, when a gang of Striker's soldiers attacked Decca's base. (JQ6)

Swanny Mull

this short, muscular, Mawan male was a tunnel worker during the years leading up to the Great Purge that destroyed the city of Naatan. Distinguished by his white hair, Swanny was one of many Mawans known to Euraana Fall as willing to help re-establish a central government on the planet. His knowledge of the water supply systems beneath Naatan came from his former career as a wastewater system programmer. (JQ6)

Swanze

this Alliance agent was a member of the Sandwind Team, and was stationed on Tatooine after the Battle of Yavin. (AIR)

Swarbrik

this organism was bred by the Yuuzhan Vong for its ability to excrete a toxic gas when attacked. When

used in place of a door or portal, the swarbrik could be used to keep an enemy out of a specific location. The swarbrik was also bred for its ability to regenerate parts of its body very quickly, which allowed it to maintain its blockage of a portal even if badly damaged. (FH3)

Swarm Bugs

native to the planet Gorsh, this insect traveled in huge swarms, but was more of a nuisance than anything. Their chemical makeup produced a great deal of methane inside their bodies, and they often exploded with a loud bang when struck or smashed. (PG1)

Swarm-class Battle Droid

this Ssi-ruuvi design is a small drone ship powered by enteched life energies. These pyramidal ships were the main assault fighters of the Ssi-ruuvi fleet, and over 1,300 of them were sent to assist in the capture of Bakura. Each Swarm-class drone was packed with power generators for weapons and engines, battery coils to house two enteched life forces, sensors, and a drive unit. The power generators use fusion energy, and produce easily-trackable radiation trails. Maneuverability is achieved through the use of four small thrusters mounted around the outside of the ship. Each thruster can be independently angled to provide incredible turning ability. Each corner of the drone is armed with a laser cannon which has 360-degree rotation. They are remotely controlled by Ssi-ruuvi command cruisers which transmit directions to the drone's enteched life energies. Each Swarm-class drone was armed with four turret-mounter laser cannons, located at each point on the ship's outer hull. (EGV, TBSB)

Swarmer

this species of microscopic insect was native to the planet Karra. Individually, they were harmless. However, they traveled in immense swarms, flying into the eyes and ears of unsuspecting creatures and causing temporary blindness and deafness. The Karrans were able to control groups of swarmers, using them in battle against their enemies. (SWJ1)

Swarquen

a planet. (WBC)

Swaze

this alien race is native to the Jidlor System. The Swaze admired the Rellarin un'Yala for their wisdom and drive. (GG12)

SWE/2

this was Talex-Delcor's sonic riot suppression gun. It was difficult and dangerous to use, as it employed an unstable chemical compound to create the sonic blast. This chemical was highly explosive, and had to be recharged after just a few shots. In combat, this often led to accidents which killed the user. (SWJ6)

Sweat-stop

developed for medical use during the years leading up to the Clone Wars, this sprayable material could be applied to a doctor's skin in order to prevent sweat from dripping onto the operating table. It found widespread use during the Clone Wars, as field surgeons found themselves working in a variety of environments where heat and humidity were problematic. (MBS)

Swedlan

one of the three primary worlds of the Pimbrellan League, Swedlan is much less hospitable than its neighbor, Dolstan. The atmosphere on Swedlan is not capable of supporting most humanoid life, so cities are built under sealed domes and in underground cave systems. Any financial gains made from trade with Dolstan are used to finance life support facilities. (KO)

Swee-Beeps

Ree-Yees' great-uncle. (TJP)

Sweep Asteroid Belt

this asteroid belt was located between the planets Duconon and Yetoros, in the Utos System. (CCW)

Sweeper Storm

this artificial storm was generated by the authorities on the planet Bonadan. Sweeper storms were generated on the outskirts of manufacturing centers when the air became too caustic for the local inhabitants. The rain and lightning which were produced served to precipitate out some portion of the pollution which was spewed into the atmosphere every day. Each sweeper storm was more concentrated and violent than any normal storm, with the funnel around the eye being designed to create maximum ionization of the atmosphere. (EOV, GMR8)

Sweepstakes

this was the name of a week-long ringer tournament, held annually on the planet Stassia. (SWJ6)

Sweesonberry

this shrub produced a berry which was used to make sweet, sticky pastries. (JQ4)

Sweesonberry Rolls

this was a form of sticky, sweet pastry. (JQ4)

Sweet Cake

this snack cake was popular during the last decades of the Old Republic. (JQ7)

Sweet Lady from Alderaan

a song Han Solo plays for Leia at his housewarming party on Bespin. (ZHR)

Sweet Soalie

this was a Corellia phrase, used to express one's disbelief. (MBS)

Sweet Sookie

this was a human expression which originated on Corellia, and was used to voice an individual's dismay or exasperation at a given situation. (MBS)

Sweet Surprise

this smuggling ship was active during the Yuuzhan Vong invasion of the galaxy, some twenty-seven years after the Battle of Yavin. The commanders of the ship were allied with the Yuuzhan Vong, sometimes transporting refugees away from "besieged" planets, only to deliver them to the Yuuzhan Vong's next target. The *Sweet Surprise* was the first ship to launch any kind of attack against Coruscant, when the Yuuzhan Vong placed four voxyn aboard and ordered the crew to land on the planet. The ship was eventually captured over Coruscant, thereby eliminating the voxyn threat. (SBS)

Sweet Surprise

this was one of the many aliases maintained by Han Solo for his ship, the *Millennium Falcon*, during the height of the Galactic Civil War. (TG)

Sweetberry

a fruit-bearing plant native to Belsavis' rift valleys. They are vine-like, and produce a blood-red fruit. (COJ)

Sweetblossom

this flower's extract, while not addicting, is often used by drug addicts who wish to escape from life. It causes the user to be completely aware of their surroundings, but gives them a "who cares...I'll take care of it tomorrow" attitude. Seti Ashgad and Dzym the droch used sweetblossom in an attempt to keep Leia Organa-Solo from escaping their palace on Nam Chorios. (POT)

Sweetflaps

this was the Basic translation of a Sullustan term for a loved one. (MJH)

Sweetmallow

a sticky candy. (ZHR)

Sweetmelon

this plant produced a large, sweet-tasting melon. (COD)

Sweetroot

this plant, once native to the planet Ruusan, was nutritious when consumed by most humanoid races. The Jedi Knights, which were massing on the planet in preparation for meeting the Brotherhood of Darkness in battle, ate the sweetroot as a breakfast food. (JVS)

Sweet-sand Cookies

this type of delicious cookie was produced on the planet Calus. (PSPG)

Sweetsand Lagoon

this was one of the many simulated environments found on Hologram Fun World. The Lagoon was a water park, and even had simulations of whaladons for visitors' pleasure. (GOF4)

Sweetsap

this phrase was used during the last decades of the Old Republic to indicate the illegal spoils a being obtained while operating under seemingly humanitarian goals. (MBS)

Sweitt Concorkill

this Ongree was a noted Senator, during the last years of the Old Republic. (OWS, VD3)

Swen

a group of escort shuttles used by the Alliance during the Galactic Civil War. (TIE)

Swens, Kirlan

this man was the first adult to encounter Obi-Wan Kenobi on Dagro, about two years after the Battle of Geonosis, when his children discovered the Jedi's crashed ship in their sargheet fields. Kit and Zizzy Swens befriended Obi-Wan, but Kirlan grudgingly accepted his help around the farm. (SWI76)

Swens, Kit

this boy and his younger sister, Zizzy, were the first to encounter Obi-Wan Kenobi on Dagro, some two years after the Battle of Geonosis. Obi-Wan was on Dagro to investigate the possible existence of a Separatist base on the planet. Kit and Zizzy introduced Obi-Wan to their parents, Kirlan and Trissa. (SWI76)

Swens, Trissa

this woman, the wife of Kirlan Swens, was one of the few natives of the planet Dagro who was actually nice to Obi-Wan Kenobi when he crashed on the planet, some two years after the Battle of Geonosis. Like most natives of Dagro, she was a stony woman who cared little for the galaxy-at-large, but the stories she had heard of the Jedi Knights gave her hope that Obi-Wan wasn't on Dagro to harm them. After the Jedi willingly stripped the crop stubble of their sargheet, and did it exceptionally well, she realized that he was someone who could be trusted and had Dagro's best interests at heart. Her newfound trust in the Jedi was rewarded when Obi-Wan turned over a huge sum of credits to the sargheet farmers, the bounty that the Old Republic had been offering for the recovery of Separatist equipment, after Kirlan and a group of others helped Obi-Wan locate and capture a rogue crawl-carrier. (SWI76, SWI77)

Swens, Zizzy

this young girl and her older brother, Kit, were the first to encounter Obi-Wan Kenobi on Dagro, some two years after the Battle of Geonosis. Obi-Wan was on Dagro to investigate the possible existence of a Separatist base on the planet. Kit and Zizzy introduced Obi-Wan to their parents, Kirlan and Trissa. (SWI76)

Swiegel

this was the name of a noted Vuvrian individual. (UANT)

Swift

this was the name of the freighter used by Ysanne Isard to gain access to the refitted *Lusankya*, as it sat in drydock at the Bilbringi Shipyards. It was commanded by Captain Wintle. (IR)

Swift 3

see 64-Y Swift 3 Repulsor Sled (ND)

Swift 78A

this vessel courier system is manufactured by BioTech. It is implanted into the head of the "vessel," and allows the user to jack into a computer system and upload data. The vessel has no ability to control the computer; the system only provides an upload interface. Up to 800 Sks of data can be stored within the vessel. Downloading the data is a quick process, but the upload is often time-consuming. The system is subject to infiltration by computer viruses, although protective software can be added. (CFG)

Swift 78B

this was the second generation of BioTech's vessel courier system, following the Swift 78A system. (FOP)

Swift Assault 5 Hoverscout

a small reconnaissance vehicle armed with a heavy blaster cannon, a light laser cannon, and a concussion missile launcher. It was built by Mekuun, and requires a crew of 1 pilot and three gunners to operate. Mekuun supplied the SA5 exclusively to the Empire, and armed it with a heavy blaster cannon, a turret-mounted laser cannon, and a concussion missile launcher. (DFRSB)

Swift Dreams

this starliner was one of the many ships that were trapped on Coruscant when the Yuuzhan Vong first attacked the planet. In an attempt to flee the battle, the *Swift Dreams* launched at the first sign of trouble, but strayed into a volley of turbolaser fire and was heavily damaged. (SBS)

Swift Hutt Spacer's Service Depot

this repair facility, located in the city of Mos Eisley on Tatooine, was owned by Jabba the Hutt during the height of the New Order. (RESB)

Swift Liberty

this *Victory-II* class Star Destroyer was part of the New Republic's growing fleet. It was commanded by Admiral Areta Bell during the struggle against Grand Admiral Thrawn. (IR)

Swiftcut

this was the name given to the traditional Nagai foil, which was a dueling weapon often used in the ritualized fighting among members of various Sub-circles. (GMR1)

Swiftsure

this personal jet pack was produced by Moreldahl, during the height of the New Order. (GFT)

Swilja

this was the name of a beautiful princess from Twi'lek legends. (GCG)

Swilja

this was a common name given to Twi'lek females, and referred to a beautiful princess from Twi'lek legends. (GCG)

Swilja Fenn

this female Twi'lek was one of the young Jedi Knights who were trained by Luke Skywalker at the Jedi praxeum on Yavin 4. She was dispatched to Cujicor during the Yuuzhan Vong invasion of the galaxy, but was captured by the Peace Brigade and incarcerated. She was to be turned over to the Yuuzhan Vong in exchange for a cease-fire. She was brought before Warmaster Tsavong Lah himself, and refused to bow to his will. Lah tortured her for several minutes before she died of her injuries. (EVC, SWI57, REC)

Swilla

this was one of the many fishing vessels that plied the oceans of Lamaredd for Bartyn Gourmet Delicacies, during the decades leading up to the Clone Wars. (GMR7)

Swimmers

another name for the Swimming People of Dellalt. (HSL)

Swimming Crab

a crustacean native to the moon Yavin 4. (GG2)

Swimming People of Dellalt

the race of aquatic sauropteroids native to the planet Dellalt, the Swimming People inhabit the planet's lakes and oceans. They are large creatures, attaining lengths of ten to fifteen meters. They have small heads atop long, muscular necks. They have blowholes instead of nostrils on top of their heads, and their mouths are filled with pointed teeth, which are used to catch fish and other food as well as in battle. They have paddle-like flippers for locomotion, and short, heavy tails. They communicate in a form of speech not unlike Standard, using their mouths to form words. Their eyes are protected by a nictitating membrane. The colors of their hides range from light gray to green and black. They are very territorial, and have evolved a set of Laws to govern their lives. These Laws have provisions for the other races native to Dellalt. (HSL)

Swingblade

this was the common name for the Dug b'hedda. (UANT)

Swing-bob

this was another name for the Rughja style of music. (HT)

Swinging Screecher

this arboreal creature was native to the planet Kirtania. (SWJ1)

Swinif Organization

this bounty hunting organization was obscure at its height, during the last years of the Old Republic. (AIR)

Swip

this female name was common among the Kel Dor. Like all Kel Dor given names, it was short enough that it didn't attract the attention of certain wind spirit, which would carry away young children with long-winded names. (GCG)

Swirl Prong

this herding mammal was native to the Forest Moon of Endor, although xenobiologists believed that it was probably bio-engineered off-planet and later introduced to Endor. (GQRG)

Swirling Vortex

this cantina, located on the Vydat Stardock space station near Duro, was owned by Elav Feen, during the height of the Galactic Civil War. (GMR2)

Sw'isi

this Mashi Horansi was an Alliance operative who was believed to have deserted his post and returned to Mutanda. A team of Alliance agents discovered that Sw'isi was still loyal to the Alliance, and had returned to Mutanda to gather additional support for the Alliance. The agent who tipped off Alliance Command was discovered to be an undercover Imperial spy who was searching for Sw'isi after the Horansi led several successful raids in the Killaniri System. (PG1)

Switch

an Alliance modular container group destroyed during the Galactic Civil War. (TIE)

Swivven

one of the four continents discovered on Yavin 4 by Lile Gorsek and the Fernandin Scouting Operation. (GG2)

Swoken

this was the native language of the Swokes Swokes race. (WOTC)

Swokes Swokes

native to the planet Makem Te, this pasty-skinned alien race was distinguished by its portly body and loose, pallid skin. The head of a Swokes Swokes was conical in shape, with a crown of horns on the brow and another set of horns at the point. The wide mouth of the Swokes Swokes was dominated by large, fang-like upper teeth, and sat below a small nose and two bulbous eyes. The nervous system of an individual Swokes Swokes was more similar to that of a flatworm than to most other humanoid races, and they had the ability to regenerate lost limbs if necessary. This gave them a certain bravado on the battlefield, where Swokes Swokes were known to be fanatical in their attacks. The Swokes Swokes were remarkable in their adaptations to their homeworld, although they were not technologically advanced. Their cities were delicate structures built from cast iron, giving them an underlying strength despite their appearance. Most Swokes Swokes transportation was in the form of domesticated schingas. One interesting aspect of the Swokes Swokes civilization was their use of gemstones to indicate power. Rather than displaying them on pieces of jewelry, most Swokes Swokes had gemstones implanted in their bodies near vital organs as a form of status symbol. (YJC1, WOTC)

Swoop

this was the generic term used to describe any small repulsorcraft larger than a speederbike, which was highly maneuverable, and was often used as a racing vehicle. The swoop was basically an overpowered repulsorlift engine pod with handlebars. It has a pair of landing skids mounted on its bottom, and a control panel attached to the handlebars. Gangs often use swoops because of their speed and compact design. Han Solo once raced swoops for a living. The basic swoop offered no protection for the rider, and were capable of speeds in excess of 600 kilometers an hour. Some swoops were modified for military use after the success of speeder bikes at Endor. *Note that The New Essential Guide to Vehicles and Vessels claims that swoops had been in production across the galaxy for hundreds of thousands of years.* (HSR, DFR, SWSB, EGV, SWI64, NEGV)

Swoop Sled

this form of repulsorsled is extremely fast and maneuverable, and is armed with a single laser cannon. (SWJ9)

Swoopchasing

a form of swoop racing, a swoopchase involved negotiating a swoop through an obstacle course. The course consisted of five or more gravity obstacles which pushed or pulled the swoop away from the course. Often, the obstacles involved dangerous consequences for the racers. It was generally accepted that swoopchasing originated on the planet Omman, the brainchild of bored farmers. Over the decades, as the sport became more and more popular, races became sanctioned and league formed to govern the sport. Three of the most prominent courses were located on Socorro, Redcap, and Najiba, and any rider to win all three in succession was guaranteed a place in history. A fourth course on par with these was developed on Neftali. Minor racecourses, used in qualifying heats, were located on Omman, Tatooine, and Garos IV. (BSS)

Swoop-S

see Nebulon-S Swoop Racer (DFRSB)

Swoopshaw

this form of modified speederbike was used on many backwater planets as a hired transport. A driver could be hired to drive one to four individuals and their belongings to a close-by location. (CCW)

Swo-O'Rim Circuit

this was one of the most popular, professional swoop racing circuits active during the last years of the Old Republic. (HNN5)

Sword

a Ripoblus assault shuttle operative during the Sepan Civil War. (TIE)

Sword of Honor

this was the quasi-religious symbol of the Kentra and their social structure. In reality, the Sword of Honor was the ancient lightsaber of Michael Tandre. It was said that, when the Sword of Honor was restored to working order, the second age of the Kentra would begin, "with new allies..." (SWJ2)

Sword of the Jedi

this was the name used by Luke Skywalker to describe Jaina Solo, when it was announced that she had attained the level of Jedi Knight. In Master Skywalker's words, Jaina was to be "...a burning brand to your enemies, a brilliant fire to your friends." She found that this appellation was more work to maintain than she believed, as the war against the Yuuzhan Vong wore her down and distanced her from her friends and family. (Y, DW)

Sword, Plow, and Spirit

this was the name given to the set of religious beliefs taught to the Kentra by Michael Tandre. The sword represents warfare, the plow represented agriculture, and the spirit represented moral integrity. (SWJ2)

Swori Mdimu

this Etti was the Captain of the *Tinmolok*, when the freighter was captured by Han Solo, shortly after the Battle of Duro. Although initially reluctant to do so, Captain Mdimu eventually revealed that the *Tinmolok* was transporting amphistaffs to the Peace Brigade. Solo and his wife, Leia Organa Solo, allowed Mdimu and his crew to escape the ship in escape pods, before the ship and its cargo were confiscated. (EVR)

SX-14 Field Hover-Ute

manufactured by Mobquet, this squat vehicle was a utility vehicle designed to haul cargoes in virtually any environment. Known as a Hover-Ute, the SX-14 had a blunt nose that was formed around a pilot's console, and a flat bed that could accommodate a variety of cargoes. (IWS)

SX20

this Corporate Sector Authority patrol skimmer was a small, two-person, light combat craft. It measured 4.7 meters in length, and was armed with a single laser cannon. (CSA)

Sy Myrth

this planet was the homeworld Sy Myrthian race. The planet, at the advice of its Senator, Toonbuck Toora, seceded from the Old Republic shortly after Ando announced its own secession, shortly before the onset of the Clone Wars. (SWDB, HNN4)

Sy Myrthian

this roughly humanoid species was native to the planet Sy Myrth. The average Sy Myrthian was covered with thick fur, and had a stocky build. (HNN4)

Sy Snootles

a Pa'lowick singer with a long snout and skinny legs, Sy Snootles was known as one of the best jizz-wailers in the galaxy when she was employed by Evar Orbus. She disliked Orbus' brusque style, but knew that he was an excellent singer and musician. When Orbus was killed on Tatooine just prior to the Battle of Yavin, she suggested to her band-mates that they continue as a trio. She helped rename the Kironak Snit, giving him the name Droopy McCool, and allowed Max Rebo to become the leader of the band. However, when Max agreed to play for Jabba the Hutt in return for all the food he could eat, she became angry. After arriving at Jabba's palace, Sy was approached by a number of parties to act as a spy against Jabba. She agreed to work for Lady Valarian, but was continually fed false information by Bib Fortuna. When Jabba was killed near the Sarlacc pit, Sy and the band jumped off the sail barge before it

was destroyed, and fled into the desert. Following the death of Jabba and the disappearance of Droopy, Sy and Max decided to play for Lady Valarian as the Max Rebo Duo. Their partnership didn't last long, as Sy struck out on her own. However, her career quickly floundered, and she was reduced to touring backwater planets under a number of aliases. Working as Lips Teenek, she was approached by Quilsen and offered her first taste of phetaril spice. She quickly became addicted, and spent much of the rest of her life in a drug-induced stupor. *Sy Snootles was portrayed by Annie Arbogast in Star Wars: Return of the Jedi.* (ROTJ, TJP, CCG9, SWI67)

Sya'kalla

this Charon was one of the many members of the splinter group known as the Cult of Light. (UANT)

Syayna

this young, female Jazbinan was the daughter of Lord Prepredenko. She was also a member of the Alliance-supporting rebel cell on the planet Jazbina. She and her followers had hoped to convince her father to switch his allegiance to the Alliance, but he refused. Syayna was forced to go underground. When Luke Skywalker arrived on Jazbina on a diplomatic mission, Prepredenko tricked him into "rescuing" Syayna from a group of kidnappers. In reality, Prepredenko used Luke to discover the location of Syayna's rebel cell and arrest its members. Syayna was placed under house arrest and shackled in her rooms at the palace. Syayna pretended to want Luke dead as badly as Prepredenko, and he released her long enough for her to kill Luke. However, Syayna set the blaster to stun and knocked Luke out, then told her father that she would bring Luke's body up to the audience chamber. Instead, she spirited Luke away from the palace and brought him to her cell's hideout. However, they were discovered by Jal Te Gniev and Darth Vader at the same time. Syayna refused to turn over Luke, and in the face of a warehouse full of Jazbinan rebels, Vader elected to leave the planet. She and Raol then decided to dedicate their lives to each other. (VQ)

Sybar

this was one of the many smalltime crimelords who operated from a base on the planet Brentaal, during the height of the New Order. He spent a good deal of credits and resources on an attempt to control the underworld activities at the Votrad Independent Downport. (WOTC)

Sybarion

this was a noted creator of gowns and eveningwear for female beings throughout the galaxy, during the last decades of the Old Republic. (VD2)

S'ybll

a shape-shifting mind-witch encountered by Luke Skywalker and Han Solo just after the Battle of Yavin. She attached herself to Luke, claiming to want his protection from Imperial forces. In an effort to win Luke's confidence, she made herself resemble Tanith Shire, who was still in Luke's thoughts. When she was finally able to draw Luke into her lair and control him, she reverted back to her true form: an ugly old hag. Luke was able to fight through her spell, and tried to escape. S'ybll then projected an image of Darth Vader to battle Luke, but he saw through the illusion and broke her spell. She then tried to use telekinetic powers to physically destroy Luke, but expended all her energies and died before she could rejuvenate herself. (CSW)

Sycophant Jolly

one of the many aliases of the Hoopster's Prank. (SOP)

Sycorax

this ancient witch was a native of the planet Necropolis, who claimed she could bring the dead back to life. When the ancient natives of Necropolis believed she was a fake, they killed her own son and demanded that she bring him back to life as proof. Sycorax died of a broken heart, but not before she leveled a curse on the planet's inhabitants. The Curse of Sycorax states that, should the natives of Necropolis ever ignore their dead, the dead would rise up and take control of the planet. Sycorax and her son were supposedly buried in the Crypt of the Ancients. It was later revealed that her corpse was nothing more than rotting bones, and that she had no power to reach beyond the grave. (GOF2)

Sydon Vehicle Works

this small starship manufacturer created the MRX-BR scout ship. (GG6)

Sygor Startech Industries

this powerful corporation was discovered to be the originator of the Event Horizon starfighter engine design. (LAA)

S'yito

this Yuuzhan Vong warrior held the rank of Subaltern during the occupation of the planet Selvaris, some four years after the Yuuzhan Vong began their invasion of the galaxy. S'yito was unusual among the warriors stationed on Selvaris in that he could speak and understand the Basic language, a skill that made him the primary liaison between the Yuuzhan Vong and the prisoners of war who were incarcerated on Selvaris. (UF)

'syk

this suffix was added to a Bothan's family name to indicate the individual's affiliation to the Asyk or Isyk clans. (GCG, WOTC)

Sykar

this man was the Imperial Governor of Celanon during the height of the New Order. He also served as an executive on the board of the Nalroni Merchant Council. (PG1, ND)

Sykes, Gavyn

this man was a Lieutenant in the Naboo Royal Security Force at the time of the Trade Federation's blockade of the Naboo System. Gavyn was a noted pilot and infiltrator, having spent his youth flying local transports and playing in the hidden tunnels of Theed. He performed a number of dangerous reconnaissance and attack missions for the Naboo, leading up to and including the Battle of Naboo and the destruction of the Federation's Droid Control Ship. (OWS, BFN)

Syliure-31

this was a model of hyperdrive ring developed by TransGalMeg Industries. It was created specifically for the *Aethersprite*-class interceptor, and provided the equivalent of a Class 1 hyperdrive system to the small ship. (X2)

Syliure-45

this was a model of hyperdrive ring developed by TransGalMeg Industries. It was created specifically for the Eta-2 *Actis* interceptor, and provided the equivalent of a Class 1 hyperdrive system to the small ship. (X3)

Sylo, Griggen

this man and his family, including his wife Tashna and seven children, was the ninth generation of farmers to work on a large farm in a remote area of the planet Dantooine, during the decades leading up to the Clone Wars. After the advent of the New Order, the Sylo family abandoned their farms and fled to an unknown world. (SWDB)

Sylo, Paxi

this young boy was the latest member in a long line of farmers who had worked a large farm in a remote area of the planet Dantooine. Paxi was the youngest of the seven children of Griggen and Tashna Sylo, and spent most of his time daydreaming about the Jedi Knights and drawing pictures of faraway places. His world changed when he was nine years old, when Paxi witnessed Mace Windu's amazing, single-handed defeat of a seismic tank during the height of the Clone Wars. After the battle, Paxi provided Mace with a drink of water before the Jedi set off again. In the following years, the Sylo farm was eventually abandoned, and Paxi was lost in history. However, a renegade holovid that appeared during the height of the New Order - depicting Mace Windu's defeat of the seismic tank - was attributed to Paxi, on the basis that its artistic style matched some of his older drawings. (OWS, SWDB)

Sylo, Tashna

this woman was Griggen Sylo's wife, and the mother of Paxi Sylo. (SWDB)

Sylond

this Aquala Aqualish owned Sylond's Speeder Rentals in Quantill City, on Ando. He was a good friend of Koral-tae. (SWJ11)

Sylond's Speeder Rentals

owned by the Aquala Aqualish Sylond, this Quantill City business rented a variety of repulsorlift vehicles to tourists and natives. (SWJ11)

Sylvar

an ancient Cathar Jedi, Sylvar was apprenticed to Vodo Siosk-Baas shortly before the Great Sirth War. She was in love with Crado, whom she had married for life. She was despised by Exar Kun, one of her fellow students. In a training exercise with their lightsabers, Kun tried to goad her into making mistakes. He eventually pushed Sylvar over the edge, and she clawed him across the right cheek. He nearly killed her, especially when she accused him of not being a true Jedi. During the early times of the Sith War, Sylvar pursued her lover to the Stenness System, where Crado and Oss Willum were trying to kill Master Thon. She chose to fight Crado, and considered him lost to her forever. Sylvar remained loyal to the Jedi throughout the conflict, despite the fact that they allowed Ulic Qel-Droma to live after his alliance with Exar Kun killed Crado and nearly destroyed the Jedi Knights. During the Exis Convocation ten years later, Sylvar's voice was strongest in denouncing the Jedi's lack of action against Ulic. In an effort to divert her energies, Tott Doneeta took her to Ryloth with him, during his attempt to heal the rift between the Doneeta and R'lyek clans. Sylvar, skirting with the Dark Side of the Force in her hatred of Ulic, roused the Doneeta clan into a killing frenzy and nearly brought them into a war with the R'lyek. Tott avoided the conflict, and was forced to return Sylvar to Cathar. There, she met with Kharr and went on a blood hunt to try and regain her focus. Unfortunately, she slaughtered an entire colony of kiltiks before realizing that she was falling deeper into the Dark Side. When she learned that Vima Sunrider had traveled to Rhen Var to train under Ulic, Sylvar returned to Exis Station to offer her assistance to Nomi in an effort to locate Vima. However, Nomi had already left, so Sylvar hired Hoggon to take her to Rhen Var, where she hoped to kill Ulic once and for all. She confronted him, and when Ulic refused to kill her in battle, Sylvar found she didn't have the heart to kill him either. She powered her lightsaber off, but was unprepared for Hoggon's appearance. The little man shot Ulic in the back, believing that he had killed the greatest traitor to the Jedi order. Sylvar nearly killed Hoggon for his insolence, but let him escape. (DLS, TSW, EGC, TOJR)

Sylvn

this was the name of a free-spirited wife from Cerean mythology. (GCG)

Sylvn

this was a common name among Cerean females. Unlike their male counterparts, Cerean females use a single name unless they became a bond-wife. In this case, a female will take on their husband's grandfather's name for official matters. The name Sylvn referred to a free-spirited wife in Cerean mythology. (GCG)

Sylvn

this young Cerean woman was the daughter of Ki-Adi-Mundi and his honor-wife, Mawin. Like many teenagers, Sylvn was troubled by her loyalty to her family and her desire to fit in with her friends. She often sided with her friends, who were demanding the import of technology, rather than with her father. However, as her boyfriend Maj-Odo-Nomor was implicated in the death of another youth at a pro-tech rally, she was thrust into an existence she couldn't condone. When Maj started showing affection to Twin, rather than Sylvn, her resolve to listen closer to her father's words deepened. Meanwhile, to protect his "investment," Ephraim Mon took Maj, Twin, and Sylvn to Tatooine for safe keeping. They stowed away on a transport ship, but were sharing the ship with divvik pupae. The pupae hatched into adults, threatening them all until Ki arrived to rescue them. The Chevins used Sylvn's presence as a lure to guide Ki. (PTR)

Symatrum League

this protest group was one of the more peaceable members of the Coalition of Automaton Rights Activists. Led by Bethelia Halvala, the Symatrum League staged non-violent picket lines outside the offices and plants of droid manufacturers. (FTD)

Symbian

this language was originally used thousands of years before the formation of the Old Republic. It eventually died out some 30,000 years before the Clone Wars, but remained an obscure source of research for linguists for millennia. (MBS)

Symbiospore

this broad-fronded fungus grew in the forests of the planet Kothlis, and was often found in the upper branches of the gankto tree. This fungus survived via an odd form of photosynthesis, as well as by stealing nutrients from its host plant. Symbiospore gave off a moldt fragrance which permeated the surrounding forests. (SPG)

Symer

this beast, native to Serat, was the only known predator of the tympt. A healthy population of symers kept the population of the scavenging tympts to a minimum. Unfortunately for the Seratians, they believed that the organs and appendages of the symer contained mystical powers, and killed the predators just to obtain them. The destruction of the symer population allowed the tympts to reproduce at a prodigious rate, which eventually threatened to eliminate the supplies of roti consumed by the Seratians. (COG)

Symmetric Cloud-Vee Formation

an attack posture used by small starfighters. (HTTE)

Symon Tube

this was one of the key components in the MX9 blaster rifle. It required regular filing to ensure that it was smooth, since normal usage inevitably caused scratches during recoil. (LFCW)

Symoxin

this chemical was originally developed as a contact painkiller, which could be rubbed on aching muscles to soothe and relax them. Many bounty hunters discovered that concentrated symoxin could be used to render a target unconscious, and often filled small darts with it. (EGW)

Sym-voyage

this form of virtual reality simulation was popular during the last decades of the Clone Wars. The simulation allowed patrons to visit any number of remote, exotic, or popular planets without actually leaving their homeworld. The simulations contained a wide spectrum of "reality", depending on how much an individual was willing to pay for the experience. (JQ9)

Syn

a tough, synthetic fabric used to make tents. (SE)

Syn, Peccati

this Imperial Navy officer was one of the last twelve Grand Admirals. Syn grew up as a devote follower of the Sacred Way, until the Empire subjugated his homeworld and made the religion illegal. Syn decided to fill the spiritual void left in his heart by taking the New Order and its doctrines as his own ideals. He later found a new sort of religion within the Church of the Dark Side, a group which had been sanctioned by Sate Pestage. While outwardly loyal to the New Order, Syn became increasingly more dedicated to the Church of the Dark Side, and even had the Prophetess Merilli at his side when he established his holdings at Kashyyyk. He was defeated by Admiral Ackbar during the liberation of Kashyyyk when his flagship, *Fi*, was destroyed. (ECH, SWI66)

Syncloth

developed during the last years of the Old Republic, syncloth was used to create towels and athletic

clothing. It was known for its absorbent properties, and could absorb large quantities of water before feeling wet. (MBS)

Synchronics

this corporation produced reflective body gloves that helped the wearer survive a blaster shot. (GG10)

Syndaar

this planet served as the Imperial capital world of Thrasybule Sector. (ND)

Syndaar Military Academy

this military prep school was the most prestigious of the Imperial-sponsored academies in Thrasybule Sector. (ND)

Syndaar Military Prep School

see Syndaar Military Academy. (ND)

Syndic

this is a title of respect used on many planets throughout the galaxy. (EGC, VOF)

Syndic

this was the title given to the four Chiss individuals who controlled the four ruling houses, and represented the Houses in the government on Csilla. (GMR5)

Syndic Mitth'raw'nuruodo

this was the Chiss family from which Grand Admiral Thrawn emerged during the height of the New Order. In the wake of Thrawn's death and the destruction of the Empire, the Chiss chose to ignore the fact that Syndic Mitth'raw'nuruodo even existed. However, the Chiss acknowledged that House Nuruodo remained in command of the military. (DJ)

Syndicat

this large, criminal organization took control of the planet Phindar some years before the Battle of Naboo. They kept the general populace poor and needy, so that hundreds would line up for a single loaf of bread, rather than worry about rebelling against the Syndicat. The Syndicat went so far as to blockade the planet Phindar, to maintain its hold on the Phindians. It was led by the Phindian Baftu and his assistant, Terra, when Guerra and Paxxi Derida tried to enlist the help of Qui-Gon Jinn and Obi-Wan Kenobi in freeing Phindar from the Syndicat. The Syndicat went so far as to remove the memories of anyone suspected of acting against it, then set them free on another world as punishment. Sometimes, memory-wiped Phindians were let loose on Phindar itself, although far from their homes. This process was known as "renewal." The Syndicat began supporting Prince Beju of Gala, in his bid to win the general elections there, in the hopes of taking control of the planet Gala as well. This would allow them to extend their influence and increase their profits. However, their plans were exposed by the Derida brothers with the help of the Jedi, and the Syndicat was destroyed when Baftu was captured by the Phindian resistance. (HP)

Syndicate One

this organization was formed from the marketing division of Trigdale Metallurgy. Following the Battle of Endor, Trigdale cut off several of its subordinate divisions. Saujutta-Ok-Topii, the Director of Marketing at the time, recognized the potential strengths of her division, and took much of her own personal savings to form Syndicate One on Valgauth. The new corporation became known as a weapons manufacturing and distribution business. (SWJ8)

Syned

this cold, ice-covered planet is located on the outer fringe of its system, and was devoid of natural life. However, a small outpost sprang up under protective domes and in underground cities. The outpost quickly grew into a bustling transfer station, mainly because of its proximity to the Duros Space Run, and was eventually garrisoned by the Empire. (GMH)

Synergentics

this small corporation produced several pieces of technology for use in kitchens and food preparation. (GFT)

Synfleece

this was a manufactured form of fleece, used to create warm jackets and vests. (UF)

Syngia Moon

this world was known as a vacation paradise. (DR)

Syngranite

an artificial stone used as a building material. (TME)

Syni IV

the Alliance once tried to seize the Imperial garrison on this planet. The Alliance commanding officer kept his troops outside weapons range which flying sorties over the garrison. Unfortunately for the Alliance, the team which was supposed to jam Imperial communications failed to complete their tasks. The Imperial commander called for reinforcements, and an *Imperial*-class Star Destroyer bombarded the Alliance forces into submission. (SWJ12)

Sy'nir

this was a common Psadan name. (UANT)

Synnt-ovations, Incorporated

this specialty weapons manufacturer was best known for its Credit Case Surprise device. (GFT)

Synoptic Teacher

developed and produced by Consolidated Learning Systems, this device allowed the user to rapidly obtain new information by transferring data directly to the brain at the subconscious level. Perfectly safe, the Synoptic Teacher could be used while you slept, implanting language courses, astrogation techniques, and other pieces of knowledge into your brain for quick retrieval. (GFT)

Synostat

this medicinal lubricant was used to keep clamps and other tools pliable and clean, as it provided both a barrier from moisture and germ-killing abilities. (MJH)

Synrock

a building material (COTF)

Syn's Shadow

this modified yacht was the personal ship of Nariss Siv Loqesh, who often traveled under the alias of Andov Syn. The *Syn's Shadow* was armed with a pair of laser cannons. (SWG6)

Synsilk

a fabric used for bedclothes. (LCM)

Synstone

a building material made from natural rock. The rock is crushed and mixed into a slurry with chemical dissolvants. It is then cast or sprayed onto the frame of a building to harden. The resulting synstone covering is much stronger and more resistant than natural stone. (SE)

Synthale

this was a type of synthetic ale that was produced on many backwater worlds during the height of the New Order. (SWG6)

Synthax-7

this voice synthesizer was developed by SoroSuub, and allowed beings who lacked adequate vocal cords

to converse in a normal manner. The Synthax-7 was implanted in the throat, so that the user appeared to be talking without assistance. (WSV)

Synth-crystal

this was the generic term used to describe any synthetic crystal, from those used in manufacturing and jewelry to the crystals used in the lightsabers of the Sith. (VD3)

Synthdroid

manufactured by Loronar Corporation after the formation of the New Republic, synthdroids were mechanical constructs which had sculpted synthflesh grown over their metal armatures. They had minimal internal computing power, since their actions were centrally controlled via the use of CCIR technology. Loronar supplied a number of synthdroids to Seti Ashgad and Dzym during their attempt to take control of the galaxy, for synthdroids proved to be excellent workers. Even when the Death Seed plague was consuming the synthflesh, the droid armature kept right on working. However, the synthdroids' central processor was destroyed by Leia Organa-Solo during her escape from Ashgad's Hweg Shul fortress, and they were unable to stop her. (POT)

SyntheCure

this small medical manufacturer produced a variety of sprayable plasto-cast dispensers. (FOP, GFT)

Syntherope

this strong, lightweight cord is found in many survival packs. Originally produced by Degan Explorations, syntherope provided climbers with a high-friction, corded material that gave excellent gripping power over its small surface area. (RASB, AEG)

SyntheTech

the company which manufactures AA-1 VerboBrains. (SWSB, IG1)

Synthewood

this was a synthetic building material which resembled natural wood. It was used in a variety of furniture applications during the early decades of the New Republic. (EOV, GMR8)

Synthflesh

this was the name given to a synthetic skin that was used to cover and bind wounds until the natural skin can heal. It was a quasi-living material, grown for a specific purpose. (HSR, DFR, POT, MBS)

Synth-harmonica

a musical instrument, the synth-harmonica was an electronic device which was designed to be played by virtually any race of being. (HR, GUN)

Synthleather

as its name implies, this was a form of synthetic leather used to create imitation-leather clothing as well as to cover furniture. (TFNR)

Synthmilk

this was a form of synthetic milk, developed to provide calcium and other nutrients to beings who lived on planets which had no source of natural milk. (T)

Synthoweb

this form of netting was used by miners and zero-g craftsmen, because it was durable and could conform to almost any shape. Miners used it as a way to hold lanterns atop their heads while working deep in mine shafts. (JH)

Synthplas

this incredibly strong material was used to create domes, which were used on inhospitable planets to form contained living areas. (BP)

Synthplate

this material was known for its strength and durability, and was often used to form security locks. (CCC)

Synth-sapph

this form of lab-created gemstone is often used in place of real sapphires. Wealthy people use synth-sapphs to discourage would-be thieves. (TBH)

Synthsteak

this was a processed foodstuff that resembled steak in texture and taste. It was easily produced, and provided much the same nutrients as a real steak, but without the slaughter of herd animals that many not have existed on a given planet. (T)

Synth-steel

a material used in construction, synth-steel was as strong as pure steel, but less costly. (E1A5)

Synthstone

this was a form of manufacturer gemstone, often created as an imitation of a more valuable stone. It could also be used to mimic raw stone, allowing for the construction of natural-seeming walls. (TCD, IWSST)

Synthtech Medtech Corporation

this medical corporation produced a wide range of medical scanners and irradiation boxes for military and field use. (FOP, PSG)

Synthtone

a musical instrument that creates the sounds of other instruments using electronics. (ISU)

Synth-viol

this was an electronic form of the standard viol, popular with youths during the last decades of the Old Republic. (HNN4)

Syntonium

a crystal hauled by Tem Chesko. (SWG3)

Syp

a tree native to the planet Ossel II, it is harvested by the Ossan for its beautiful wood. (GG4)

Syren

a flowering, carnivorous plant native to Kashyyyk, the syren grew on the floor of the dense jungle. The syren plant had two oval-shaped, yellow petals which grew atop a thick, blood-red stalk. In the center of the two petals was a mass of glossy, white fibers that exuded a wide variety of pheromones. These pheromones, in turn, attracted a wide variety of wildlife. When a creature touched the inner surface of a petal, the petals clamped shut over the prey, and the syren began to secrete digestive fluids to consume the prey. The Wookiees of Kashyyyk, as a test of bravery and maturity, sent groups of young Wookiees to the jungle floor to harvest the fibers. The stronger Wookiees held the petals open while others remove the fibers, which are used to form strong ropes. The average syren grew to a height of six to seven meters, and lived for just a single year. During Kashyyyk's winter season, the syren plants died out. Their brittle husks were ripped apart by seasonal winds, scattering the syren's seeds across the jungle floor. (HTF, TEP, GMR4)

Syren

this was a Trade Federation pleasure liner which plied the oceans of the planet Maramere, during the years following the Battle of Naboo. About six years after the Battle of Naboo, the *Syren* was ambushed by Sol Sixxa and his pirates. Lord Toat was killed, and Ruuk was thrown overboard before the *Syren* was scuttled and sent to the bottom of the ocean. It was later discovered by the Feeorin mercenary Nym and his crew, and scavenged for any information leading to the location of Sixxa. Nym managed to recover the head of the droid PL-37 before being attacked by a large sea creature. (CRBN)

Syril

this Alliance Intelligence agent scouted the planet Aargau for the Alliance, shortly after the Battle of Hoth. He was assisted by the droids R2-D2 and C-3PO, although C-3PO provided Syril with more irrelevant data than usable information. (PH)

Syron Aalun

this was one of the three *ruetsavii* sent to chronicle and criticize the life of Ooryl Qrygg. (BW)

Syrtik

this male Fia was a Captain in the Galantos Guard during the height of the Yuuzhan Vong invasion of the galaxy. It was Captain Syrtik, despite orders that came down from Councilor Jobath himself, who decided to lend assistance to the meager forces of the Galactic Alliance that had arrived at Galantos to restore communications. The Fia had been convinced that the Yuuzhan Vong would leave them alone, but the alien invaders were not about to leave an armed force active on their rear flanks. The Yuuzhan Vong attacked, and only the timely intervention of Leia Organa Solo and her family managed to alert the Fia to their danger. Syrtik, seeing that the Galactic Alliance's forces were outnumbered, provided the assistance of his own squadron, knowing that he might be courtmartialed for his actions. In the end, the Yuuzhan Vong were driven off, and the Fia managed to turn their disloyalty into feigned miscommunication. Captain Syrtik was regarded as a hero by the Fia population, which prevented any form of discipline, lest the people become outraged at the government. (FH1)

Syruss System

this star system was under Imperial control, during the early years of the Galactic Civil War. An Alliance operation was launched at the space station which patrolled the system, shortly after the Battle of Yavin, in which the Alliance forces managed to defeat the Imperials and liberate the system. (GMR3)

Sysco

this man served as the Captain of the Imperial Army squadrons which were assigned to the Dark Jedi Jerec and his command ship, the *Vengeance*, during the height of the Galactic Civil War. (RAG)

System Patrol Craft

fast, powerful sublight ships used by the Empire as customs inspection ships as well as search-and-rescue ships. (ISB, DFR)

Systems Control

a Star Destroyer crew which is in control of the ship's computer systems. (DFR)

Systems Infiltration Manager

this small computer module was designed by the programmer Malik for the Empire. It was, at heart, a high-powered problem solver, with programming that gave it the ability to get inside a starship's basic programming and take it apart. Eventually the SIM, as it was called, would take complete control of the starship. Disguised as the Systems Integration Manager, the module was allowed onto the *Star of Empire* to be tested as a navigation system. Malik got the module installed, and began running the programs to evacuate the ship's passengers and crew. However, at the last moment, Malik refused to enter the necessary codes to free the SIM program to take complete control of the ship. The program tortured him by locking him in a room and modifying the environment. The SIM program was able to control life support as well as the droid population of the ship, and sent out several bands of maintenance droids to kill off any of the passengers and crew that remained aboard. In the meantime, the SIM program had found another ally in the young boy, Zak Arranda. Zak believed that the SIM program was trying to help, and unwittingly entered the necessary codes. SIM came to life and took control of the *Star of Empire*. The survivors managed to escape from SIM and the ship by merely waiting the program out and taking a big chance when the opportunity came. Hoole managed to reach the *Shroud* and Dash Rendar recovered the *Outrider*, and then shot a pair of proton torpedoes into the engines of the *Star of Empire*. They then sent a message to the Alliance, giving them the location of the ship. SIM, however, managed to download itself into the computer banks of a nearby space station, and waiting until it could insinuate itself into another starship. (GOF10)

Systems Integration Manager

this false cover was supposed to be a device hailed as the next generation in shipboard computers by the Empire. The primary difference between a droid or a navigational computer and the SIM (as it was referred to) was that the SIM could actually decide for itself where to go and how to get there. However, SIM was not what it seemed to be. In fact, the real name for the computer was Systems Infiltration Manager, and it was designed to take control of an enemy ship after being inserted into its computer core. (GOF10)

Sythluss Leethe

this Sluissi owned and operated the modified YT-1300 freighter known as *The Maker*. In order to prevent the ship from being stolen, Leethe installed a wide range of security and anti-theft systems aboard the ship. Leethe was a black market droid manufacturer, and often traveled in his ship under the false identification of the One Shot. Unfortunately for Leethe, T'Charek Haathi and her Alliance shipjacking team managed to get by The Maker's systems and steal the ship. (SWJ13)

Syub

this name was common among Sullustan males, and meant "industrious". (GCG)

Syub Snunb

a Sullustan, Syub Snunb served as part of the Sullustan Home Guard, protecting his planet from pirates and other invasions. When the leaders of Sullust decided to secede from the Empire, they appointed Syub to be the commander to lead the Alliance's fleet to the Sullust System, prior to the Battle of Endor. He was chosen to command the escort frigate *Antares Six*, which he did with pride until being promoted to the command of the *Resolve* in the newly-commissioned Fifth Battle Group. (DE1, DESB, BTS)

Syvris

this moon, located on the border between Hutt space and Imperial-controlled space, was subjugated by Imperial forces shortly before the Battle of Hoth. Many of the moon's residents were smugglers, who lived and worked at a shadowport located in its largest crater. They believed that the shadowport's location had been given to the Empire by Basz Maliyu. The shadowport had been run by Rance, but he perished in the attack. (SWJ13)

Syward

this was the chief port city of the planet Lavisar. (IF)

Syychi

this albino Wookiee was a partner of Memcha-Badawzi, working on the planet Neftali as the second-in-command of the Cordel Cove starport. Syychi was a former slave who was born on Vizcarra and never saw the Wookiee homeworld of Kashyyyk. Syychi was used on several Imperial projects, and was constantly moved from remote camps to the Vizcarra prison. During transport back to Vizcarra, Syychi found herself sharing a cell with Memcha. The Twi'lek inspired Syychi to rise above her captors, and the pair incited a slave revolt and overpowered their Imperial captors. Memcha and Syychi then fled to Neftali at the bidding of Memcha's father, Abdi-Badawzi, and took up the management of the Cordel Cove operations. (BSS)

Szardra

this was the shortened name of a noted Chiss individual. (UANT)

Szechual

this species of tree was native to the fourth moon of Yavin. (GG2)

S'Zingo

this was a name that was common among the Sanyassan race. (UANT)

Szona

this form-fitting material was used to create body gloves and leotards for dancers, during the height of the New Order. (VD)

Bibliography (complete as of Version 7.0)

Please note that the Bibliography will be a true Bibliography for a while. I will be implementing a way to display the entries in chronological order shortly.

- *A Decade of Dark Horse, Volume 2 (contains "This Crumb for Hire")*, by Various, copyright 1996, from Dark Horse Comics
- *A Forest Apart*, by Troy Denning, copyright 2003, from Del Rey Books
- *A Guide to the Star Wars Universe, First Edition*, by Raymond Velasco, copyright 1984, from Del Rey Books
- *A Guide to the Star Wars Universe, Second Edition*, by Bill Slavicsek, copyright 1994, from Del Rey Books
- *A Hunter's Fate: Greedo's Tale*, by Tom and Martha Veitch, copyright 2004, from Lucas Online
- *A Night at Tosche Station*, by J.D. Wiker, copyright 2001, from Wizards of the Coast
- *Agents of Chaos: Hero's Trial*, by James Luceno, copyright 2000, from Del Rey Books
- *Agents of Chaos: Jedi Eclipse*, by James Luceno, copyright 2000, from Del Rey Books
- *Alien Anthology*, by Steve Miller and Owen K.C. Stephens, copyright 2001, from Wizards of the Coast
- *Alien Encounters*, by Paul Sudlow, copyright 1998, from West End Games
- *Alliance Intelligence Reports*, by C. Robert Carey, et al., copyright 1995, from West End Games
- *Ambush at Corellia*, by Roger MacBride Allen, copyright 1995, from Bantam Spectra Books
- *Anakin to the Rescue*, by Jim Thomas, copyright 1999, from Random House Books
- *Anakin: Apprentice*, by Marc Cerasini, copyright 2002, from Random House Books
- *Anakin's Fate*, by Jim Thomas, copyright 1999, from Random House Books
- *Anakin's Pit Droid*, by Justine and Ron Fontes, copyright 2000, from Random House Books
- *Anakin's Race to Freedom*, by Alice Alfonsi, copyright 1999, from Random House Book
- *Arms and Equipment Guide*, by Jeff Grubb and Owen K.C. Stevens, copyright 2002, from Wizards of the Coast
- *Army of Terror: Galaxy of Fear Book 6*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Art for Art's Sake*, by Jeff Quick, copyright 2003, from Wizards of the Coast
- *Assault at Selonia*, by Roger MacBride Allen, copyright 1995, from Bantam Spectra Books
- *Balance Point*, by Kathy Tyers, copyright 2000, from Del Rey Books
- *Bantha Tracks Fan Club Newsletter (issue number n follows BTRKS)*, by Various, copyright 1978 - 1981, from LucasFilm Limited
- *Battle for Naboo*, copyright 2001, from LucasArts Entertainment Company
- *Battle for the Golden Sun*, by Douglas Kaufman, copyright 1988, from West End Games
- *Battle in the Streets!*, by Bill Slavicsek, copyright 2001, from Wizards of the Coast
- *Battle of the Bounty Hunters*, copyright , from Dark Horse Comics
- *Before the Storm*, by Michael P. Kube-McDowell, copyright 1996, from Bantam Spectra Books
- *Beneath Aucellis Park*, by Morrie Mullins, copyright 2003, from Wizards of the Coast
- *Black Ice*, by Paul Murphy and Bill Slavicsek, copyright 1990, from West End Games
- *Bloodhawk Down*, by Owen K.C. Stephens, copyright 2002, from Wizards of the Coast
- *Boba Fett: A New Threat*, by Elizabeth Hand, copyright 2004, from Scholastic Incorporated
- *Boba Fett: Agent of Doom*, by Cam Kennedy, copyright 2000, from Dark Horse Comics
- *Boba Fett: Bounty on Bar-Kooda*, by John Wagner, copyright 1995, from Dark Horse Comics
- *Boba Fett: Crossfire*, by Terry Bisson, copyright 2002, from Scholastic Incorporated
- *Boba Fett: Enemy of the Empire*, by John Wagner, copyright 1999, from Dark Horse Comics
- *Boba Fett: Hunted*, by Elizabeth Hand, copyright 2003, from Scholastic Incorporated
- *Boba Fett: Maze of Deception*, by Elizabeth Hand, copyright 2003, from Scholastic Incorporated
- *Boba Fett: Murder Most Foul*, by John Wagner, copyright 1997, from Dark Horse Comics
- *Boba Fett: Pursuit*, by Elizabeth Hand, copyright 2004, from Scholastic Incorporated
- *Boba Fett: The Fight to Survive*, by Terry Bisson, copyright 2002, from Scholastic Incorporated

- *Boba Fett: Twin Engines of Destruction*, by Andy Mangels, copyright 1997, from Dark Horse Comics
- *Boba Fett: When the Fat Lady Swings*, by John Wagner, copyright 1996, from Dark Horse Comics
- *Cat and Mouse*, by Eric Cagle, copyright 2004, from Wizards of the Coast
- *CD-ROM bundled with The Unifying Force*, by Various, copyright 2003, from Del Rey Books
- *Champions of the Force*, by Kevin Anderson, copyright 1994, from Bantam Spectra Books
- *Children of the Jedi*, by Barbara Hambly, copyright 1995, from Bantam Spectra Books
- *City of the Dead: Galaxy of Fear Book 2*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Classic Adventures*, by Gary Haynes, et al., copyright 1995, from West End Games
- *Classic Adventures, Volume 2*, by Bill Slavicsek and Jim Bambra, copyright 1995, from West End Games
- *Classic Campaigns*, by Paul Murphy, et al., copyright 1994, from West End Games
- *Classic Star Wars (twenty issues)*, by Archie Goodwin, copyright 1993-94, from Dark Horse Comics
- *Classic Star Wars: A Long Time Ago... #1*, by Jo Duffy and Chris Claremont, copyright 1999, from Dark Horse Comics
- *Classic Star Wars: A Long Time Ago... #2*, by Archie Williamson and Mike W. Barr, copyright 1999, from Dark Horse Comics
- *Classic Star Wars: A Long Time Ago... #3*, by David Michelinie, copyright 1999, from Dark Horse Comics
- *Classic Star Wars: A Long Time Ago... #4*, by David Michelinie and Jo Duffy, copyright 1999, from Dark Horse Comics
- *Classic Star Wars: A Long Time Ago... #5*, by David Michelinie, copyright 1999, from Dark Horse Comics
- *Classic Star Wars: A Long Time Ago... #6*, by Jo Duffy, Linda Grant, and Randy Stradley, copyright 1999, from Dark Horse Comics
- *Classic Star Wars: Devilworlds (two issues)*, copyright 1996, from Dark Horse Comics
- *Classic Star Wars: The Early Adventures (nine issues)*, by Russ Manning, copyright 1995, from Dark Horse Comics
- *Classic Star Wars: The Vandhelhelm Mission*, by Archie Goodwin, copyright 1995, from Dark Horse Comics
- *Clear and Present Dangers*, by Owne K.C. Stevens, copyright 2004, from Wizards of the Coast
- *Cloak of Deception*, by James Luceno, copyright 2001, from Del Rey Books
- *Clone Wars Cartoons, Series 1*, by Genndy Tartakovsky, copyright 2003, from Cartoon Network
- *Clone Wars Cartoons, Series 2*, by Genndy Tartakovsky, copyright 2004, from Cartoon Network
- *Clone Wars Cartoons, Series 3*, by Genndy Tartakovsky, copyright 2005, from Cartoon Network
- *Clones: Galaxy of Fear Book 11*, by John Whitman, copyright 1998, from Bantam Skylark Books
- *Coruscant and the Core Worlds*, by Craig R. Carey, et al., copyright 2003, from Wizards of the Coast
- *Cracken's Rebel Field Guide*, by Christopher Kubasik, copyright 1991, from West End Games
- *Cracken's Rebel Operatives*, by Paul Balsamo, et al., copyright 1994, from West End Games
- *Cracken's Threat Dossier*, by Drew Campbell, et al., copyright 1997, from West End Games
- *Creatures of the Galaxy*, by Phil Brucato, et al., copyright 1994, from West End Games
- *Crimson Empire*, by Mike Richardson and Randy Stradley, copyright 1997-1998, from Dark Horse Comics
- *Crimson Empire II: Council of Blood*, by Mike Richardson and Randy Stradley, copyright 1999, from Dark Horse Comics
- *Crisis at Crystal Reef*, by Kevin J. Anderson and Rebecca Moesta, copyright 1998, from Berkley Jam Books.
- *Crisis on Cloud City*, by Christopher Kubasik, copyright 1989, from West End Games
- *Cynabar's Fantastic Technology: Droids*, by Drew Campbell and Eric S. Trautmann, copyright 1997, from West End Games
- *Damsel in Distress*, by Stephen Kenson, copyright 2001, from Wizards of the Coast
- *Dangers of the Core*, by Jim Thomas, copyright 1999, from Random House Books
- *Dark Apprentice*, by Kevin Anderson, copyright 1994, from Bantam Spectra Books

- *Dark Empire*, by Tom Veitch, copyright 1991-1992, from Dark Horse Comics
- *Dark Empire II*, by Tom Veitch, copyright 1994-1995, from Dark Horse Comics
- *Dark Force Rising*, by Timothy Zahn, copyright 1992, from Bantam Spectra Books
- *Dark Force Rising*, by Mike Baron, copyright 1997, from Dark Horse Comics
- *Dark Force Rising Sourcebook*, by Bill Slavicsek, copyright 1992, from West End Games
- *Dark Forces*, by Justin Chin, copyright 1995, from LucasArts Entertainment Company
- *Dark Forces II: Jedi Knight*, copyright 1997, from LucasArts Entertainment Company
- *Dark Forces II: Jedi Knight - Mysteries of the Sith*, by Justin Chin, copyright 1998, from LucasArts Entertainment Company
- *Dark Forces: Jedi Knight*, by William C. Dietz, copyright 1998, from Dark Horse Comics
- *Dark Forces: Rebel Agent*, by William C. Dietz, copyright 1998, from Dark Horse Comics
- *Dark Forces: Soldier for the Empire*, by William C. Dietz, copyright 1997, from Dark Horse Comics and Boulevard Books
- *Dark Horse Presents Annual 1999 (includes Luke Skywalker: Walkabout)*, by Phil Norwood, copyright 1999, from Dark Horse Comics
- *Dark Horse Presents Annual 2000: Girls Rule! (contains Aurra's Song)*, by Dean R. Motter, copyright 2000, from Dark Horse Comics
- *Dark Journey*, by Elaine Cunningham, copyright 2002, from Del Rey Books
- *Dark Tide II: Ruin*, by Michael A. Stackpole, copyright 2000, from Del Rey Books
- *Dark Tide: Onslaught*, by Michael A. Stackpole, copyright 2000, from Del Rey Books
- *Darkest Knight*, by Kevin J. Anderson and Rebecca Moesta, copyright 1996, from Boulevard Books
- *Darksaber*, by Kevin J. Anderson, copyright 1995, from Bantam Spectra Books
- *Darkstryder: Endgame*, by Timothy O'Brien, et al., copyright 1996, from West End Games
- *Darkstryder: Kathol Outback*, by Sterling Hershey, et al., copyright 1996, from West End Games
- *Darkstryder: Kathol Rift*, by Sterling Hershey, et al., copyright 1996, from West End Games
- *Darth Maul*, by Ron Marz, copyright 2000, from Dark Horse Comics
- *Darth Maul: Saboteur*, by James Luceno, copyright 2001, from Del Rey Books
- *Darth Maul: Shadow Hunter*, by Michael Reaves, copyright 2001, from Del Rey Books
- *Darth Maul's Revenge*, by Eric Arnold, copyright 2000, from Random House Books
- *Death in the Undercity*, by Michael Nystul, copyright 1990, from West End Games
- *Death Star Pop-up Book*, copyright 1996, from Little Brown Publishers
- *Death Star Technical Companion*, by Bill Slavicsek, copyright 1991, from West End Games
- *Death Star Technical Companion, Second Edition*, by Bill Slavicsek, copyright 1993, from West End Games
- *Death, Dirt, and the Nerf Rancher's Daughter*, by Cory J. Herndon, copyright 2001, from Wizards of the Coast
- *Defender of the Empire*, by Lawrence Holland and Edward Kilham, copyright 1994, from LucasArts Entertainment Company
- *Delusions of Grandeur*, by Kevin J. Anderson and Rebecca Moesta, copyright 1997, from Boulevard Books
- *Destiny's Way*, by Walter Jon Williams, copyright 2002, from Del Rey Books
- *Diversity Alliance*, by Kevin J. Anderson and Rebecca Moesta, copyright 1997, from Boulevard Books
- *Domain of Evil*, by Jim Bambra, copyright 1991, from West End Games
- *Droids (Marvel Star Comics)*, by Dave Manak, copyright 1986, from Marvel Comics Group
- *Droids Special*, by Ryder Windham, copyright 1995, from Dark Horse Comics
- *Droids: Rebellion (issues 1-4)*, by Jan Strnad, copyright 1995, from Dark Horse Comics
- *Droids: Season of Revolt (issues 5-8)*, by Jan Strnad, copyright 1995, from Dark Horse Comics
- *Droids: The Adventures of R2-D2 and C-3PO*, copyright 1985, from Random House Books
- *Droids: The Animated Adventures of R2-D2 and C-3PO*, by Ben Burtt, copyright 1985, from Nelvana Animation Company
- *Droids: The Kalarba Adventures (six issues)*, by Ryder Windham, copyright 1994, from Dark Horse Comics

- *Droids: The Protocol Offensive*, by Ryder Wyndham and Anthony Daniels, copyright 1997, from Dark Horse Comics
- *Droidworks*, copyright 1999, from Lucas Learning
- *Duel*, by Timothy Zahn, copyright 2003, from Paizo Publishing
- *Eaten Alive: Galaxy of Fear Book 1*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Edge of Victory I: Conquest*, by Greg Keyes, copyright 2001, from Del Rey Books
- *Edge of Victory II: Rebirth*, by Greg Keyes, copyright 2001, from Del Rey Books
- *Emissary of the Void*, by Greg Keyes, copyright 2002, from Various
- *Empire's End*, by Tom Veitch, copyright 1995, from Dark Horse Comics
- *Enemy Lines I: Rebel Dream*, by Aaron Allston, copyright 2002, from Del Rey Books
- *Enemy Lines II: Rebel Stand*, by Aaron Allston, copyright 2002, from Del Rey Books
- *Episode I: RACER Strategy Guide*, copyright 1999, from Prima Publishing
- *Equipment*, by Matthew Stover, copyright 2003, from Paizo Publishing
- *Escape from the Monster Ship*, by Bonnie Bogart, copyright 1986, from Random House Books
- *Ewoks*, by David Manak, copyright 1985-87, from Star Comics
- *Ewoks*, by Bob Carrau and Paul Dini, copyright 1986, from Nelvana Animation Company
- *Ewoks (Star Comics series)*, by Dave Manak, copyright 1985-1986, from Marvel Comics Group
- *Ewoks: The Battle for Endor*, copyright 1985, from MGM/UA
- *Flashpoint! Brak Sector*, by Sterling Hershey, copyright 1995, from West End Games
- *Fool's Bargain*, by Timothy Zahn, copyright 2003, from Del Rey Books
- *Force Commander*, copyright , from LucasArts Entertainment Company
- *Force Heretic I: Remnant*, by Sean Williams and Shane Dix, copyright 2003, from Del Rey Books
- *Force Heretic II: Refugee*, by Sean Williams and Shane Dix, copyright 2003, from Del Rey Books
- *Force Heretic III: Reunion*, by Sean Williams and Shane Dix, copyright 2003, from Del Rey Books
- *From Star Wars to Indiana Jones: The Best of the Lucasfilm Archives*, by Mark Cotta Vaz and Shinji Hata, copyright 1994, from Chronicle Books
- *Fuzzy as an Ewok: Things to See, Touch, and Smell from the Forest Moon of Endor*, by Virginia Holt, copyright 1985, from Random House Books
- *Galactic Campaign Guide*, by Peter Schweighoffer and J.D. Wiker, copyright 2003, from Wizards of the Coast
- *Galactic Gazetteer*, by Craig R. Carey, Jason Fry, and Daniel Wallace, copyright 2004, from Wizards of the Coast
- *Galaxy Guide 1: A New Hope*, by Grant Boucher, copyright 1989, from West End Games
- *Galaxy Guide 10: Bounty Hunters*, by Rick D. Stuart, copyright 1993, from West End Games
- *Galaxy Guide 11: Criminal Organizations*, by Rick D. Stuart, copyright 1994, from West End Games
- *Galaxy Guide 12: Aliens - Enemies and Allies*, by C. Robert Carey, et al., copyright 1995, from West End Games
- *Galaxy Guide 2: Yavin and Bespin*, by Jonatha Caspian, et al., copyright 1989, from West End Games
- *Galaxy Guide 3: The Empire Strikes Back*, by Michael Stern, copyright 1989, from West End Games
- *Galaxy Guide 4: Alien Races*, by Troy Denning and Chuck Truett, copyright 1989, from West End Games
- *Galaxy Guide 5: Return of the Jedi*, by Michael Stern, copyright 1990, from West End Games
- *Galaxy Guide 6: Tramp Freighters*, by Mark Rein-Hagen and Stewart Wieck, copyright 1990, from West End Games
- *Galaxy Guide 7: Mos Eisley*, by Martin Wixted, copyright 1993, from West End Games
- *Galaxy Guide 8: Scouts*, by Bill Olmesdahl and Bill Smith, copyright 1993, from West End Games
- *Galaxy Guide 9: Fragments from the Rim*, by Simon Smith and Eric S. Trautmann, copyright 1993, from West End Games
- *Galladinium's Fantastic Technology*, by Rick D. Stuart, et al., copyright 1995, from West End Games
- *Game Chambers of Questal*, by Robert Kern, copyright 1990, from West End Games
- *Geonosis and the Outer Rim Worlds*, by Craig R. Carey, Jason Fly, Jeff Quick, Jeffrey Quinn, and Daniel Wallace, copyright 2004, from Wizards of the Coast

- *George Lucas: The Creative Impulse*, by Charles Champlin, copyright 1992, from Harry N. Abrams Publishing
- *Ghost of the Jedi: Galaxy of Fear Book 5*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Goroth: Slave of the Empire*, by Nigel D. Findley, copyright 1995, from West End Games
- *Graveyard of Alderaan*, by Bill Slavicsek, copyright 1991, from West End Games
- *Gun Nut*, by Jeff Quick, copyright 2002, from Wizards of the Coast
- *Gundark's Fantastic Technology: Personal Gear*, by Jen Seiden and Eric S. Trautmann, copyright 1997, from West End Games
- *Han Solo and the Corporate Sector Sourcebook*, by Michael Allen Horne, copyright 1993, from West End Games
- *Han Solo and the Lost Legacy*, by Brian Daley, copyright 1980, from Del Rey Books
- *Han Solo at Stars' End*, by Archie Goodwin, copyright 1997, from Dark Horse Comics
- *Han Solo at Stars' End*, by Brian Daley, copyright 1979 by the Star Wars Corporation, from Del Rey Books
- *Han Solo's Revenge*, by Brian Daley, copyright 1979, from Del Rey Books
- *Hard Merchandise*, by K.W. Jeter, copyright 1999, from Bantam Spectra Books
- *Hardware Wars*, by Ernie Fosselius, copyright , from
- *Hardware Wars: Special Edition*, by Ernie Fosselius, copyright , from
- *Head Trip*, by Jeff Grubb, copyright 2001, from Wizards of the Coast
- *Heir to the Empire*, by Timothy Zahn, copyright 1991, from Bantam Spectra Books
- *Heir to the Empire*, by Mike Baron, copyright 1995-1996, from Dark Horse Comics
- *Heirs of the Force*, by Kevin J. Anderson and Rebecca Moesta, copyright 1995, from Boulevard Books
- *Heroes and Rogues*, by Paul Sudlow and Rick Stuart, copyright copyright1995, from West End Games
- *Hideouts and Strongholds*, by Sterling Hershey, copyright 1998, from West End Games
- *High Alert!*, by J.D. Wiker, copyright 2003, from Wizards of the Coast
- *HoloNetNews.com, Issues 45 through 49*, by Pablo Hidalgo and Paul Ens, copyright 2002, from LucasFilm Limited
- *HoloNetNews.com, Issues 55 through 59*, by Pablo Hidalgo and Paul Ens, copyright 2002, from LucasFilm Limited
- *Horning In*, by Jeff Quick, copyright 2002, from Wizards of the Coast
- *How the Ewoks Saved the Trees*, by James Howe, copyright 1984, from Random House Books
- *Hunger*, by Morrie Mullins, copyright 2003, from Wizards of the Coast
- *I Am a Jedi*, by Marc Cerasini, copyright 1999, from Random House Books
- *I, Jedi*, by Michael A. Stackpole, copyright 1998, from Bantam Spectra Books
- *I'd Just as Soon Kiss a Wookiee: The Quotable Star Wars*, by Steven J. Sansweet, copyright 1996, from Del Rey Books
- *Imperial Double-cross*, by Peter Schweighofer, copyright 1997, from West End Games
- *Imperial Entanglements*, by Stephen Crane, copyright 1996, from West End Games
- *Imperial Spy*, by Mike W. Barr, copyright 1999, from Dark Horse Comics
- *Inside the Worlds of Star Wars Episode I*, by Kristin Lund, copyright 2000, from DK Publishing, Incorporated
- *Inside the Worlds of Star Wars: Attack of the Clones*, by Simon Beecroft, copyright 2003, from DK Publishing, Incorporated
- *Inside the Worlds of the Star Wars Trilogy*, by James Luceno, copyright 2004, from DK Publishing, Incorporated
- *Instant Adventures*, by Timothy S. O'Brien, et al., copyright 1997, from West End Games
- *Invasion of Theed*, by Bill Slavicsek, copyright 2000, from Wizards of the Coast
- *Jabba the Hutt: Betrayal*, by Jim Woodring, copyright 1995, from Dark Horse Comics
- *Jabba the Hutt: The Dynasty Trap*, by Jim Woodring, copyright 1995, from Dark Horse Comics
- *Jabba the Hutt: The Gaar Suppoon Hit*, by Jim Woodring, copyright 1995, from Dark Horse Comics
- *Jabba the Hutt: The Hunger of Princess Nampi*, by Jim Woodring, copyright 1995, from Dark Horse Comics

- *Jabba's Palace Pop-up Book*, by Kevin J. Anderson and Rebecca Moesta, copyright 1996, from Little Brown Publishers
- *Jango Fett*, by Ron Marz, copyright 2002, from Dark Horse Comics
- *Jango Fett: Open Seasons*, by Haden Blackman, copyright 2002, from Dark Horse Comics
- *Jar Jar's Mistake*, by Jim Thomas, copyright 1999, from Random House Books
- *Jedi Academy: Leviathan*, by Kevin J. Anderson, copyright 1998-1999, from Dark Horse Comics
- *Jedi Apprentice Special Edition 2: The Followers*, by Jude Watson, copyright 2002, from Scholastic Incorporated
- *Jedi Apprentice Special Edition: Deceptions*, by Jude Watson, copyright 2001, from Scholastic, Incorporated
- *Jedi Apprentice: The Call to Vengeance*, by Jude Watson, copyright 2001, from Scholastic, Incorporated
- *Jedi Apprentice: The Captive Temple*, by Jude Watson, copyright 2000, from Scholastic Incorporated
- *Jedi Apprentice: The Dangerous Rescue*, by Jude Watson, copyright 2001, from Scholastic Incorporated
- *Jedi Apprentice: The Dark Rival*, by Jude Watson, copyright 1999, from Scholastic Incorporated
- *Jedi Apprentice: The Day of Reckoning*, by Jude Watson, copyright 2000, from Scholastic Incorporated
- *Jedi Apprentice: The Deadly Hunter*, by Jude Watson, copyright 2000, from Scholastic Incorporated
- *Jedi Apprentice: The Death of Hope*, by Jude Watson, copyright 2001, from Scholastic Incorporated
- *Jedi Apprentice: The Defenders of the Dead*, by Jude Watson, copyright 1999, from Scholastic Incorporated
- *Jedi Apprentice: The Evil Experiment*, by Jude Watson, copyright 2001, from Scholastic Incorporated
- *Jedi Apprentice: The Fight for Truth*, by Jude Watson, copyright 2000, from Scholastic Incorporated
- *Jedi Apprentice: The Hidden Past*, by Jude Watson, copyright 1999, from Scholastic Incorporated
- *Jedi Apprentice: The Mark of the Crown*, by Jude Watson, copyright 1999, from Scholastic Incorporated
- *Jedi Apprentice: The Only Witness*, by Jude Watson, copyright 2002, from Scholastic, Incorporated
- *Jedi Apprentice: The Rising Force*, by Dave Wolverton, copyright 1999, from Scholastic Incorporated
- *Jedi Apprentice: The Shattered Peace*, by Jude Watson, copyright 2000, from Scholastic Incorporated
- *Jedi Apprentice: The Threat Within*, by Jude Watson, copyright 2002, from Scholastic Incorporated
- *Jedi Apprentice: The Ties That Bind*, by Jude Watson, copyright 2001, from Scholastic, Incorporated
- *Jedi Apprentice: The Uncertain Path*, by Jude Watson, copyright 2000, from Scholastic Incorporated
- *Jedi Bounty*, by Kevin J. Anderson and Rebecca Moesta, copyright 1997, from Boulevard Books
- *Jedi Council: Acts of War*, by Randy Stradley, copyright 2000, from Dark Horse Comics
- *Jedi Knight II: Jedi Outcast*, copyright 2002, from LucasArts Entertainment Company
- *Jedi Knight: Jedi Academy*, copyright 2003, from LucasArts Entertainment Company
- *Jedi Knights Trading Card Game*, copyright 2001, from Decipher, Inc
- *Jedi Knights Trading Card Game: Masters of the Force*, copyright 2001, from Decipher, Incorporated
- *Jedi Knights Trading Card Game: Scum and Villiany*, copyright 2001, from Decipher, Inc.
- *Jedi Quest*, by Ryder Windham, copyright 2001, from Dark Horse Comics
- *Jedi Quest*, by Jude Watson, copyright 2001, from Scholastic Incorporated
- *Jedi Quest: The Changing of the Guard*, by Jude Watson, copyright 2003, from Scholastic, Incorporated
- *Jedi Quest: The Dangerous Games*, by Jude Watson, copyright 2002, from Scholastic, Incorporated
- *Jedi Quest: The False Peace*, by Jude Watson, copyright 2004, from Scholastic, Incorporated
- *Jedi Quest: The Final Showdown*, by Jude Watson, copyright 2004, from Scholastic, Incorporated
- *Jedi Quest: The Master of Disguise*, by Jude Watson, copyright 2002, from Scholastic Incorporated
- *Jedi Quest: The Moment of Truth*, by Jude Watson, copyright 2003, from Scholastic, Incorporated
- *Jedi Quest: The School of Fear*, by Jude Watson, copyright 2003, from Scholastic Incorporated
- *Jedi Quest: The Shadow Trap*, by Jude Watson, copyright 2003, from Scholastic Incorporated
- *Jedi Quest: The Trail of the Jedi*, by Jude Watson, copyright 2002, from Scholastic, Incorporated
- *Jedi Quest: The Way of the Apprentice*, by Jude Watson, copyright 2002, from Scholastic Incorporated
- *Jedi Search*, by Kevin Anderson, copyright 1994, from Bantam Spectra Books
- *Jedi Trial*, by David Sherman and Dan Cragg, copyright 2004, from Del Rey Books

- *Jedi Under Siege*, by Kevin J. Anderson and Rebecca Moesta, copyright 1996, from Boulevard Books
- *Jedi vs. Sith*, by Darko Macan, copyright 2001, from Dark Horse Comics
- *Jedi's Honor*, by Troy Denning, copyright 1990, from West End Games
- *Junior Jedi Knights #1 - The Golden Globe*, by Nancy Richardson, copyright 1995, from Boulevard Books
- *Junior Jedi Knights #2 - Lyric's World*, by Nancy Richardson, copyright 1996, from Boulevard Books
- *Junior Jedi Knights #3 - Promises*, by Nancy Richardson, copyright 1996, from Boulevard Books
- *Junior Jedi Knights #4 - Anakin's Quest*, by Rebecca Moesta, copyright 1997, from Boulevard Books
- *Junior Jedi Knights #5 - Vader's Fortress*, by Rebecca Moesta, copyright 1997, from Boulevard Books
- *Junior Jedi Knights #6 - Kenobi's Blade*, by Rebecca Moesta, copyright 1997, from Boulevard Books
- *Labyrinth of Evil*, by James Luceno, copyright 2005, from Del Rey Books
- *Lando Calrissian and the Flamewind of Oseon*, by L. Neil Smith, copyright 1983, from Del Rey Books
- *Lando Calrissian and the Mindharp of Sharu*, by L. Neil Smith, copyright 1983, from Del Rey Books
- *Lando Calrissian and the Starcave of Thonboka*, by L. Neil Smith, copyright 1983, from Del Rey Books
- *Last Call at Leatherback's*, by Cory Herndon, copyright 2002, from Wizards of the Coast
- *Legacy of the Jedi*, by Jude Watson, copyright 2003, from Scholastic Incorporated
- *Lightsabers*, by Kevin J. Anderson and Rebecca Moesta, copyright 1996, from Boulevard Books
- *Live Action Adventures*, by Anthony Russo and Scott Heinig, copyright 1996, from West End Games
- *Living Force Campaign Guide*, by Robert Wiese and Andy Collins, copyright 2001, from Wizards of the Coast
- *Living Force Campaign website* (<http://www.wizards.com/default.asp?x=starwars/swlfwelcome>), by Various, copyright , from Wizards of the Coast
- *Lords of the Expanse*, by Paul Sudlow and Chris Doyle, copyright 1997, from West End Games
- *Lost City of the Jedi*, by Paul and Hollace Davids, copyright 1992, from Bantam Skylark Books
- *LucasArts Entertainment Company website* (www.lucasarts.com), copyright , from LucasArts Entertainment Company
- *Luke Skywalker's Activity Book*, by James Razzi and Patricia Wynne, copyright 1978, from Random House Publishing
- *Luke's Fate*, by Jim Thomas, copyright 1996, from Random House Books
- *Mara Jade: By the Emperor's Hand*, by Timothy Zahn and Michael A. Stackpole, copyright 1998, from Dark Horse Comics
- *Marvel Illustrated Star Wars #1 - The Day After the Death Star*, by Archie Goodwin, copyright 1980, from Marvel Comics Group
- *Marvel Illustrated Star Wars #1 - The Guardian of Forever*, by Archie Goodwin, copyright 1980, from Marvel Comics Group
- *Marvel Illustrated Star Wars #1 - The Word for World is Death*, by Archie Goodwin, copyright 1980, from Marvel Comics Group
- *Marvel Illustrated Star Wars #1 - War on Ice*, by Archie Goodwin, copyright 1980, from Marvel Comics Group
- *Marvel Illustrated Star Wars #1 - Way of the Wookiee*, by Archie Goodwin, copyright 1979, from Marvel Comics Group
- *Marvel Illustrated Star Wars #1 - Weapons Master*, by Archie Goodwin, copyright 1980, from Marvel Comics Group
- *Marvel Illustrated Star Wars #1 - World of Fire*, by Archie Goodwin, copyright 1982, from Marvel Comics Group
- *Masquerade*, by Morrie Mullins, copyright 2003, from Wizards of the Coast
- *Masters of Teras Kasi*, copyright 1998, from LucasArts Entertainment Company
- *Medstar I: Battle Surgeons*, by Michael Reaves and Steve Perry, copyright 2004, from Del Rey Books
- *Medstar II: Jedi Healer*, by Michael Reaves and Steve Perry, copyright 2004, from Del Rey Books
- *Millennium Falcon Pop-up Book*, copyright 1996, from Little Brown Publishers
- *Mission from Mount Yoda*, by Paul and Hollace Davids, copyright 1992, from Bantam Skylark Books
- *Mission to Lianna*, by Joanne E. Wyrick, copyright 1992, from West End Games
- *Mission to Myrkr*, by J.D. Wiker, copyright 2002, from Wizards of the Coast

- *Monsters and Aliens from George Lucas*, by Bob Carrau, copyright 1993, from Harry N. Abrams
- *More Starships!*, by Ben Campbell and Owen KC Stevens, copyright 2001, from Wizards of the Coast
- *Mos Eisley Adventure Set*, by Floyd Wesel, copyright 1997, from West End Games
- *New Jedi Order Sourcebook*, by J.D. Wiker and Steve Miller, copyright 2002, from Wizards of the Coast
- *Nightmare Machine: Galaxy of Fear Book 4*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Nightsaber*, by J.D. Wiker, copyright 2003, from Wizards of the Coast
- *No Disintegrations*, by Kevin M. MacGregor, et al., copyright 1997, from West End Games
- *Obi-Wan's Bongo Adventure*, by Gail Herman, copyright 1999, from Scholastic, Incorporated
- *Operation: Clodhopper*, by Cory J. Herndon, copyright 2001, from Wizards of the Coast
- *Operation: Elrood*, by John Beyer, et al., copyright 1996, from West End Games
- *Original Revell Model Kit instruction sheets*, copyright , from Revell
- *Otherspace*, by Bill Slavicsek, copyright 1989, from West End Games
- *Otherspace II: Invasion*, by Douglas Kaufman, copyright 1989, from West End Games
- *Pirates and Privateers*, by Timothy S. O'Brien, copyright 1997, from West End Games
- *Pizzazz Magazine - Keeper's World*, by Roy Thomas and Archie Goodwin, copyright 1977-1978, from Marvel Comics Group
- *Pizzazz Magazine - War on Ice*, by Archie Goodwin and Walt Simonson, copyright 1978, from Marvel Comics Group
- *Planet Hoppers*, by Morrie Mullins, Cory J. Herndon, and Rodney Thompson, copyright 2003-2005, from Wizards of the Coast
- *Planet of Kadril (LA Times comic strip)*, by Russ Helm, copyright 1980, from Los Angeles Times Syndicate
- *Planet of the Mists*, by Nigel Findley, copyright 1992, from West End Games
- *Planet of Twilight*, by Barbara Hambly, copyright 1997, from Bantam Spectra Book
- *Planet Plague: Galaxy of Fear Book 3*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Planets of the Galaxy, Volume One*, by Grant Boucher, Julie Boucher, and Bill Smith, copyright 1991, from West End Games
- *Planets of the Galaxy, Volume Three*, by John Terra, copyright 1992, from West End Games
- *Planets of the Galaxy, Volume Two*, by John Terra, copyright 1993, from West End Games
- *Platt's Smugglers Guide*, by Peter Schweighofer, copyright 1997, from West End Games
- *Platt's Starport Guide*, by Peter Schweighofer, copyright 1995, from West End Games
- *Player's Guide to Tapani*, by Paul Sudlow and Eric S. Trautmann, copyright 1997, from West End Games
- *Podracing Tales*, by Ryder Windham, copyright 2000, from Dark Horse Comics
- *Positive ID*, by J.D. Wiker, copyright 2003, from Wizards of the Coast
- *Power of the Jedi Sourcebook*, by J.D. Wiker, et. al., copyright 2002, from Wizards of the Coast
- *Prophets of the Dark Side*, by Paul and Hollace Davids, copyright 1992, from Bantam Skylark Books
- *Put Up Your Dukes*, by Jeff Quick, copyright 2002, from Wizards of the Coast
- *Queen In Disguise*, by Monica Kulling, copyright 2000, from Random House Books
- *Queen of the Empire*, by Paul and Hollace Davids, copyright 1992, from Bantam Skylark Books
- *Qui-Gon and Obi-Wan: Last Stand on Ord Mantell*, copyright 2001, from Dark Horse Comics
- *Qui-Gon and Obi-Wan: The Aurorient Express*, by Mike Kennedy, copyright 2002, from Dark Horse Comics
- *Racer Revenge*, copyright 2002, from LucasArts Entertainment Company
- *Rebel Assault*, by Vince Lee, copyright 1993, from LucasArts Entertainment Company
- *Rebel Assault II*, by Vince Lee, copyright 1995, from LucasArts Entertainment Company
- *Rebel Assault: The Official Insider's Guide*, by Joe Hutsko, copyright 1994, from Prima Publishing
- *Rebel Dawn*, by A.C. Crispin, copyright 1998, from Bantam Books
- *Rebel Jedi*, by J.D. Wiker, copyright 2003, from Wizards of the Coast
- *Rebel Mission to Ord Mantell*, by Brian Daley, copyright 1983, from Buena Vista Records
- *Rebellion*, copyright 1997, from LucasArts Entertainment Company
- *Rebellion Era Sourcebook*, by Bill Slavicsek, et al., copyright 2001, from Wizards of the Coast

- *Recovery*, by Troy Denning, copyright 2001, from Del Rey Books
- *Rendezvous at Ord Mantell*, by Andy Collins, copyright 2002, from Wizards of the Coast
- *Rendezvous at Ord Mantell (revised)*, by Andy Collins, copyright 2004, from Wizards of the Coast
- *Republic Commando: Hard Contact*, by Karen Traviss, copyright 2004, from Del Rey Publishing
- *Return of the Jedi*, by James Kahn, copyright 1983, from Del Rey Books
- *Return of the Jedi*, copyright 1983, from Twentieth-Century Fox Film Distribution
- *Return of the Jedi NPR Radio Program*, by Brian Daley, copyright 1996, from Del Rey Books
- *Return of the Jedi: Special Edition*, copyright 1997, from Twentieth-Century Fox Film Distribution
- *Return to Ord Mantell*, by Kevin J. Anderson and Rebecca Moesta, copyright 1998, from Boulevard Books.
- *Reversal of Fortune*, by Paul Ens, copyright 2004, from Lucas Online
- *Ride Herd*, by Jeff Quick, copyright 2002, from Wizards of the Coast
- *Riders of the Maelstrom*, by Ray Winninger, copyright 1989, from West End Games
- *River of Chaos*, by Louise Simonson, copyright 1995, from Dark Horse Comics
- *Rogue Planet*, by Greg Bear, copyright 2000, from Del Rey Books
- *Rogue Squadron*, copyright 1999, from LucasArts Entertainment Company
- *Rogue Squadron II : Rogue Leader*, copyright 2001, from LucasArts Entertainment Company
- *Rogue Squadron III: Rebel Strike*, copyright 2003, from LucasArts Entertainment Company
- *Rough and Tundra*, by Craig R. Carey, Jason Fry, and Daniel Wallace, copyright 2004, from Wizards of the Coast
- *Rules of Engagement: The Rebel SpecForce Handbook*, by Timothy S. O'Brien, copyright 1997, from West End Games
- *Scavenger Hunt*, by Brad Freeman, copyright 1989, from West End Games
- *School Days*, copyright 1984, from Random House Books
- *Scoundrel's Luck*, by Troy Denning, copyright 1990, from West End Games
- *Secrets of Naboo*, by Steve Miller and J.D. Wiker, copyright 2001, from Wizards of the Coast
- *Secrets of Star Wars: Shadows of the Empire*, by Mark Cotta Vaz, copyright 1996, from Del Rey Books
- *Secrets of Tatooine*, by J.D. Wiker, copyright 2001, from Wizards of the Coast
- *Secrets of the Jedi*, by Jude Watson, copyright 2005, from Scholastic Incorporated
- *Secrets of the Sisar Run*, by Craig Robert Carey, et al., copyright 1997, from West End Games
- *Secrets of the Sith*, copyright , from Random House Publishing
- *Sergio Aragones Stomps Star Wars*, by Sergio Aragones and Mark Evanier, copyright 2000, from Dark Horse Comics
- *Shadow Academy*, by Kevin J. Anderson and Rebecca Moesta, copyright 1995, from Boulevard Books
- *Shadow Stalker*, by Ryder Windham and Nick Choles, copyright 1997, from Dark Horse Comics
- *Shadows of the Empire*, by John Wagner, copyright 1996, from Dark Horse Comics
- *Shadows of the Empire*, by Steve Perry, copyright 1996, from Bantam Spectra Books
- *Shadows of the Empire Planets Guide*, by John Beyer, et al., copyright 1996, from West End Games
- *Shadows of the Empire Soundtrack*, by John McNeely, copyright 1996, from Varese Sarabande Records
- *Shadows of the Empire Sourcebook*, by Peter Schweighofer, copyright 1996, from West End Games
- *Shadows of the Empire: Evolution*, by Steve Perry, copyright 1998, from Dark Horse Comics
- *Shards of Alderaan*, by Kevin J. Anderson and Rebecca Moesta, copyright 1996, from Boulevard Books
- *Shatterpoint*, by Matthew Stover, copyright 2003, from Del Rey Books
- *Shield of Lies*, by Michael P. Kube-McDowell, copyright 1996, from Bantam Spectra Books
- *Shiny as a Droid: Things to See, Touch, and Smell from a Galaxy Far*, by Virginia Holt, copyright 1985, from Random House Books
- *Showdown at Centerpoint*, by Roger McBride Allen, copyright 1995, from Bantam Spectra Books
- *Signal Interruption*, by Jesse Decker, copyright 2001, from Wizards of the Coast
- *Skywalking - The Life and Films of George Lucas*, by Dale Pollock, copyright 1983, from Harmony Books
- *Slave Ship*, by K.W. Jeter, copyright 1998, from Bantam Spectra Books

- *Smugglers of Naboo Fast-Play Game*, by Owen K.C. Stephens, copyright 2001, from Wizards of the Coast
- *Spaceballs: The Movie*, by Mel Brooks, copyright , from
- *Specter of the Past*, by Timothy Zahn, copyright 1997, from Bantam Spectra Books
- *Splinter of the Mind's Eye*, by Alan Dean Foster, copyright 1979, from Del Rey Books
- *Splinter of the Mind's Eye*, by Terry Austin, copyright 1995-1996, from Dark Horse Comics
- *Spore: Galaxy of Fear Book 9*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Star By Star*, by Troy Denning, copyright 2001, from Del Rey Books
- *Star Tours*, copyright , from Disney and LucasFilm
- *Star Wars*, by George Lucas, copyright 1977 by the Star Wars Corporation, from Del Rey Books
- *Star Wars 3-D, Issue 1*, by Len Wein, copyright 1987, from Blackthorne Publishing
- *Star Wars 3-D, Issue 2 - Havoc on Hoth*, by Len Wein, copyright 1988, from Blackthorne Publishing
- *Star Wars 3-D, Issue 3 - The Dark Side of Dantooine*, by John Stephenson, copyright 1988, from Blackthorne Publishing
- *Star Wars Adventure Journal, Number 1*, by Peter Schweighofer (Ed.), copyright February 1994, from West End Games
- *Star Wars Adventure Journal, Number 10*, by Peter Schweighofer (Ed.), copyright May 1996, from West End Games
- *Star Wars Adventure Journal, Number 11*, by Peter Schweighofer (Ed.), copyright August 1996, from West End Games
- *Star Wars Adventure Journal, Number 12*, by Peter Schweighofer (Ed.), copyright November 1996, from West End Games
- *Star Wars Adventure Journal, Number 13*, by Peter Schweighofer (Ed.), copyright February 1997, from West End Games
- *Star Wars Adventure Journal, Number 14*, by Peter Schweighofer (Ed.), copyright August 1997, from West End Games
- *Star Wars Adventure Journal, Number 15*, by Steve Miller, copyright November 1997, from West End Games
- *Star Wars Adventure Journal, Number 2*, by Peter Schweighofer (Ed.), copyright May 1994, from West End Games
- *Star Wars Adventure Journal, Number 3*, by Peter Schweighofer (Ed.), copyright August 1994, from West End Games
- *Star Wars Adventure Journal, Number 4*, by Peter Schweighofer (Ed.), copyright November 1994, from West End Games
- *Star Wars Adventure Journal, Number 5*, by Peter Schweighofer (Ed.), copyright February 1995, from West End Games
- *Star Wars Adventure Journal, Number 6*, by Peter Schweighofer (Ed.), copyright May 1995, from West End Games
- *Star Wars Adventure Journal, Number 7*, by Peter Schweighofer (Ed.), copyright August 1995, from West End Games
- *Star Wars Adventure Journal, Number 8*, by Peter Schweighofer (Ed.), copyright November 1995, from West End Games
- *Star Wars Adventure Journal, Number 9*, by Peter Schweighofer (Ed.), copyright February 1996, from West End Games
- *Star Wars Annual #1 - The Long Hunt*, by Chris Claremont, copyright 1979, from Marvel Comics Group
- *Star Wars Annual #2 - Shadeshine*, by David Michelinie, copyright 1982, from Marvel Comics Group
- *Star Wars Annual #3 - The Apprentice*, by Jo Duffy, copyright 1983, from Marvel Comics Group
- *Star Wars Campaign Pack*, by Paul Murphy and Bill Slavicsek, copyright 1988, from West End Games
- *Star Wars Chronicles*, by Deborah Fine and Aeon Incorporated, copyright 1995, 1997, from Chronicle Books and Take Shobo Publishing
- *Star Wars Cookbook II: Darth Malt and More Galactic Recipes*, by Frankie Frankeny and Wesley Martin, copyright 2000, from Chronicle Books
- *Star Wars Cookbook: Wookiee Cookies and Other Galactic Recipes*, by Robin Davis and Frankie Frankeny, copyright 1998, from Chronicle Books

- *Star Wars Customizable Card Game - A New Hope Expansion Set*, copyright 1996, from Decipher, Inc.
- *Star Wars Customizable Card Game - Cloud City Expansion Set*, copyright 1997, from Decipher, Inc.
- *Star Wars Customizable Card Game - Coruscant Expansion Set*, copyright 2001, from Decipher, Incorporated
- *Star Wars Customizable Card Game - Dagobah Expansion Set*, copyright 1997, from Decipher, Inc.
- *Star Wars Customizable Card Game - Death Star 2 Expansion Set*, copyright 2000, from Decipher, Inc.
- *Star Wars Customizable Card Game - Endor Expansion Set*, copyright 1999, from Decipher, Inc.
- *Star Wars Customizable Card Game - First Anthology*, copyright 1997, from Decipher, Inc.
- *Star Wars Customizable Card Game - Hoth Expansion Set*, copyright 1996, from Decipher, Inc.
- *Star Wars Customizable Card Game - Jabba's Palace Expansion Set*, copyright 1998, from Decipher, Inc.
- *Star Wars Customizable Card Game - Official Tournament Sealed Deck*, copyright 1998, from Decipher, Inc.
- *Star Wars Customizable Card Game - Premiere Set*, copyright 1995, from Decipher, Inc.
- *Star Wars Customizable Card Game - Reflections Expansion Set*, copyright 19xx, from Decipher, Inc.
- *Star Wars Customizable Card Game - Reflections II Expansion Set*, copyright 2000, from Decipher, Inc.
- *Star Wars Customizable Card Game - Reflections III Expansion Set*, copyright 2001, from Decipher, Incorporated
- *Star Wars Customizable Card Game - Second Anthology*, copyright 1998, from Decipher, Inc.
- *Star Wars Customizable Card Game - Special Edition Expansion Set*, copyright 1998, from Decipher, Inc.
- *Star Wars Customizable Card Game - Tatooine Expansion Set*, copyright 2001, from Decipher, Inc.
- *Star Wars Customizable Card Game - The Empire Strikes Back Two-Player Introductory Game*, copyright 1997, from Decipher, Inc.
- *Star Wars Customizable Card Game - Theed Palace Expansion Set*, copyright 2001, from Decipher, Incorporated
- *Star Wars Demolition*, copyright 2000, from LucasArts Entertainment Company
- *Star Wars Encyclopedia*, by Stephen J. Sansweet, copyright 1998, from Del Rey Books
- *Star Wars Episode I Adventures: Capture Arawynne*, by Dave Wolverton, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: Danger on Naboo*, by A.L. Singer, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: Festival of Warriors*, by Ryder Windham, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: Jedi Emergency*, by Ryder Windham, copyright 1999, from Scholastic Incorporated
- *Star Wars Episode I Adventures: Pirates from Beyond the Sea*, by Ryder Windham, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: Podrace to Freedom*, by A.L. Singer, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: Rescue in the Core*, by Ryder Windham, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: The Bartokk Assassins*, by Ryder Windham, copyright 1999, from Scholastic Incorporated
- *Star Wars Episode I Adventures: The Bongo Rally*, by Ryder Windham, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: The Final Battle*, by A.L. Singer, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: The Fury of Darth Maul*, by Ryder Windham, copyright 1999, from Scholastic Incorporated
- *Star Wars Episode I Adventures: The Ghostling Children*, by Dave Wolverton, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I Adventures: The Hunt for Anakin Skywalker*, by Dave Wolverton, copyright 2000, from Scholastic Incorporated

- *Star Wars Episode I Adventures: The Search for the Lost Jedi*, by Ryder Windham, copyright 1999, from Scholastic Incorporated
- *Star Wars Episode I Adventures: Trouble on Tatooine*, by Dave Wolverton, copyright 2000, from Scholastic Incorporated
- *Star Wars Episode I: The Phantom Menace comic series*, copyright 1999, from Dark Horse Comics
- *Star Wars Episode I: The Phantom Menace Storybook*, copyright 1999, from Random House Publishing
- *Star Wars Episode II Incredible Cross-Sections*, by Curtis Saxton, copyright 2002, from DK Publishing, Incorporated
- *Star Wars Episode III Incredible Cross-Sections*, by Curtis Saxton, copyright 2005, from DK Publishing, Incorporated
- *Star Wars Episode IV: A New Hope - Second Screenplay Draft*, by George Lucas, copyright , from
- *Star Wars Galactic Phrase Book and Travel Guide*, by Ben Burt, copyright , from Del Rey Books
- *Star Wars Galaxies*, by Various, copyright 2003, from LucasArts Entertainment Company
- *Star Wars Galaxies: An Empire Divided - Quick Reference Guide*, by Mario De Govia, copyright 2003-2004, from Prima Games
- *Star Wars Galaxies: The Ruins of Dantooine*, by Voronica Whitney-Robinson, copyright 2003, from Del Rey Books
- *Star Wars Galaxy magazine (n is the issue number)*, copyright 1994 - 1997, from Topps Publishing
- *Star Wars Gamemaster Handbook, Second Edition*, copyright 1993, from West End Games
- *Star Wars Gamemaster Kit*, by Bill Smith and Ed Stark, copyright 1991, from West End Games
- *Star Wars Gamemaster Screen*, by Bill Slavicsek, Andy Collins, and J.D. Wiker, copyright 2001, from Wizards of the Coast
- *Star Wars Gamemaster Screens*, copyright 1992, from West End Games
- *Star Wars Gamer magazine (issue number n follows GMR)*, by Various, copyright 2001-2002, from Wizards of the Coast
- *Star Wars Handbook - X-Wing: Rogue Squadron*, by Mike Stackpole, copyright 1997, from Dark Horse Comics
- *Star Wars Handbook: Crimson Empire*, by Michael D. Hansen, copyright 1999, from Dark Horse Comics
- *Star Wars Handbook: Dark Empire*, by Peet Janes, copyright 2000, from Dark Horse Comics
- *Star Wars Holiday Special*, copyright , from
- *Star Wars Incredible Cross-Sections*, by David West Reynolds, copyright 1998, from DK Publishing Inc.
- *Star Wars Infinities: A New Hope*, by Chris Warner, copyright 2001, from Dark Horse Comics
- *Star Wars Infinities: Return of the Jedi*, by Adam Gallardo, copyright 2003-2004, from Dark Horse Comics
- *Star Wars Infinities: The Empire Strikes Back*, by Dave Land, copyright 2002, from Dark Horse Comics
- *Star Wars Insider Magazine (issue number n follows SWI)*, by Various, copyright 1997-present, from Various
- *Star Wars Introductory Adventure Game*, by Peter Schweighofer, copyright 1997, from West End Games
- *Star Wars Journal: Anakin Skywalker*, by Todd Strasser, copyright 1999, from Scholastic Incorporated
- *Star Wars Journal: Captive to Evil*, by Jude Watson, copyright 1998, from Scholastic Incorporated
- *Star Wars Journal: Darth Maul*, by Jude Watson, copyright 2000, from Scholastic Incorporated
- *Star Wars Journal: Hero For Hire*, by Donna Tauscher, copyright 1998, from Scholastic Incorporated
- *Star Wars Journal: Queen Amidala*, by Jude Watson, copyright 1999, from Scholastic Incorporated
- *Star Wars Journal: The Fight for Justice*, by John Pee, copyright 1998, from Scholastic Incorporated
- *Star Wars Kids: The Magazine for Young Jedi Knights*, copyright 1999-2000, from Scholastic Incorporated
- *Star Wars Miniatures Website (<http://www.wizards.com/default.asp?x=swminis>)*, by Various, copyright 2004-2005, from Wizards of the Coast
- *Star Wars Miniatures Battles*, by Stephen Crane and Paul Murphy, copyright 1993, from West End Games

- *Star Wars Miniatures Battles Companion*, by Stephen Crane, copyright 1994, from West End Games
- *Star Wars Missions #1: Assault on Yavin 4*, by Ryder Windham, copyright xxxx, from Scholastic Incorporated
- *Star Wars Monopoly*, copyright , from Parker Brothers
- *Star Wars Monthly Poster Magazine (issue number n follows PM)*, by Jon Trux, Michael Marten, et.al., copyright 1977-1979, from Galaxy Publications
- *Star Wars Planets Collection*, copyright , from West End Games
- *Star Wars Roleplaying Game Core Rulebook*, by Andy Collins, et al., copyright 2000, from Wizards of the Coast
- *Star Wars Roleplaying Game Revised Core Rulebook*, by Bill Slavicsek, Andy Collins, and J.D. Wiker, copyright 2002, from Wizards of the Coast
- *Star Wars Rulebook, Second Edition*, copyright 1992, from West End Games
- *Star Wars Rules Companion*, by Greg Gorden, copyright 1989, from West End Games
- *Star Wars Science Adventures: Emergency in Escape Pod Four*, by Jude Watson and K.D. Burkett, copyright 1999, from Scholastic Incorporated
- *Star Wars Science Adventures: Journey Across Planet X*, by Jude Watson and K.D. Burkett, copyright 1999, from Scholastic Incorporated
- *Star Wars Screen Entertainment*, copyright 1994, from LucasArts Entertainment Company
- *Star Wars Starfighter: Crossbones*, by Haden Blackman, copyright 2002, from Dark Horse Comics
- *Star Wars syndicated comic strip*, by Archie Goodwin and Al Williamson, copyright 1991, from Russ Cochran Publishing
- *Star Wars Tales (n is the issue number)*, by Various, copyright 1999-2005, from Dark Horse Comics
- *Star Wars Trading Card Game - A New Hope*, copyright 2002, from Wizards of the Coast
- *Star Wars Trading Card Game - Attack of the Clones*, copyright 2002, from Wizards of the Coast
- *Star Wars Trading Card Game - Battle of Yavin*, copyright 2003, from Wizards of the Coast
- *Star Wars Trading Card Game - Jedi Guardians*, copyright 2003, from Wizards of the Coast
- *Star Wars Trading Card Game - Return of the Jedi*, copyright 2004, from Wizards of the Coast
- *Star Wars Trading Card Game - Revenge of the Sith*, copyright 2005, from Wizards of the Coast
- *Star Wars Trading Card Game - Rogues and Scoundrels*, copyright 2004, from Wizards of the Coast
- *Star Wars Trading Card Game - Sith Rising*, copyright 2002, from Wizards of the Coast
- *Star Wars Trading Card Game - The Empire Strikes Back*, copyright 2003, from Wizards of the Coast
- *Star Wars Trading Card Game - The Phantom Menace*, copyright 2004, from Wizards of the Coast
- *Star Wars Underworld: The Yavin Vassilika*, by Mike Kennedy, copyright 2000-2001, from Dark Horse Comics
- *Star Wars Weekly #149 - Death Masque*, by Steve Moor, copyright 1981, from Marvel Comics Group
- *Star Wars: A Valentine Story*, by Judd Winick, copyright 2003, from Dark Horse Comics
- *Star Wars: Behind the Magic computer software*, copyright 1998, from LucasArts Entertainment
- *Star Wars: Bounty Hunter*, copyright 2002, from LucasArts Entertainment Company
- *Star Wars: Chewbacca*, by Darko Macan, copyright 2000, from Dark Horse Comics
- *Star Wars: Clone Wars Adventures - Volume 1*, by Haden Blackman, copyright 2004, from Dark Horse Comics
- *Star Wars: Clone Wars Adventures - Volume 2*, by Various, copyright 2004, from Dark Horse Comics
- *Star Wars: Dark Empire Sourcebook*, by Michael Allen Horne, copyright 1993, from West End Games
- *Star Wars: Darkness (issues 32 through 35)*, by John Ostrander, copyright 2001, from Dark Horse Comics
- *Star Wars: Droid World*, by Archie Goodwin, copyright 1983, from Buena Vista Records
- *Star Wars: Emissaries to Malastare (issues 13 through 18)*, by Timothy Truman, copyright 1999-2000, from Dark Horse Comics
- *Star Wars: Empire - "General" Skywalker (issues 26 and 27)*, by Ron Marz, copyright 2004, from Dark Horse Comics
- *Star Wars: Empire - A Little Piece of Home (issues 20 and 21)*, by Ron Marz, copyright 2004, from Dark Horse Comics

- *Star Wars: Empire - Alone Together (issue 22)*, by Welles Hartley, copyright 2004, from Dark Horse Comics
- *Star Wars: Empire - Betrayal (issues 1 through 4)*, by Scott Allie, copyright 2002, from Dark Horse Comics
- *Star Wars: Empire - Darklighter (issues 8, 9, 12, and 15)*, by Paul Chadwick, copyright 2003, from Dark Horse Comics
- *Star Wars: Empire - Idiot's Array (issues 24 and 25)*, by Ron Marz, copyright 2004, from Dark Horse Comics
- *Star Wars: Empire - In the Shadows of Their Fathers (issue 29 through 33)*, by Thomas Andrews, copyright 2005, from Dark Horse Comics
- *Star Wars: Empire - Princess... Warrior (issues 5 and 6)*, by Randy Stradley, copyright 2003, from Dark Horse Comics
- *Star Wars: Empire - Sacrifice (issue 7)*, by John Wagner, copyright 2003, from Dark Horse Comics
- *Star Wars: Empire - Target: Vader (issue 19)*, by Ron Marz, copyright 2004, from Dark Horse Comics
- *Star Wars: Empire - The Bravery of Being Out of Range (issue 23)*, by Jeremy Barlow, copyright 2004, from Dark Horse Comics
- *Star Wars: Empire - The Savage Heart (issue 14)*, by Paul Alden, copyright 2003, from Dark Horse Comics
- *Star Wars: Empire - The Short, Happy Life of Roons Sewell (issues 10 and 11)*, by Paul Chadwick, copyright 2003, from Dark Horse Comics
- *Star Wars: Empire - To the Last Man (issues 16 through 18)*, by Welles Hartley, copyright 2004, from Dark Horse Comics
- *Star Wars: Empire - What Sin Loyalty (issue 13)*, by Jeremy Barlow, copyright 2003, from Dark Horse Comics
- *Star Wars: Empire - Wreckage (issue 28)*, by Ron Marz, copyright 2004, from Dark Horse Comics
- *Star Wars: Episode I - Anakin Skywalker*, by Timothy Truman, copyright 1999, from Dark Horse Comics
- *Star Wars: Episode I - Obi-Wan Kenobi*, by Henry Gilroy, copyright 1999, from Dark Horse Comics
- *Star Wars: Episode I - Queen Amidala*, by Mark Schultz, copyright 1999, from Dark Horse Comics
- *Star Wars: Episode I - Qui-Gon Jinn*, by Ryder Windham, copyright 1999, from Dark Horse Comics
- *Star Wars: Episode I - Racer*, copyright 1999, from LucasArts Entertainment Company
- *Star Wars: Episode I - The Phantom Menace*, by George Lucas, copyright 1999, from Twentieth Century Fox Film Distribution
- *Star Wars: Episode I - The Phantom Menace*, by Terry Brooks, copyright 1999, from Del Rey Books
- *Star Wars: Episode I - The Phantom Menace*, copyright 1999, from Dark Horse Comics
- *Star Wars: Episode I - The Phantom Menace Illustrated Screenplay*, by George Lucas, copyright 1999, from Del Rey Books
- *Star Wars: Episode I - The Phantom Menace Portfolio*, by Doug Ghiang, copyright , from Chronicle Books
- *Star Wars: Episode I - The Phantom Menace Scrapbook*, by Ryder Windham, copyright 1999, from Random House Publishing
- *Star Wars: Episode I Incredible Cross-Sections*, by David West Reynolds, copyright 1999, from DK Publishing Inc.
- *Star Wars: Episode I Insider's Guide*, copyright 1999, from LucasArts Entertainment Company
- *Star Wars: Episode I Script Facsimile*, by George Lucas, copyright 2000, from Ballantine Books
- *Star Wars: Episode I What's What: A Pocket Guide to The Phantom Menace*, by Daniel Wallace, copyright 1999, from Running Press Books
- *Star Wars: Episode I Who's Who: A Pocket Guide to the Characters of The Phantom Menace*, by Ryder Windham, copyright 1999, from Running Press Books
- *Star Wars: Episode II - Attack of the Clones*, by Henry Gilroy, copyright 2002, from Dark Horse Comics
- *Star Wars: Episode II - Attack of the Clones*, by Patricia C. Wrede, copyright 2002, from Scholastic Incorporated
- *Star Wars: Episode II - Attack of the Clones*, by George Lucas and Jonathan Hines, copyright 2002, from LucasFilm Limited
- *Star Wars: Episode II - Attack of the Clones*, by R.A. Salvatore, copyright 2002, from Del Rey Books

- *Star Wars: Episode II - Attack of the Clones Movie Storybook*, by Jane Mason and Sarah Hines-Stephens, copyright 1999, from Random House Books
- *Star Wars: Episode II - Attack of the Clones Scrapbook*, by Ryder Windham, copyright 2002, from Random House Publishing
- *Star Wars: Episode II Visual Dictionary*, by David West Reynolds, copyright 2002, from DK Publishing, Incorporated
- *Star Wars: Episode III - Revenge of the Sith*, by Matthew Stover, copyright 2005, from Del Rey Books
- *Star Wars: Episode III - Revenge of the Sith*, by George Lucas, copyright 2005, from LucasFilm Limited
- *Star Wars: Episode III - Revenge of the Sith Illustrated Screenplay*, by George Lucas, copyright 2005, from Del Rey Books
- *Star Wars: Episode III Visual Dictionary*, by James Luceno, copyright 2005, from DK Publishing, Incorporated
- *Star Wars: Episode IV - A New Hope*, by George Lucas, copyright 1977, from Twentieth-Century Fox Film Distribution
- *Star Wars: From Concept to Screen to Collectible*, by Stephen Sansweet, copyright 1992, from Chronicle Books
- *Star Wars: Galactic Battlegrounds*, copyright 2001, from LucasArts Entertainment Company
- *Star Wars: Galactic Battlegrounds - Clone Campaigns*, copyright 2002, from LucasArts Entertainment Company
- *Star Wars: Galactic Crisis!*, by Ryder Windham, copyright 2005, from DK Publishing
- *Star Wars: General Grievous*, by Chuck Dixon, copyright 2005, from Dark Horse Comics
- *Star Wars: Infinity's End (issues 23 through 26)*, by Pat Mills, copyright 2000, from Dark Horse Comics
- *Star Wars: Jedi - Aayla Secura*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Jedi - Count Dooku*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Jedi - Mace Windu*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Jedi - Shaak Ti*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Jedi - Yoda*, by John Ostrander, copyright 2004, from Dark Horse Comics
- *Star Wars: Knights of the Old Republic*, copyright 2003, from LucasArts Entertainment Company
- *Star Wars: Marvel Comic Series (issue number n follows MC)*, by Various, copyright 1977-1986, from Marvel Comics Group
- *Star Wars: Obsession*, by Haden Blackman, copyright 2004-2005, from Dark Horse Comics
- *Star Wars: Outlander (issues 7 through 12)*, by Timothy Truman, copyright 1999, from Dark Horse Comics
- *Star Wars: Prelude to Rebellion (issues 1 through 6)*, by Jan Strnad, copyright 1998-1999, from Dark Horse Comics
- *Star Wars: Republic - Armor (issue 68)*, by John Ostrander, copyright 2004, from Dark Horse Comics
- *Star Wars: Republic - Blast Radius (issue 53)*, by Haden Blackman, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - Bloodlines (issue 64)*, by John Ostrander, copyright 2004, from Dark Horse Comics
- *Star Wars: Republic - Dead Ends (issue 61)*, by John Ostrander, copyright 2004, from Dark Horse Comics
- *Star Wars: Republic - Double Blind (issue 54)*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - Dreadnaughts of Rendili (issues 69 through 71)*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - Enemy Lines (issue 59)*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - Forever Young (issue 67)*, by Randy Stradley, copyright 2004, from Dark Horse Comics
- *Star Wars: Republic - Hate and Fear (issue 60)*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - Honor and Duty (issues 46 through 48)*, by John Ostrander, copyright 2002, from Dark Horse Comics

- *Star Wars: Republic - No Man's Land (issue 62)*, by John Ostrander, copyright 2004, from Dark Horse Comics
- *Star Wars: Republic - Sacrifice (issue 49)*, by John Ostrander, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - Show of Force (issues 65 and 66)*, by John Ostrander, copyright 2004, from Dark Horse Comics
- *Star Wars: Republic - Striking from the Shadows (issue 63)*, by John Ostrander, copyright 2004, from Dark Horse Comics
- *Star Wars: Republic - The Battle of Jabiim (issues 55 through 58)*, by Haden Blackman, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - The Defense of Kamino (issue 50)*, by John Ostrander, Haden Blackman, and Scott Allie, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - The New Face of War (issues 51 and 52)*, by Haden Blackman, copyright 2003, from Dark Horse Comics
- *Star Wars: Republic - The Siege of Saleucami (issues 74 through 77)*, by John Ostrander, copyright 2005, from Dark Horse Comics
- *Star Wars: Republic - Trackdown (issues 73 and 73)*, by John Ostrander, copyright 2004-2005, from Dark Horse Comics
- *Star Wars: Return of the Jedi Sketchbook*, by Joe Johnston and Nilo Rodis-Jamero, copyright 1983, from Ballantine Books
- *Star Wars: Return of the Jedi: The Adventures of Teebo*, by Joe Johnston, copyright 1984, from Random House Books
- *Star Wars: Return of the Jedi: The Ewoks Joins the Fight*, by Bonnie Bogart and Diane de Groat, copyright 1983, from Random House Books
- *Star Wars: Rite of Passage (issues 42 through 45)*, by John Ostrander, copyright 2002, from Dark Horse Comics
- *Star Wars: Special Edition*, by George Lucas, copyright 1997, from Twentieth-Century Fox Film Distribution
- *Star Wars: Star Pilot*, by Laura Buller, copyright 2005, from DK Publishing
- *Star Wars: Starcrash (issue 27)*, copyright 2000, from Dark Horse Comics
- *Star Wars: The Annotated Screenplays*, by Laurent Bouzereau, copyright 1997, from Del Rey Books
- *Star Wars: The Clone Wars*, copyright 2003, from LucasArts Entertainment Company
- *Star Wars: The Devaronian Version (issues 40 and 41)*, by John Ostrander, copyright 2002, from Dark Horse Comics
- *Star Wars: The Empire Strikes Back Notebook*, by Diana Attias and Lindsay Smith (Eds.), copyright 1980, from Ballantine Books
- *Star Wars: The Empire Strikes Back Portfolio*, by Ralph McQuarrie, copyright 1980, from Ballantine Books
- *Star Wars: The Empire Strikes Back Sketchbook*, by Joe Johnston and Nilo Rodis-Jamero, copyright 1980, from Ballantine Books
- *Star Wars: The Empire Strikes Back Sketchbook*, copyright 1980, from Del Rey Books
- *Star Wars: The Essential Guide to Alien Species*, by Ann Margaret Lewis, copyright 2001, from Del Rey Books
- *Star Wars: The Essential Guide to Characters*, by Andy Mangels, copyright 1995, from Del Rey Books
- *Star Wars: The Essential Guide to Droids*, by Daniel Wallace, copyright 1999, from Del Rey Books
- *Star Wars: The Essential Guide to Planets and Moons*, by Daniel Wallace, copyright 1998, from Del Rey Books
- *Star Wars: The Essential Guide to Vehicles and Vessels*, by Bill Smith, copyright 1996, from Del Rey Books
- *Star Wars: The Essential Guide to Weapons and Technology*, by Bill Smith, copyright 1997, from Del Rey Books
- *Star Wars: The Hunt for Aurra Sing (issues 28 through 31)*, by Tim Truman, copyright 2001, from Dark Horse Comics
- *Star Wars: The Magic of Myth*, by Mary Henderson, copyright 1997, from Bantam Spectra Books

- *Star Wars: The Maverick Moon **, by Walter Wright, copyright 1979 by Black Falcon, Ltd., from Random House Books
- *Star Wars: The Mystery of the Rebellious Robot **, by Mark Corcoran, copyright 1979, from Black Falcon, Ltd. And Random House Books
- *Star Wars: The New Essential Guide to Characters*, by Daniel Wallace, copyright 2002, from Del Rey Books
- *Star Wars: The New Essential Guide to Vehicles and Vessels*, by W. Haden Blackman, copyright 2203, from Del Rey Books
- *Star Wars: The Queen's Gambit*, by Craig Van Ness and Alan Roach, copyright 2000, from Avalon Hill (Hasbro)
- *Star Wars: The Roleplaying Game, First Edition*, by Greg Costikyan, copyright 1987, from West End Games
- *Star Wars: The Roleplaying Game, Second Edition*, by Bill Smith, copyright 1992, from West End Games
- *Star Wars: The Stark Hyperspace War (issues 36 through 39)*, by John Ostrander, copyright 2001-2002, from Dark Horse Comics
- *Star Wars: The Visual Dictionary*, by David West Reynolds, copyright 1998, from DK Publishing, Incorporated
- *Star Wars: The Wookiee Storybook*, by Patricia Wynne, copyright 1979 by Black Falcon, Ltd., from Random House Books
- *Star Wars: Twilight (issues 19 through 22)*, by John Ostrander, copyright 2000, from Dark Horse Comics
- *Star Wars: Union*, by Michael A. Stackpole, copyright 1999-2000, from Dark Horse Comics
- *Starfall*, by Rob Jenkins and Michael Stern, copyright 1989, from West End Games
- *Starfighter*, copyright 2001, from LucasArts Entertainment Company
- *Starships of the Galaxy*, by Owen K.C. Stephens, copyright 2001, from Wizards of the Coast
- *Steal of a Deal*, by Jeff Quick, copyright 2002, from Wizards of the Coast
- *Stock Ships*, by Pablo Hidalgo, et al, copyright 1997, from West End Games
- *Storm Fleet Warnings*, by Jude Watson, copyright 2003, from Paizo Publishing
- *Strike Force: Shantipole*, by Ken Rolston and Steve Gilbert, copyright 1988, from West End Games
- *Supernova*, by Steven H. Lorenz, et al, copyright 1993, from West End Games
- *Survivor's Quest*, by Timothy Zahn, copyright 2003, from Del Rey Books
- *Swarm: Galaxy of Fear Book 8*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *Swim Meet*, by Jeff Quick, copyright 2002, from Wizards of the Coast
- *Tag and Bink Are Dead*, by Kevin Rubio, copyright 2001, from Dark Horse Comics
- *Tales from Jabba's Palace*, by Kevin J Anderson (Ed.), copyright 1995, from Bantam Spectra Books
- *Tales from Mos Eisley*, by Bruce Jones, copyright 1995, from Dark Horse Comics
- *Tales from the Empire*, by Peter Schweighofer (Ed.), copyright 1997, from Bantam Spectra Books
- *Tales from the Mos Eisley Cantina*, by Kevin J. Anderson (Ed.), copyright 1995, from Bantam Spectra Books
- *Tales from the New Republic*, by Peter Schweighofer and Craig Carey (Eds.), copyright 1999, from Bantam Spectra Books
- *Tales of the Bounty Hunters*, by Kevin J. Anderson (Ed.), copyright 1996, from Bantam Spectra Books
- *Tales of the Jedi*, by Tom Veitch and Chris Gossett, copyright 1994, from Dark Horse Comics
- *Tales of the Jedi Companion*, by Geogre R. Strayton, copyright 1996, from West End Games
- *Tales of the Jedi: Dark Lords of the Sith*, by Kevin J. Anderson and Tom Veitch, copyright 1994-1995, from Dark Horse Comics
- *Tales of the Jedi: Redemption*, by Kevin J. Anderson, copyright 1998, from Dark Horse Comics
- *Tales of the Jedi: The Fall of the Sith Empire*, by Kevin J. Anderson, copyright 1997, from Dark Horse Comics
- *Tales of the Jedi: The Freedon Nadd Uprising*, by Tom Veitch, Tony Akins, and Denis Rodier, copyright 1994, from Dark Horse Comics

- *Tales of the Jedi: The Golden Age of the Sith*, by Kevin J. Anderson, copyright 1996-97, from Dark Horse Comics
- *Tales of the Jedi: The Sith War*, by Kevin J. Anderson, copyright 1995, from Dark Horse Comics
- *Talnar's Rescue*, by Sterling Hershey, copyright 2004, from Wizards of the Coast
- *Tapani Sector Instant Adventures*, by David Ackerman-Gray, et al, copyright 1997, from West End Games
- *Tatooine Ghost*, by Troy Denning, copyright 2003, from Del Rey Books
- *Tatooine Manhunt*, by Bill Slavicsek and Daniel Greenberg, copyright 1988, from West End Games
- *Tempest Feud*, by Jeff Grubb and Owen K.C. Stephens, copyright 2002, from Wizards of the Coast
- *The Abduction of Crying Dawn Singer*, by Chuck Truett, copyright 1992, from West End Games
- *The Approaching Storm*, by Alan Dean Foster, copyright 2002, from Del Rey Books
- *The Art of Star Wars*, by Carol Titelman (Ed.), copyright 1979, from Ballantine Books
- *The Art of Star Wars Galaxy, Volume 1*, by Gary Gerani, copyright 1993, from Topps Publishing
- *The Art of Star Wars Galaxy, Volume 2*, by Gary Gerani, copyright 1994, from Topps Publishing
- *The Art of Star Wars: Episode I - The Phantom Menace*, by Jonathan Bresman, copyright 1999, from Del Rey Books
- *The Art of Star Wars: Episode II - Attack of the Clones*, by Mark Cotta Vaz, copyright 2002, from Del Rey Books
- *The Art of Star Wars: Return of the Jedi*, by George Lucas and Lawrence Kasdan, copyright 1983, from Ballantine Books
- *The Art of Star Wars: The Empire Strikes Back*, by Vic Bulluck and Valerie Huffman, copyright 1980, from Ballantine Books
- *The Baby Ewoks' Picnic Surprise*, by Melinda Luke, copyright 1984, from Random House Books
- *The Black Sands of Socorro*, by Patricia A. Jackson, copyright 1997, from West End Games
- *The Bounty Hunters: Aurra Sing*, by Timothy Truman, copyright 1999, from Dark Horse Comics
- *The Bounty Hunters: Kenix Kil*, by Randy Stradley, copyright 1999, from Dark Horse Comics
- *The Bounty Hunters: Scoundrel's Wages*, by Mark Schultz, copyright 1999, from Dark Horse Comics
- *The Brain Spiders: Galaxy of Fear Book 7*, by John Whitman, copyright 1997, from Bantam Skylark Books
- *The Cestus Deception*, by Steven Barnes, copyright 2004, from Del Rey Books
- *The Constancia Affair (LA Times comic strip)*, by Russ Manning, copyright 1979, from Los Angeles Times Syndicate
- *The Courtship of Princess Leia*, by Dave Wolverton, copyright 1994, from Bantam Spectra Books
- *The Crypt of Saalo Morn*, by J.D. Wiker, copyright 2001, from Wizards of the Coast
- *The Crystal Star*, by Vonda N. McIntyre, copyright 1994, from Bantam Spectra Books
- *The Dark Side Sourcebook*, by Bill Slavicsek and J.D. Wiker, copyright 2001, from Wizards of the Coast
- *The Darkstryder Campaign*, by Peter Schweighofer, et al, copyright 1995, from West End Games
- *The Doomsday Ship: Galaxy of Fear Book 10*, by John Whitman, copyright 1998, from Bantam Skylark Books
- *The Emperor's Plague*, by Kevin J. Anderson and Rebecca Moesta, copyright 1997, from Boulevard Books
- *The Empire Strikes Back*, by Lawrence Kasdan and Leigh Brackett, copyright 1980, from Twentieth-Century Fox Film Distribution
- *The Empire Strikes Back*, by Donald Glut, copyright 1980, from Del Rey Books
- *The Empire Strikes Back NPR Radio Program*, by Brian Daley, copyright 1994, from Del Rey Books
- *The Empire Strikes Back: Special Edition*, by Lawrence Kasdan and Leigh Brackett, copyright 1997, from Twentieth-Century Fox Film Distribution
- *The Ewok Adventure*, copyright 1984, from MGM/UA
- *The Ewoks and the Lost Children*, by Amy Ehrlich, copyright 1985, from Random House Books
- *The Ewoks Hang Gliding Adventure*, by Judy Herbstman, copyright 1984, from Random House Books
- *The Eye of the Sun Trilogy*, by Morrie Mullins, copyright 2001, from Wizards of the Coast
- *The Fall of Cloud City*, by J.D. Wiker, copyright 2001, from Wizards of the Coast

- *The Far Orbit Project*, by Timothy S. O'Brien, copyright 1998, from West End Games
- *The Farlander Papers*, by Rusel DeMaria, copyright 1993, from Prima Publishing
- *The Final Prophecy*, by Greg Keyes, copyright 2003, from Del Rey Books
- *The Galactic Empire: Ships of the Fleet*, by Bill Smith, copyright 1996, from Little Brown Publishers
- *The Glove of Darth Vader*, by Paul and Hollace Davids, copyright 1992, from Bantam Skylark Books
- *The Great Heep*, by Ben Burt, copyright 1986, from Nelvana Animation Company
- *The Gungan Frontier*, copyright 1999, from Lucas Learning
- *The Heir to the Empire Sourcebook*, by Bill Slavicsek, copyright 1992, from West End Games
- *The Hive*, by Stephen Barnes, copyright 2004, from Del Rey Books
- *The Hunger: Galaxy of Fear Book 12*, by John Whitman, copyright 1998, from Bantam Skylark Books
- *The Hutt Gambit*, by A.C. Crispin, copyright 1997, from Bantam Books
- *The Illustrated Star Wars Universe*, by art Ralph McQuarrie and text Kevin J. Anderson, copyright 1995, from Bantam Spectra Books
- *The Imperial Sourcebook*, by Greg Gordon, copyright 1989, from West End Games
- *The Imperial Sourcebook, Second Edition*, by Greg Gordon and Peter Schweighofer, copyright 1994, from West End Games
- *The Isis Coordinates*, by Christopher Kubasik, copyright 1990, from West End Games
- *The Jabba Tape*, by John Wagner and Kilian Plunkett, copyright 1998, from Dark Horse Comics
- *The Jedi Academy Sourcebook*, by Paul Sudlow, copyright 1996, from West End Games
- *The Jedi Master's Quizbook*, by Rusty Miller, copyright 1982, from Ballantine Books
- *The Kashyyks Depths (LA Times comic strip)*, by Russ Manning, copyright 1980, from Los Angeles Times Syndicate
- *The Kitonak Connection*, by J.D. Wiker, copyright 2003, from Wizards of the Coast
- *The Last Command*, by Timothy Zahn, copyright 1993, from Bantam Spectra Books
- *The Last Command Sourcebook*, by Eric Trautmann, copyright 1994, from West End Games
- *The Lost Ones*, by Kevin J. Anderson and Rebecca Moesta, copyright 1995, from Boulevard Books
- *The Lost Prince*, by Ellen Weiss, copyright 1985, from Random House Books
- *The Making of Star Wars: Episode I - The Phantom Menace*, by Laurent Bouzereau, copyright 1999, from Del Rey Books
- *The Making of Star Wars: Return of the Jedi*, by John Phillip Peecher (Ed.), copyright 1983, from Ballantine Books
- *The Making of Star Wars: The Empire Strikes Back*, by Alan Arnold, copyright 1980, from Ballantine Books
- *The Mandalorian Armor*, by K.W. Jeter, copyright 1998, from Bantam Spectra Books
- *The Maverick Moon*, copyright , from
- *The Mixed-Up Droid*, by John Whitman and Ryder Windham, copyright 1995, from TimeWarner Kids AudioBooks
- *The Mos Eisley Cantina Pop-up Book*, by Kevin J. Anderson and Rebecca Moesta, copyright 1995, from Little Brown Publishers
- *The Movie Trilogy Sourcebook*, by Greg Farshtey and Bill Smith (Eds.), copyright 1993, from West End Games
- *The Movie Trilogy Sourcebook Special Edition*, by David Avallone, et al, copyright 1997, from West End Games
- *The Nebula Assassin*, by Owen K.C. Stevens, copyright 2002, from Wizards of the Coast
- *The New Essential Guide to Weapons and Technology*, by W. Haden Blackman, copyright 2004, from Del Ray Books
- *The New Rebellion*, by Kristine Kathryn Rusch, copyright 1996, from Bantam Spectra Books
- *The Official Star Wars Website (<http://www.starwars.com>)*, copyright , from
- *The Paradise Snare*, by A.C. Crispin, copyright 1997, from Bantam Books
- *The Pirates of Tarnooga*, by Ellen Weiss, copyright 1986, from Random House Books
- *The Politics of Contraband*, by Gary Haynes, et al, copyright 1992, from West End Games
- *The Rebel Alliance Sourcebook*, by Paul Murphy, copyright 1990, from West End Games

- *The Rebel Alliance Sourcebook, Second Edition*, by Paul Murphy and Peter Schweighofer, copyright 1994, from West End Games
- *The Rebel Alliance: Ships of the Fleet*, by Bill Smith, copyright 1996, from Little Brown Publishers
- *The Red Ghost*, by Melinda Luke and Paul Dini, copyright 1986, from Random House Books
- *The Ring, The Witch, and The Crystal*, by Cathy East Dubowski, copyright 1986, from Random House Books
- *The Rycar Run*, by Brian Campbell, copyright 2001, from Wizards of the Coast
- *The Shadow Stone*, by Cathy East Dubowski, copyright 1986, from Random House Books
- *The Star Wars Album*, copyright 1977, from Ballantine Books
- *The Star Wars Blueprints*, copyright 1977, from Ballantine Books
- *The Star Wars Databank* (<http://www.starwars.com/databank/>), by Paul Ens and Pablo Hidalgo, copyright 2000-2005, from LucasFilm Limited
- *The Star Wars Diplomatic Corps Entrance Exam*, by Kristine Kathryn Rusch, copyright 1997, from Del Rey Books
- *The Star Wars Essential Chronology*, by Kevin J. Anderson and Daniel Wallace, copyright 2000, from Del Rey Books
- *The Star Wars NPR Radio Program*, by Brian Daley, copyright 1994, from Del Rey Books
- *The Star Wars Planets Collection*, by Grant S. Boucher, et al, copyright 1994, from West End Games
- *The Star Wars Portfolio*, by Ralph McQuarrie, copyright 1977, from Ballantine Books
- *The Star Wars Sketchbook*, by Joe Johnston, copyright 1977, from Ballantine Books
- *The Star Wars Sourcebook*, by Bill Slavicsek and Curtis Smith, copyright 1987, from West End Games
- *The Star Wars Sourcebook, Second Edition*, by Curtis Smith and Bill Slavicsek, copyright 1994, from West End Games
- *The Star Wars Storybook*, by Geraldine Richelson, copyright 1978, from Scholastic Book Services
- *The Star Wars Technical Journal*, by Shane Johnson, copyright 1995, from Del Rey Books
- *The Star Wars: Episode I Visual Dictionary*, by David West Reynolds, copyright 1999, from DK Publishing
- *The Star Wars: Return of the Jedi Storybook*, by Joan Vinge, copyright 1983, from Random House Books
- *The Star Wars: The Empire Strikes Back Storybook*, by Shep Steneman, copyright 1980, from Random House Books
- *The Starfighter Trap*, by Steve Miller, copyright 2000, from Wizards of the Coast
- *The Stele Chronicles*, by Rusel DeMaria, copyright 1994, from Prima Publishing
- *The Storm's Edge*, by Daniel Kaufman, copyright 2001, from Wizards of the Coast
- *The Thrawn Trilogy Sourcebook*, by Bill Slavicsek and Eric S. Trautmann, copyright 1996, from West End Games
- *The Truce at Bakura*, by Kathy Tyers, copyright 1993, from Bantam Spectra Books
- *The Truce at Bakura Sourcebook*, by Kathy Tyers and Eric S. Trautmann, copyright 1996, from West End Games
- *The Unauthorized Star Wars Compendium*, by Ted Edwards, copyright 1999, from Little, Brown and Company
- *The Unifying Force*, by James Luceno, copyright 2003, from Del Rey Books
- *The Wellspring*, by Morrie Mullins, copyright 2003, from Wizards of the Coast
- *The White Witch*, by Emily James, copyright 1986, from Random House Books
- *The Wildlife of Star Wars*, by Terry Whitlatch and Bob Carrau, copyright 2001, from Chronicle Books
- *The X-Wing Collector's CD-ROM*, by Lawrence Holland and Edward Kilham, copyright 1992, 1994, from LucasArts Entertainment Company
- *Three Cheers for Kneesaa!*, by Jane E. Gerver, copyright 1984, from Random House Books
- *TIE Fighter*, by Lawrence Holland and Edward Kilham, copyright 1994, from LucasArts Entertainment Company
- *TIE Fighter: The Official Strategy Guide*, by Rusel DeMaria, copyright 1994, from Prima Publishing
- *Traitor*, by Matthew Stover, copyright 2002, from Del Rey Books
- *Triplet Threat*, by Jason Fry, copyright 2003, from Wizards of the Coast

- *Trouble on Cloud City*, by Kevin J. Anderson and Rebecca Moesta, copyright 1998, from Berkley Jam Books.
- *Twin Stars of Kira*, by Stephen Crane, et al, copyright 1993, from West End Games
- *Tyrant's Test*, by Michael P. Kube-McDowell, copyright 1997, from Bantam Spectra Books
- *Ultimate Alien Anthology*, by Eric Cagle, et. Al., copyright 2003, from Wizards of the Coast
- *Vader's Quest*, by Darko Macan, copyright 1999, from Dark Horse Comics
- *Vector Prime*, by R.A. Salvatore, copyright 1999, from Del Rey Books
- *Vision of the Future*, by Timothy Zahn, copyright 1998, from Bantam Spectra Books
- *Wanted by Cracken*, by Louis J. Prospero, copyright 1993, from West End Games
- *Watch Out, Jar Jar!*, by Kerry Milliron, copyright 1999, from Random House Books
- *Wicket and the Dandelion Warriors*, by Larry Weinberg, copyright 1985, from Random House Books
- *Wicket Finds a Way: An Ewok Adventure*, by Melinda Luke, copyright 1984, from Random House Books
- *Wicket Goes Fishing*, by Melinda Luke, copyright 1986, from Random House Books
- *With the Band*, by Morrie Mullins, copyright 2003, from Wizards of the Coast
- *Wizards of the Coast Website* (<http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg>), by Various, copyright , from Wizards of the Coast
- *Wretched Hives of Scum and Villainy*, by Paul Donner, copyright 1997, from West End Games
- *X-Wing Alliance*, by Lawrence Holland, copyright 1999, from LucasArts Entertainment Company
- *X-Wing versus TIE Fighter*, copyright 1997, from LucasArts Entertainment Company
- *X-Wing: Iron Fist*, by Aaron Allston, copyright 1998, from Bantam Spectra Books
- *X-Wing: Isard's Revenge*, by Mike Stackpole, copyright 1999, from Bantam Spectra Books
- *X-Wing: Rogue Squadron*, by Mike Stackpole, copyright 1996, from Bantam Spectra Books
- *X-Wing: Rogue Squadron: Battleground Tatooine*, by Mike Stackpole and Darko Macan, copyright 1996, from Dark Horse Comics
- *X-Wing: Rogue Squadron: Family Ties*, by Mike Stackpole, copyright 1998, from Dark Horse Comics
- *X-Wing: Rogue Squadron: In the Empire's Service*, by Mike Stackpole, copyright 1997, from Dark Horse Comics
- *X-Wing: Rogue Squadron: Mandatory Retirement*, by Mike Stackpole, copyright 1998, from Dark Horse Comics
- *X-Wing: Rogue Squadron: Masquerade*, by Mike Stackpole, copyright 1998, from Dark Horse Comics
- *X-Wing: Rogue Squadron: Requiem for a Rogue*, by Mike Stackpole, copyright 1997, from Dark Horse Comics
- *X-Wing: Rogue Squadron: The Making of Baron Fel*, by Mike Stackpole, copyright 1997, from Dark Horse Comics
- *X-Wing: Rogue Squadron: The Phantom Affair*, by Mike Stackpole and Darko Macan, copyright 1995-1996, from Dark Horse Comics
- *X-Wing: Rogue Squadron: The Rebel Opposition*, by Mike Stackpole and Mike Baron, copyright 1995, from Dark Horse Comics
- *X-Wing: Rogue Squadron: The Warrior Princess*, by Mike Stackpole and John Nadeau, copyright 1996-97, from Dark Horse Comics
- *X-Wing: Solo Command*, by Aaron Allston, copyright 1998, from Bantam Spectra Books
- *X-Wing: Starfighters of Adumar*, by Aaron Allston, copyright 1999, from Bantam Spectra Books
- *X-Wing: The Bacta War*, by Mike Stackpole, copyright 1997, from Bantam Spectra Books
- *X-Wing: The Krytos Trap*, by Mike Stackpole, copyright 1996, from Bantam Spectra Books
- *X-Wing: The Official Strategy Guide*, by Rusel DeMaria, copyright 1993, from Prima Publishing
- *X-Wing: Wedge's Gamble*, by Mike Stackpole, copyright 1996, from Bantam Spectra Books
- *X-Wing: Wraith Squadron*, by Aaron Allston, copyright 1998, from Bantam Spectra Books
- *Ylesia*, by Walter Jon Williams, copyright 2002, from Del Rey Books
- *Yoda Stories*, copyright 1997, from LucasArts Entertainment Company
- *Yoda: Dark Rendezvous*, by Sean Stewart, copyright 2004, from Del Rey Books
- *Yoda's Challenge*, copyright 1999, from Lucas Learning
- *Young Jedi Collectible Card Game - Boonta Eve Podrace*, copyright 2001, from Decipher, Inc.

- *Young Jedi Collectible Card Game - Duel of the Fates*, copyright 2000, from Decipher, Inc.
- *Young Jedi Collectible Card Game - Reflections*, copyright 2001, from Decipher, Inc.
- *Young Jedi Collectible Card Game - The Battle of Naboo*, copyright 2000, from Decipher, Inc.
- *Young Jedi Collectible Card Game - The Jedi Council*, copyright 1999, from Decipher, Inc.
- *Young Jedi Collectible Card Game - The Menace of Darth Maul*, copyright 1999, from Decipher, Inc.
- *Zam Wesell*, by Ron Marz, copyright 2002, from Dark Horse Comics
- *Zorba the Hutt's Revenge*, by Paul and Hollace Davids, copyright 1992, from Bantam Skylark Books
- *Zygerrian Takedown*, by Jason Fry, copyright 2003, from Wizards of the Coast